Department of Recreational Sports | Intramural Sports
2017-18 9v9 Soccer Information Sheet

Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall or consulting our Participant Policy and Procedure Manual.

Key Dates (tentative and subject to change)

- Regular Season Starts: Monday, September 11th
- Regular Season Ends: Thursday, September 28th
- Playoff Brackets Posted: Saturday, September 30th
- Playoffs Begin: Sunday, October 1st
- Championship Night Presented by Foxridge: Thursday, October 19th

Rules of the Game

1. Intramural Soccer is 9-on-9. If a team falls below 6 players during the game due to injuries or ejections, play may continue as long as the game remains competitive.
   a. In CoRec, the number of male and female players cannot differ by more than 1. If possible, there should be an equal number of field players of each gender.
2. Teams must have at least 6 players present in order to begin a game (forfeit information outlined below)
3. Games consist of two 20-minute halves and a 5-minute half time. Officials will keep time on the field.
4. Teams do not have any time-outs but officials may suspend time as necessary (e.g., injury, delay of game).
5. Regular season games ending in a tie will be recorded as such. Playoff games ending in a tie will be followed by a “sudden death” overtime period.
6. Kickoffs
   a. The team that loses the coin toss will start the game with a kickoff.
   b. For a legal kickoff, the ball must move forward, but does not need to roll one full revolution.
   c. Kickoffs are direct (a goal may be scored on a kickoff).
   d. Players opposing the kicker must be at least 10 yards away from the ball until it is kicked.
   e. The kicker may not play the ball again until it has been played by another player on either team.
7. Out of Bounds/Throw-Ins
   a. The ball must completely cross the goal line/touchline – whether on the ground or in the air – to be considered out of bounds.
   b. The side of the goal frame is out of bounds.
   c. The thrower must have both feet on the ground on or behind the touchline; the thrower must also use both hands, throwing the ball from behind and over the head in one continuous motion.
   d. The thrower may not play the ball until it has been touched or played by another player.
   e. A team cannot score on a throw-in unless the ball is touched or played by another player.
   f. If a throw-in does not enter the field of play, the ball is awarded to the opposing team at the spot of the throw.
   g. A player attempting to interfere with a throw-in in any way will be issued a yellow card for unsportsmanlike conduct.
8. Substitutions
a. Both teams may substitute on goal kicks, kickoffs, injuries, yellow cards, or red cards.

b. On throw-ins and corner kicks, the defensive team may only substitute if the offensive team substitutes.

c. Players wishing to substitute must get the official’s attention and be beckoned onto the field.

9. The Goalie
   a. The goalie may use his/her hands to control the ball within the penalty box.
   b. A goalie has 6 seconds from when he/she controls the ball with his/her hands to put the ball back in play.
   c. A goalie may not touch the ball with his/her hands when a player on his/her team deliberately kicks the ball to him/her, or when receiving a ball directly from a throw-in by a teammate.
   d. A goalie may touch the ball with his/her hands when deliberately passed from his/her own teammate by the head, chest or knee. A player may not use trickery to circumvent this rule.

10. Goals
    a. The entire ball must be over the goal line to be considered a goal.
    b. In CoRec, if a female scores, it counts as 3 points; if a male scores, it counts as 2 points (penalty kicks included); these rules do not apply to overtime penalty kicks.

11. Penalty Kicks
    a. Except for the kicker and opposing goalie, all players must be outside the penalty box and at least 10 yards from and behind the penalty mark until the ball is kicked.
    b. The ball must roll forward.
    c. Once the kicker starts his/her approach toward the ball, he/she may not interrupt his/her movement.
    d. Once the kicker plays the ball, he/she cannot play the ball again until the ball is touched or played by a player from either team, including the goalie.
    e. The goalie may use his/her hands on penalty kicks and may move laterally as long as contact is maintained with the goal line or the goal line’s vertical plane until the ball is kicked.
    f. Both the kicker and goalie must be on the field at the time of infraction.
    g. A penalty kick may be awarded even if time has expired.

