BINGHAMTON UNIVERSITY- CAMPUS RECREATIONAL SERVICES

INTRAMURAL OUTDOOR SOCCER

777-4259

http://campusrecreation.binghamton.edu   http://intramurals.binghamton.edu

BINGHAMTON UNIVERSITY ID CARDS ARE MANDATORY IN ORDER TO PARTICIPATE

- Incidental contact is part of the game. Our officials will do their best to “talk you through” the contact.
- Advantage/Disadvantage situations will be taken into account
- Play is governed by NCAA Soccer Rules in addition to intramural modifications.

MANDATORY PARTICIPATION FEE: All teams are required to pay a team participation fee of $10.00. This fee must be paid before a team is scheduled.

ALCOHOL AND DRUG POLICY: Individuals and/or teams who arrive to a scheduled competition intoxicated, suspected of consumption, or possessing alcohol and/or other illegal substances will not be permitted to play. The game will be forfeited immediately. There are no exceptions to this stipulation. The supervisor in charge will have the final decision.

MEDICAL PROCEDURES: Intramural Programs will not assume the responsibility for any injuries received during competition. Participants are reminded that their participation is voluntary. We strongly recommend that all participants have a physical examination and secure medical health insurance. Any injury and/or accident should be reported immediately to the supervisor in charge.

SAFETY: Proper attire should be worn while competing. All jewelry, watches, hats, and any other personal item should be removed before participation. Individuals wearing casts should have them padded and checked for approval with the supervisor in charge. Padding does not guarantee participation will be allowed. Any person(s) bleeding and/or having blood on clothing will be removed from competition until this problem is resolved. Appropriate measures must be taken into account.

PLAYER PARTICIPATION: All players that appear on a team roster must be a current student, faculty, or staff member at Binghamton University. In addition, players can not be added after the first game has been played. Any team that violates the participation rule will receive an automatic forfeit and be eliminated from the league. A valid BU ID CARD for all participants must be shown to the staff members at each game. BU ID cards that will be accepted only include cards that are labeled “Undergraduate Student”, “Graduate Student”, and “Faculty and Staff”. No other university ID’s will be accepted.

CHALLENGING A GAME: If there is a discrepancy for any reason related to the outcome of a game, the following actions must be taken. 1. The team making the challenge must provide a statement in writing to The Intramural Program Office no later than two days after the original game has been played. 2. The statement should include the names of the teams that participated in the contest, the date of the contest, and the specific reason why the contest is being challenged. The Intramural Staff Members will then review the challenge and make a FINAL decision.

TEAM JERSEYS: All teams are encouraged to provide their own shirts with numbers. The schedule has designated Home and Visitor Teams. Home teams will be required to wear white/light shirts while Visitor team will be required to wear dark shirts.

EQUIPMENT: Game balls will be provided. Shin guards are optional but are strongly recommended. Goalies must provide their own jersey which should differ in color of their team. Teams are allowed to wear cleats. No metal cleats will be allowed.

CANCELLATION/ FORFEIT OF GAMES: All games must start on time. However, all teams will have a maximum of 10 minutes after the official start time. After 10 minutes, the game will result in a forfeit if there is a “no-show” or minimum amount of players to start a game are not present.

FORFEIT POLICY: Any team that does not show for a scheduled game at any time during league play will be receive an automatic forfeit and be removed from the league. Also, any team that does not provide the minimum amount of players to start a game at any time during league play will receive a forfeit, thus eliminating the team from the league. EXCEPTION: If a team knows they can not play a scheduled game, the game may be rescheduled. A call must be made no later than 5pm on the Wednesday before the weekend of scheduled play. Games requested to be rescheduled are not guaranteed.

WEATHER CANCELATIONS: Assume all games will be played unless there are extreme conditions. All captains will be notified if their team's game is cancelled. This can be done up to start time. If unsure, please call extension 7-4259 or check the IM Web Site.
CANCELATION OF GAME DURING PLAY: In extreme circumstances, a game may be called during play. This is up to the site supervisors. Captains may provide feedback, but the final decision will come from the supervisors. A game will be replayed if the first half is not completed. If called during play of the second half, the team who is ahead at the time will be declared the winner. If called during half-time, the second half will be played at a later date. Each score and penalty situations, ie. Sportsmanship, will be carried over.

