

INTRAMURAL 6-6 SOCCER

Registration Dates: January 16th (Monday) – January 22nd (Sunday)

LEVELS OF COMPETITION:

Men's A – 20 teams

Men's B – 40 teams

Men's C – 40

Women's

FORMAT: This is a 6-player league. Teams will be placed in round robin pool play with the top teams advancing to a single elimination playoff tournament. The league will take place from January 29th through March 9th. Games are scheduled between 7:00PM - 11:30PM, Monday through Thursday and from 4:00PM to 11:30PM on Sundays. All games will be played in the Shenkman Football Facility (located across from the varsity softball field and next to Morrone Stadium). The registration will be limited to the first 20 teams for Men's A, and the first 50 teams for the Men's B & Men's C divisions. Once the divisions are full, teams will be placed on the waiting list.

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score at 2-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

If a team forfeits a game, they will be required to pay a re-entry fee of \$25 (non-refundable) by **4:00PM the next business day** in order to remain in the league. The re-entry fee must be paid in cash at the Customer Service Center in the Student Recreation Facility.

EQUIPMENT:

Teams are encouraged to wear their own color-matching jerseys with visible numbers on the back. No taped-on or pinned-on numbers are permitted. Pinnies will be available at the game sites for teams that need them. A t-shirt with full sleeves (short or long) must be worn underneath the pinnie issued by UConn Recreation.

Goalies must wear a contrasting colored shirt/pinnie than any other player on the field.

Sneakers and soft rubber turf shoes may be worn. Not allowed: bare feet, five finger shoes, metal cleats, plastic molded or screw-in cleats, and boots of any kind.

The NCAA Official Soccer Rules shall govern play for all intramural soccer games with the exceptions listed in these rules; the Assistant Director of Intramurals and Tournaments has the authority to modify said rules at his discretion.

GENERAL RULES:

1. Each team must have 6 players (including a goalie) to start the game. In the case of an injury or other reasons, a team may finish with less than 6 players.
2. There will be no offside violations.
3. Games will consist of two 20-minute halves, running time. There are no time outs. All the games will begin at the scheduled game time.
4. Penalty kicks will be awarded as necessary. The official marks off 10 yards from the goal line. It is a dead ball situation. All players must line up behind the mid-field line during penalty kicks.

5. No punts or drop kicks allowed. If a goalie catches the ball, they must throw the ball.
6. A blatant handball outside the box will result in a yellow card for the offending player and a direct kick for the opposing team.
7. A blatant handball preventing an obvious goal scoring opportunity will result in a red card for the offending player and a penalty kick for the opposing team.
8. Absolutely no slide tackles! (automatic yellow card for slide tackling, a second slide tackle in the same game by the same player is an automatic red card and ejection). It is for your safety as well as others!
9. Sliding to save the ball with no opponents around is permitted (officials' discretion).

GOALS:

Awarded for a ball completely over the line.

OUT OF BOUNDS:

Ball is only out if it is completely over the line either on the ground or in the air.

SUBSTITUTIONS:

1. Must be authorized by an official.
2. Only on goal kicks, after goals, half time and for injuries.
3. No other substitutions will be allowed at any time.
4. Goalies can only switch during proper substitution opportunities.

SHOOTOUT PROCEDURE (after a tie score in regulation):

1. Goalies finishing regulation must remain in goal (for all kicks) during the shootout.
2. Each team selects 3 players for alternating kicks.
3. Coin toss decides which team kicks first.
4. If the score is tied at the conclusion of the first round of penalty kicks, each team selects any one player and the two players will alternate kicks until one player scores and the other doesn't.

MERCY RULE:

If a team is leading by 5 goals or more with 5 or less minutes remaining in the 2nd half, the game will end.

CARDS:

Yellow: warning for unsportsmanlike conduct, handball, slide tackling, use of foul language.

Red: automatic ejection for extreme unsportsmanlike conduct (i.e. abusive language or gesture, serious foul play, handballs in the penalty area). The ejected player must leave the playing site within five minutes. Suspensions may follow.

An ejected player may not be replaced; the team must play with one less player during the game.

Two yellow cards given to the same player equals a red card (see above).

PENALTY KICKS:

1. Goalie cannot be changed for penalty kicks.
2. Goalie must keep both feet on the goal line until the ball is kicked.
3. Distance -10 yards from the goal line.
4. Other players must line up behind the midfield line.
5. Ball is dead after the shooter has taken the shot.

DIRECT KICKS:

1. Awarded for: tripping, holding, handball, charging, jumping on, kneeling, punching, kicking, hitting, pushing, fighting, swinging, slide tackling, or others - anything deemed by the official(s) to be extremely dangerous and/or inappropriate behavior.
2. Ball is placed at the point of infraction and all defenders must be 10 yards from the ball.
3. Offensive team can score off the kick without having the ball touch another player.

4. The kicker shall not play the ball a second time until it has been touched or played by another player.

INDIRECT KICKS:

Awarded for:

1. Dangerous play.
2. A player playing a ball a second time before it has been touched by another player on all free kicks.
3. A goalie taking more than 6 seconds to put the ball back into play once the individual takes control of the ball with the hands, regardless of the number of steps that might be taken during this time.
4. Failure to put a kickoff in play within 10 seconds.
5. Passing the ball back to their own goalie intentionally then having the goalie play the ball with their hands.
6. All others deemed by the official(s) to be inappropriate behavior.
7. All indirect kicks inside the goal box will be taken at the top of the goal box closest to where the foul occurred. The defending team is allowed to stand no closer than on the goal line.
8. Ball must touch another player after the kick in order to score the goal.
9. The kicker shall not play the ball a second time until it has been touched or played by another player.

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by UConn Recreation.

SPORTSMANSHIP RATING: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. UConn Recreation disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

Teams qualifying for the playoff tournament (using W/L record) must average at least a "B" (3.0) rating to be included. In addition, teams must maintain a "B" (3.0) rating throughout the playoff tournament. Teams dropping below a 3.0 average during the playoffs will be eliminated from the tournament. Teams will not receive a grade for a game forfeited or won by forfeit. All ratings will be cumulative based only on the number of games played.

RATING CRITERIA

- A= Team members participate with excellent sportsmanship within the established rules throughout the contest.**
- B= Team or individual team members occasionally complain to officials. Sportsmanship and understanding of the rules is acceptable, but could be better.**
- C= A player or team is given a technical foul for unsportsmanlike conduct.**
- D= A team or members of the team are given two technical fouls for unsportsmanlike conduct.**
- F= A team or members of the team are given three or more technical fouls for unsportsmanlike conduct.**

The Intramural Managers reserve the right to reevaluate and amend any grade based on team/player's sportsmanship.

If you have any questions regarding the intramural soccer rules, please contact Nick D'Amato (Coordinator of Intramurals and Tournaments) at 486-8126 or e-mail: Nicholas.damato@uconn.edu

Schedules and results will be available on the IMLeagues webpage.

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