12. Direct Kicks
    a. Direct kicks include corner kicks, kickoffs, and goal kicks.
    b. Direct kicks result from handballs, tripping, pushing, and any illegal physical contact.
    c. All defensive players must be at least 10 yards away from an offensive player taking a direct or indirect kick and at the start of play.
    d. The ball can be played in any direction.

13. Indirect Kicks
    a. Indirect kicks result from dangerous play, obstruction, offside, or illegal handling of the ball by the keeper inside the box.
    b. Goals cannot be scored on indirect kicks until the ball is touched or played by a player of either team.
    c. All defensive players must be at least 10 yards away from an offensive player taking a direct or indirect kick, and at the start of play.
    d. The ball can be played in any direction.

14. Handling
    a. The goalie may use his/her hands in the penalty box. If a goalie uses his/her hands outside the penalty box, it is handling.
    b. A pass back or throw in to the goalkeeper who uses his/her hands in the penalty box to receive the ball results in an indirect kick for the opposing team. Using the head or chest to pass the ball to the goalie is not considered a pass back.
    c. Handling within the penalty box by the defensive team, other than the goalie, results in a penalty kick.
    d. Handling in the field of play by any player results in a direct kick from the spot of the infraction.

15. Offside
    a. A player is in an offside position when nearer to the opponent’s goal line than the ball (unless in his/her defensive half of the field or has at least two opponents between him/her and the opponent’s goal line).
    b. A player is not penalized for being in an offside position if the ball is received directly from a goal kick, corner kick, or throw-in.
c. **It is not an offense to be in an offside position.** A player is only penalized for being in an offside position if, at the moment the ball touches or is played by a teammate, that player is involved in active play (e.g., interfering with play or with an opponent, or gaining an advantage by being in that position).

16. Yellow/Red Cards
   a. Cards are given for improper conduct as deemed appropriate by an official. The following are listed as guidelines for card administration:
      i. *Yellow card*: excessive verbal abuse, intentional delays of game, minor fouls, etc.
      ii. *Red card*: blatant or major fouls meriting ejection (e.g. swinging or kicking at an opponent, regardless of contact), excessive roughing the goalie, taunting, excessive celebration, etc. An obvious handball by the defense in the penalty box to prevent a goal is an automatic red card. Teams must play a player down following a red card. In CoRec, a team can have only one more player of a particular gender at any time.
      iii. A player receiving a yellow card must leave the field of play, and may not reenter until the next legal substitution opportunity for his/her team.
      iv. Slide tackles are legal if you are within the player’s peripheral vision. **Tackles from behind will be penalized with a red card.**
      v. Unsporting behavior will not be tolerated. Players and teams may be suspended from the league. The use of foul language – toward an official or not – will not be tolerated.
      vi. Intramural Staff reserves the right to impose disciplinary action on players, teams, or fans if warranted.

17. Overtime Procedure (Playoffs Only)
   a. If there is no winner at the end of regulation play there will be an overtime period.
   b. The overtime period will be 5 minutes, sudden death.
   c. Play will be 6-on-6 with no goalie.
      i. In Co-Rec, there must be 3 females and 3 males on the field.
   d. Teams will not be allowed to substitute even in the case of injury.
   e. Teams may elect to place a player in front of the goal, but that player may not use his/her hands.
      i. Penalty: red card penalty kick awarded for deliberate handling.
   f. All rules and regulations will still apply in the overtime.
      i. Exception: offside rules are not in effect during the overtime period.
   g. If a penalty kick is awarded, the person in the goalkeeper’s position may not use his/her hands.
      i. Penalty: red card, re-take penalty kick.
   h. If the game is tied at the end of the 5-minute overtime period, kicks from the penalty mark will be used to determine a winner.
      i. Kicks will be 1 for 1, meaning each team will get to take 1 kick. If both teams score or both teams miss, a second round of 1 for 1 kicks will be taken. This will continue to occur until 1 team scores and the other team misses, at which point the game is over. No player on a team may take a second kick until all players of the team have taken a first kick.