GAME TIME AND LENGTH: Two 18 min. halves- running time. 3-5 minute half time.

LEAGUE FORMAT: A change from past year’s, all teams will participate in one regular game during the first weekend of play. All teams that play will then be moved into a double-elimination tournament to begin on the second scheduled weekend. Once a team loses twice, they will be knocked out of the tournament.

I. ELIGIBILITY
   1. Players are subject to the BU Intramural Sports eligibility rules.
   2. All participants must be a current BU student, staff, or faculty member.
   3. BU ID’s are mandatory to participate for each game. NO ID, NO PLAY.
   4. Players can not be added to a team after the first scheduled game. See the IM administration during normal office hours (not at the game) with problems and/or concerns.

II. THE FIELD, PLAYERS & EQUIPMENT
   1. Club Sport participant restriction for teams:
      - No more than 3 club players per men’s team.
      - No more than a total (Men, Women, Men+Women) of 3 club players per team.
   2. Maximum of 10 players on the field per team. A game may start with a minimum of 7 players per team.
   3. For 6 v 6 (includes goalie) Coed Teams:
      - No More than 3 men will be allowed to participate on the field.
      - 2 women must remain on the field at all times
      - Team play’s down with less than minimum
      - A team may start with 5, but must keep the minimum number of women on the field.
   4. Each team shall designate to the officials a field captain. The captain will speak for the team in all dealings with the officials.
   5. Each team must wear uniformly colored shirts, numbers are optional. The home teams wears the white or lightly colored shirts. Visitor team will wear dark colored shirts.
   6. Metal cleats and/or spikes are not allowed.
   7. Goalkeepers must wear a distinguishing jersey.

III. PERIODS, TIME FACTORS & SUBSTITUTIONS
   1. The game consists of two 18 minute halves with a 3 minute intermission.
   2. There are no time-outs. The clock will stop only for goals, penalty shots and at the official's discretion.
      - Substitutions are unlimited and can be done only when the substituting team has the ball for a throw-in and/or corner kick. Any substitution can take place on goal kicks and after a goal is scored. Goalie substitution can be made after a goal is scored.

IV. THE GAME- SPECIAL SITUATIONS
   1. The team winning the coin toss will have the choice of ends of the field or the kickoff.
   2. If play is stopped by the official for any injury, unusual delay or when the goal becomes dislodged, the ball shall be put back into play by a drop ball. If a team has clear possession of the ball when play is stopped, they shall be awarded an indirect kick. In all cases, the ball is put back into play from where it was when play was stopped. However, the ball is not to be dropped inside the penalty area, but at the nearest spot outside the area.
   3. Second Whistle
      - There will be no second whistle on indirect free kicks, corner kicks, or throw ins except when the official deems it necessary.
      - There will be a second whistle on goal kicks, penalty kicks, substitutions, direct kicks
   3. Indirect Free Kicks
      - A goal can not be scored unless the ball has been touched by a player other than the kicker.
      - The following constitutes an indirect kick;
        - Kicking the ball that is held by the goalkeeper
        - Obstruction (not playing the ball)
        - Fair charge
        - Dangerous Play (dangerous nature, likely to cause injury to oneself and/or opponent)
        - Delays the game

4. Caution (Yellow Card)
   - Illegal substitution
   - Persistent infringing of the rules of the game
   - Dissent by action or word
   - Ungentlemanly conduct
   - Intentionally sliding into an opposing player

5. Ejection (Red Card)
   - Violent conduct
   - Spitting on/at an opponent/official
   - Foul / Abusive language (Sportsmanship Policy)
   - Second caution in same game will result in an automatic red card
   - Persistent misconduct after receiving caution- official’s judgment
   - Special Note: A player may be suspended for more than one game if said player receives multiple cards
     - 2 yellow cards in any single game will result in a suspension of one game
     - 1 red card will result in automatic ejection from game.
     - 2 red cards throughout multiple games at any time during the season: ejected from the league

6. Goalie Possession
   - Possession is made when the goalie is able to stop the motion of the ball with one or two hands. Palming the ball (trap) on the ground with hand(s) can also initiate possession.
   - Indirect kick if violated

