

INTRAMURAL

Co-Rec Soccer

DIVISIONS OF COMPETITION:

B (Competitive)

C (Less competitive)

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 September 18th through October 13th. Games are scheduled from 6:00PM to 11:30PM, Monday through Thursday and from Noon to 11:30PM on Sundays. All games will be played on the Sherman Family-Sports Complex (turf field, located behind the Student Recreation Facility) and inside the Shenkman Football Facility (located across from the varsity softball field and next to Morrone Stadium). The registration will be limited to the first 50 teams for each division. 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, the captain will be charged \$25 on his/her University fee bill. In addition, teams wishing to remain in the league must complete the online form consenting to a \$25 fee bill charge (non-refundable) by 4:00 pm the next day. If the team does not consent to the additional re-entry fee, they will be dropped from the league. All players who signed in for the team prior to the forfeited game will no longer be eligible to continue participating in that sport for the remainder of the season.

EQUIPMENT:

1. 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.
2. Goalies must wear a contrasting colored shirt/pinnie than any other player on the field.
3. 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.**

NCAA SOCCER RULES WILL PREVAIL WITH THE FOLLOWING EXCEPTIONS:

GAME RULES

1. Each team must have 6 players (including a goalie) to start the game; no more than 3 females and 3 males on the field at all times. 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 according to the rules. 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 inside the box 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).
10. **GOALS:** Awarded for a ball completely over the line.
11. **OUT OF BOUNDS:** Ball is only out if it is completely over the line either on the ground or in the air.
12. **SUBSTITUTIONS:** Must be authorized by an official.
 - a. **Only on goal kicks, after goals, out of bounds (depending on throwing team), corner kicks (depending on kicking team), fouls with a card, half time, and for injuries.**
 - b. No other substitutions will be allowed at any time.
 - c. Goalies can only switch during proper substitution opportunities.
 - d. Substitutions must be male for male and female for female.
13. **SHOOTOUT PROCEDURE** (after a tie score in regulation):

- a. Goalies finishing regulation must remain in goal (for all kicks) during the shootout.
 - b. Each team selects 3 players for alternating kicks. At least one shooter for each team must be a female player.
 - c. Coin toss decides which team kicks first.
 - d. 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.
14. **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:

1. **Yellow:** warning for unsportsmanlike conduct, handball, slide tackling, use of foul language.
2. **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.
 - a. An ejected player may not be replaced; the team must play with one less player during the game.
 - b. 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:

1. Awarded for:
 - a. Dangerous play.
 - b. A player playing a ball a second time before it has been touched by another player on all free kicks.
 - c. 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.
 - d. Failure to put a kickoff in play within 10 seconds.
 - e. Passing the ball back to their own goalie intentionally then having the goalie play the ball with their hands.
 - f. All others deemed by the official(s) to be inappropriate behavior.
2. 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.
3. Ball must touch another player after the kick in order to score the goal.
4. 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.

Following each contest, the game officials, intramural manager(s) and scorekeeper will rate each team on their sportsmanship with either an "Acceptable" or "Unacceptable" rating.

The following behavior may result in an Unacceptable rating for sportsmanship:

- The team or individual(s) receive any card issued for unsportsmanlike conduct or slide tackling
- Player(s) persistently harass opponents, officials or spectators

The following behavior will result in an Unacceptable rating for sportsmanship:

- The team or individual(s) receive multiple cards for unsportsmanlike conduct or slide tackling

- Any member(s) of the team is ejected from the game
- Members of the team or spectators display unsportsmanlike conduct after the conclusion of a game

Teams receiving their 2nd Unacceptable rating in the same season will be dropped from the league or playoffs. Depending on the severity of the incident, a team may be removed from the league and/or face additional sanctions for only one Unacceptable rating.

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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