18. Mercy Rule
   a. If a team is ahead by 3 goals (7 points in CoRec) with 2 minutes remaining in the second half, the game is over.
   b. If a team scores during the last 2 minutes of the game and that score creates a 3 (7 in CoRec) or more goal difference, the game is over.

**Rules not outlined in this sheet will follow the National Federation of State High School Association (NFHS) Rules**
Sportsmanship

1. After each game, teams are given a sportsmanship rating by the officials, the scorekeeper, and the supervisor. The following rating system is used as a guideline for all sportsmanship ratings:

   “5” Excellent Conduct and Sportsmanship – Players cooperate fully with opponents and officials. The captain calmly converses with officials and has full control of his/her teammates.

   “4” Good Conduct and Sportsmanship – Team members display minor disagreement or unsporting behavior. Teams receiving an unsportsmanlike penalty/foul are not eligible to receive a rating higher than a “4” for that game. A team wins by forfeit.

   “3” Average Conduct and Sportsmanship – Team members display disagreement and unsporting behavior toward officials and/or opponents. Teams receiving more than one unsportsmanlike penalty/foul are not eligible to receive a rating higher than a “3” for that game.

   “2” Below Average Conduct and Sportsmanship – Team members display a serious lack of control and continuously show unsporting behavior to officials and/or opponents from the field/sidelines. The captain has little or no control of team. Must have received at least one unsportsmanlike penalty/foul to receive a “2” or below. Forfeiting teams receive a “2” rating. Teams with an unsporting ejection cannot receive higher than a “2” rating.

   “1” Poor Conduct and Sportsmanship – Captain has no control over team, resulting in an ejection. Team is completely uncooperative. Any team causing a game to be forfeited – other than by not showing – may receive a “1” rating.

   “0” Team Disqualification – Player(s) or coach(s) ejected for abuse against a staff member or opponents. Team is disqualified for unsportsmanlike acts before, during, or after the game.

   **Please help us make this system work by giving appropriate ratings**

2. Each week, all teams that maintain a 5.0 sportsmanship average are entered into a drawing for a sportsmanship award. The team receiving these awards will also have their picture posted on the Intramural Sports website.

3. Regular Season Situations:
   a. Teams must maintain a 3.0 average throughout regular season play to be eligible for playoffs.
   b. Teams that receive below a 3.0 average for any game will be contacted by the Intramural Sports Office.

4. Playoff situations
   a. If a team receives below a 3.0 average in a playoff contest, that team will be eliminated from playoffs.
   b. If neither team receives at least a 3.0 average, a double forfeit is declared and both teams are eliminated.

5. If a game is not finished due to any circumstances, the sportsmanship rating earned will stand.

6. The Department of Recreational Sports may impose additional penalties on players that are unsportsmanlike during regular season or playoff contests.
League Structure
1. All recreational division teams are eligible to play the full season in a round robin schedule.
2. Competitive division teams play the regular season in a round robin schedule. Following the regular season, these teams are placed into a single-elimination bracket.
3. The following point system are used to determine the place your team finishes in the league:
   a. Win = 3 points  |  Tie = 1 point  |  Loss = 0 points
4. All round robin results are posted on the website for teams to review.

Playoff Structure
1. All competitive division teams are eligible to advance to a single-elimination playoff if:
   a. The team maintains a 3.0 sportsmanship average during regular season games.
   b. The team does not forfeit a game without paying the Forfeit Reinstatement Fee ($20).
2. Recreative divisions are rescheduled into another round robin schedule.
3. Teams should check the brackets after 1:00pm the day following a playoff game. Game times will not be given out over the phone, please do not call the Intramural Sports Office for game times.
4. Intramural Champion Shirts are awarded to the champions of the competitive bracket.