7. Direct Free Kicks
   - A goal can be scored directly from the kick.
   - Defense must be at least 10 yards away from the kick
   - The following constitutes a direct free kick:
     - Kicking
     - Striking
     - Tripping
     - Jumping into an opponent to gain an advantage
     - Holding
     - Elbowing
     - Pushing
     - Ball touching- Intentional (discretion of official) Handball (+ yellow card issued to player)
     - Charging, charging from behind

8. Penalty Kick
   - Infraction/Infringement within the goal area
   - All players must begin outside of the penalty area before penalty kick is executed
   - Live ball after kick for all players except for the kicker- must wait for ball to be played off another player
   - The Kicker can not play the ball off goalie, cross bar and/or post. He/she must wait for another player to play the ball.
   - Penalty awarded- clock runs out.
     - Penalty kick must be awarded. Reset clock to time of penalty.
   - Penalty shots are unobstructed direct free kicks taken from the penalty spot, 10 yards from the goal. All players other than the designated kicker must be behind the shooter.

9. Ball In-Play
   - All times including rebounds from goal post, cross bar, corner flag post, official (if official is in-bounds)

10. Ball Out-of-Play
    - Wholly crosses a boundary line on the ground or in the air

11. Restart of game due to “out-of-play” and/or unforeseen circumstances
    - Throw In
    - Goal/Corner Kicks
    - Direct/Indirect/Penalty Kicks
    - Drop Ball
    - Special Note: After temporary suspension of play, team with the ball at the time of suspension will start with an indirect kick. Drop ball at the spot will occur only if possession can not be determined. Both players must wait for the ball to hit the ground to begin play. A drop ball can not occur within the goal area.

12. Scoring
    - Whole of the ball must cross over the goal line.

13. Offside
- Can not be offside on throw-in
- Position
  - He/she is nearer to the opponent’s goal line than the last defender unless;
    - Player is in their half of the field
    - Player is not closer to the opponent’s goal line than at least 1 opponent
- When offside
  - At the moment the ball touches or is played by a teammate, the player is/can be involved

14. Kick-Off
- On referee’s whistle
- Ball must go forward 1st, can not be touched by original kicker.

15. Throw-Ins
- Two hands, behind and over head
- Two feet in contact with the ground until the ball is in play
- Can not score directly
- Can not spin the ball on the forward motion

16. Ball in Flight
- Signal sounds indicating end of the game- no goal should it go in.
- No signal sounds/ not heard to indicate end of the game- no goal should it go in.

17. NO SLIDE TACKLES! (goalie exception)
- Direct Kick from spot- warning to the entire team
- After the first slide tackle warning, any player using a slide tackle (in the judgment of the official) will receive a yellow card. A player receiving a yellow card must sit out for two minutes of playing time. The entire two minutes of playing time must be served regardless of the developments on the field. The player serving the penalty period cannot by substituted, therefore his/her team plays short handed.
- Ejection of player may result immediately if the slide tackle, in the judgment of the official, is intended to injure
- Ejection of a player will result on and after the fourth team slide tackle. The team must then play down for the remainder of the game.
- Slide tackle in penalty box will result in an automatic penalty kick

V. TIE GAMES
1. All tie games will result in a "SUDDEN DEATH" five minute overtime period.
2. A coin toss will determine which team will kick off/defend goal of choice. If the game is still tied a "shoot-out" will determine the winner.
   - A coin toss will determine which team kicks first.
   - Each team will receive the 5 penalty shots
     - Ejected players or players out during penalty minutes are not eligible to participate in any portion of the "shoot-out".
     - Teams will alternate shooters (coed will be male, female).
     - NOTE: The Intramural Sports Program reserves the right to act or decide on any issue not covered in sport specific rules, policies/procedures.

VI. SPORTSMANSHIP POLICY
All teams and players must refrain from abusive language while on the field to officials and opposing team members. Abusive language may include but is not limited to swearing, continuous challenge to official’s call, and inappropriate gestures. A violation of this policy will result in immediate ejection. If continued, each player in violation will be ejected for the remainder of the game. Should a team fall below the minimum number of players (7), an automatic forfeit will then result.

VII. FORFEIT POLICY
- Any team that does not appear for a scheduled game will automatically be terminated from league play- no exceptions/excuses.
- Any team that does not have the minimum amount of players for a scheduled game will automatically be terminated from league play- no exceptions/excuse