3v3 COED SOCCER
Information Sheet
Summer 2018

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN
Online appointment time sign-ups will begin at 3:00 PM on Monday, June 11 @ imsignup.byu.edu
A net ID and password are required to register for an appointment time. Schedule sales will begin on Tuesday, June 12. Those who make an appointment will have first priority. (Entries are limited)

ENTRY FEE
A $20.00 non-refundable entry fee will be required at registration for each team.

CAPTAINS MEETING
A meeting for team captains (or a representative from each team) will be held Monday, June 25 at 4:00 PM in 267 Richards Building. Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

ELIGIBILITY
Summer 2018 full-time BYU students (6 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an Intramural Activity Fee for each semester in which they participate. Non-BYU students must be active members of a Provo young single adult (YSA) or married student ward. Their membership records must reside in the YSA or married student ward they attend.

The Intramural Activity Fee is paid at the Information Center in 112 Richards Building. The cost is $25.00 per semester during fall & winter and $20.00 for spring/summer. A BYU ID or BYU Net ID with a valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester.

To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to seven players. Each participant may play for only one soccer team.

RELEASE AGREEMENT
All Intramural participants must complete an online release agreement before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION
Games will be played Tuesday through Friday 6:15 PM to 10:15 PM and Saturdays 8:15 AM to 12:15 PM on the North University Fields located just north of 2230 North and Canyon Road.

CHECK-IN
It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. All participants must show a valid (government or school issued) picture ID before every game. Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed” must present their paid receipt for the intramural activity fee before they can check in.
FORFEITS
Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams with less than **two** legal players at game time. Teams receiving their fourth forfeit may be dropped from regular season and elimination tournament play. *Refunds will not be given for forfeited schedules.*

EQUIPMENT
Teams must supply a soccer ball for each game. **All participants are required to wear appropriately sized shin-guards, secured and covered with long socks.** No metal or toe cleats are allowed.

UNIFORMS
Teams are strongly encouraged to have **two sets of jerseys of differing colors.** An appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts (and metal cleats) are not allowed.

OFFICIALS
The Office of Intramural Activities will provide all officials. Officials and supervisors assigned to your match have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY
All participants play at their own risk and must acquire their own insurance.

INCLEMENT WEATHER
The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays.** Participants may call the rainout hotline at 801-422-3992 for this decision.

SPIRIT OF SPORTSMANSHIP
“**Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired…. Sportsmanship is the spirituality in athletics**” (The Teachings of Ezra Taft Benson).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. The BYU Intramural Activities program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Stand as a Witness:** *We are to stand as witnesses of God at all times and in all things, and in all places* (Mosiah 18:9). Be consistent with who you are in all situations. “Never check your religion at the door. That kind of discipleship cannot be – it is not discipleship at all.” (Elder Jeffrey R. Holland – Israel, Israel, God is Calling. September 2012)

2. **Live with Integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Honesty applies equally in sports as it does in all other areas of life. Never lower your standards because “it’s just a game.”

3. **Play by the Rules:** Do not push limits or escalate the level of physical play to match the style of enforcement. This style of play endangers other players. Intentional disregard for the rules of the game is unsportsmanlike. Play hard, but honor the rules.
4. **Be Accountable:** Although we are free to choose our actions, we are not free to choose the consequences. Others cannot determine our feelings or thoughts. We are each accountable for what we do and say and should never blame others for our behavior.

5. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). Sportsmanship is the Golden Rule in action. Treat others—officials, opponents, spectators, teammates—with honor and respect.

6. **Be Meek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict, it only compounds the situation. Demonstrate humility in victory and dignity in defeat.

7. **Be Gracious:** Compliment your opponent after a good play. Focus on the good. Build people up, do not tear people down. Be genuine when you congratulate your opponent.

8. **Have Fun:** *Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

### YELLOW/RED CARD SYSTEM
A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card will be ejected from the game and must leave the field before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:
- **Yellow Card:** Non-directional profanity; arguing; rough play; taunting.
- **Red Card:** Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

### TOURNAMENT INFORMATION
There will be one open division for regular season play. Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following five criteria:

1. Passing
2. Shooting
3. Dribbling
4. Defense
5. Team speed and athleticism

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below:

- Tournament classification rankings will be posted by 4:00 PM on Wednesday, July 18.
- Teams will have until **4:00 PM on Friday, July 20** to challenge classification rankings.
- Tournament brackets will be posted by 4:00 PM Saturday, July 21.
- Tournament play begins Wednesday, July 25.
Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 Richards Building). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office in advance to avoid potential scheduling conflicts for their team(s). This can be done through the use of a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week’s schedule.

**RULES**

Intramural 3v3 Soccer rules are adapted from the 3v3 Live Soccer Rules as well as the 2017-2018 NFHS Soccer Rules Book with the following exceptions or points of emphasis:

1. **Team Composition:** teams may consist or two (minimum) and three (maximum) players on the field, with at least one male and one female on the field at all times. Team rosters are limited to seven players. There are no goalkeepers in 3v3 soccer.

2. **Game Duration:** the game shall consist of two 10-minute halves separated by a two-minute halftime period, OR the game shall end when a team reaches a 10-goal lead. During regular season, teams will play two consecutive matches against different teams each day scheduled.

3. **Timing:** during the last two minutes of the second half, when the score is within five, the clock will stop for a penalty kick, a caution/disqualification card, following a goal, and when an official orders the clock to be stopped.

4. **Field Dimensions:** the playing field shall be 40 yards long by 30 yards wide. A goal box, 10 feet wide by 8 feet deep, will be placed along both end lines.

5. **Goal Box:** no ball contact is allowed within the goal box. All players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player’s body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. Goal kicks may be taken from any point along the end line.

6. **Goal Scoring:** all goals scored will count for one point. A goal may be scored from a touch on the offensive half on the playing field. If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

7. **Kick Off:** may be taken in any direction. You cannot score directly from a kick off (ball must be completely across the mid-line to be considered on the offensive half of the field).

8. **Kick-In:** the ball shall be kicked into play from the sideline (within 2 yards) instead of a throw in. The ball must be stationary at the time of the kick-in.

9. **Offside:** this rule will not apply.

10. **Slide Tackling:** going to the ground in an attempt to play the ball within playing distance of an opponent from any direction will not be allowed.
11. **Defensive Positioning:** defensive players must maintain a distance of 5 yards from the ball on each kick in, goal kick and free kick.

12. **Penalty Kicks:** shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

13. **Substitutions:** may be made during dead ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at midfield from the supervisor’s sideline.

14. **Delay of Game:** any player may be cautioned if it is deemed by the referee that the player is intentionally wasting time.

15. **Overtime (tournament only):** in the event of a tie game, a three-minute sudden death period will be played followed by the best of three penalty kicks taken by the three players on the field at end of sudden death period. If the game remains tied, penalty kicks will continue, in a sudden-victory situation, through all eligible participants for each roster.

*If you have any questions contact Carter in 145 RB (801-422-7597) or access our web page. intramurals.byu.edu  Have a fun season!*