Eligibility
1. Any person who has purchased the Full Intramural Membership is eligible to participate in any team activity. The following persons are eligible to purchase memberships:
   a. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.
   b. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.
   *All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.
2. All players must show their valid VT Hokie Passport in order to play. No ID, No Play!
   a. Cards must be readable – unrecognizable pictures, names, or numbers may not be considered valid.
3. Participants may play for only one single-sex team and one CoRec or Open team (when offered).
4. Current varsity athletes may not participate in their sport or allied sport during the academic year. Former varsity athletes must sit out for one semester following their last varsity game before being eligible to play in their sport or allied sport (both summer sessions are considered one semester). No more than three varsity athletes (any combination of current or former athletes) may play on one intramural team.
   a. A varsity athlete is defined as anyone who is on a varsity athletic team roster during the academic year, anyone participating with a varsity squad in an attempt to make a roster, red-shirts, Proposition 48 students, and any scholarship player with eligibility remaining.
   b. Former varsity athletes are defined as anyone who was a varsity athlete (as defined above) at any time within the past five years beginning the semester following their last varsity game.
5. Sport Club members are allowed to participate in their sport or allied sport with a maximum of three total players per team roster (sport specific). For example, an intramural soccer team may only have three club soccer players but may have six members of the field hockey club. Sport club members are defined as anyone whose name appears on the current year’s roster.
6. Current or former professional athletes are ineligible to participate in their sport or allied sport.
7. Team captains are responsible for checking player eligibility for his/her teammates and the players of the opposing team. The Intramural Staff is not responsible for checking player eligibility but reserves the right to impose disciplinary action for players/teams discovered to have ineligible players.
8. Teams found to have one or more ineligible players, will forfeit all games in which the player(s) played.
   a. Teams will have until 5:00pm the next business day after discovered to pay the Forfeit Reinstatement Fee ($20) in order to remain in the league. If the fee is not paid by the deadline, the team will be removed from the league.
   b. If the player(s) correct eligibility issues (e.g., purchase the appropriate membership by midnight the
2nd day after participating), the team will be allowed to remain in the league. Ineligible players may be suspended from play in that sport’s gender classification (i.e., Men’s, Women’s, CoRec) for the remainder of the season.

9. As long as a game is ready to begin by game time, any participant who arrives after that time may participate provided they properly check in (see Roster Policy above).

10. Men/Women are required to play in their specific single-sex divisions when offered unless participating on a CoRec or Open team (e.g., no women in men’s division and vice versa).

**Roster Policy**

1. Players check in for a game Intramural Staff at their field/court for all games.
2. A player must present his/her valid Virginia Tech ID before participating.
3. Additions to the team roster can be made at any point throughout the season.
   a. If a player does not properly check in, he/she is not allowed to participate.
   b. **Practice games do not influence team rosters** – roster additions begin with regular season contests.
3. Roster Switches – after playing for a team, a player may choose to remove him/herself from a roster and participate on another team within the same division (i.e., Men’s Women’s, CoRec). An individual may not switch rosters if:
   a. They have played on the same team twice
   b. Their team loses in the playoffs
   c. Their team is removed from the league due to forfeit or sportsmanship issues.
4. There is no limit to the number of players a team can on the roster, but teams winning a championship in their division will receive a maximum number of shirts.
   a. If the team has fewer players on the roster, the team will only receive shirts for the players on their roster.
   b. Extra shirts are available for purchase ($8.00/shirt) in the Intramural Sports Office.

**Ejection Procedure**

1. Players, coaches, or fans ejected from intramural contests must **immediately** leave the playing area if requested to do so by Intramural Staff.
   a. Failure to leave may result in forfeiture of the game.
2. Individuals ejected from intramurals should receive an email notification from the Intramural Sports Staff as well as a notification form from an Intramural Sports Supervisor on site. Ejected participants must contact the Intramural Sports Graduate Assistant(s) within 14 days of the ejection.
   a. Failure to do so may result in referral to Virginia Tech’s Office of Student Conduct.
   b. Ejected participants are suspended from participating in all intramural programs and from the use of recreational sports facilities until having met with the Intramural Sports Graduate Assistant(s).
   c. An ejected individual found to be playing with an intramural team prior to meeting with the Intramural Staff may result in loss of intramural privileges for the duration of the academic year.
   d. Self-imposed punishment is **not** accepted.
3. Ejection meetings are structured around open dialogue to ensure all points of view are represented before any outcome is decided. Therefore, it is in the ejected individual’s best interest that the meeting is conducted in a timely fashion.

*More information on the ejection process can be found in the Participant Policy and Procedure Manual.*

**Forfeits**

1. Teams must have the minimum number of players required to start a game.
   a. If a team does not have the required number to start, a 10-minute grace period will begin. A team must have the required number of players by the end of the grace period or that team will forfeit the game.
   b. If neither team has the necessary number of players, the game will be recorded as a double forfeit.
2. A team that forfeits during regular season play has until 5:00pm the 2nd business day following the game to pay the Forfeit Reinstatement Fee ($20) online. If the fee is not paid by that time, the team will be eliminated from regular season play. The team will be replaced with a team from the waiting list or replaced with another team wishing to play an extra game. If there is not a waiting list, open spots will be filled on a first come, first served basis by contacting teams through Twitter/Facebook or e-mail.

3. A forfeit during the playoffs eliminates the forfeiting team from further competition.

**Protests**

1. Eligibility Protests
   a. If a team wishes to protest player eligibility, the captain is responsible for notifying a supervisor.
   b. Following an eligibility protest, the game will be played as normal. The Intramural Staff will rule on the protest the following business day and notify both teams of the outcome.

2. Rule Misapplication or Misinterpretation Protests
   a. **Judgment calls cannot be protested.**
   b. If a team wishes to protest a rule application or interpretation, the captain must notify the Intramural Supervisor immediately, before the continuation of play. **The team captain should refuse to continue play until the supervisor arrives and makes a ruling regarding the protest.**
   c. If the team captain disagrees with the supervisor’s protest ruling, the team captain should immediately inform the Supervisor that the contest is being played under protest. In that situation, the Supervisor will record all necessary information (e.g., score, ruling, date, time, site number, time remaining in the contest) and file a report with the Coordinator of Intramural Sports.

**All protests must be filed in writing by the protesting team captain with the Intramural Sports Office by 12:00 noon the day following the incident and accompanied with the Protest Fee ($10). See the Participant Policy and Procedure Manual to find the Protest Form.**

**Inclement Weather & Cancellations**

1. Decisions concerning game status are made before 4:00pm daily.
2. All decisions made after 4:00pm are made by the supervisor on duty at the activity site.
3. For the most current game status, follow us on Twitter/Facebook (@VTIntramurals)
4. Games cancelled during regular season play will not be rescheduled (unless circumstances permit). The Intramural Sports Office will notify team captains/co-captains if games are rescheduled via email once rescheduling has been completed.

**Responsibilities of the Captain**

1. Know rules, schedules, and program policies... and pass information along to all team members.
2. Have team members properly check in prior to the scheduled start time with their valid VT Hokie Passport.
3. Encourage sportsmanship with all team members.
4. Act as team representative when discussing rule interpretations and player eligibility with Intramural Staff.
5. Select one MVP from the opposing team following each game.

**Equipment**

1. Teams are required to bring a white shirt/jersey and a dark-colored shirt/jersey to all games.
   a. The dark-colored shirt/jersey must be a similar shade of color for all team members.
   b. Opposing teams are not allowed to wear similar colors during the game.
   c. If both teams show up with the same color, the captains must determine which team will wear an alternate color. If an agreement cannot be reached, both teams will forfeit the game.
   d. Teams playing flag football, 9-on-9 soccer, 5-on-5 basketball, and softball are required to have one- or two-digit whole numbers on their shirt/jersey for administrative purposes.
      i. Player numbers must be distinct from other team members.
      ii. Numbers must be clearly visible from a distance of 10 yards.
      iii. Taping numbers is not allowed.
   2. Due to safety risks, all jewelry – except medical alert items – must be removed before play.
a. Taping over jewelry is not an acceptable alternative to removing jewelry.
b. If a Supervisor suspects a team member has taped over jewelry, the team member may be asked to remove the tape. If a team member does not remove jewelry or tape, he/she is not eligible to play.
3. Casts (above or below the waist) and braces (above the waist) are not allowed.