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 Tuesday, May 1 @ imsignup.byu.edu. A net ID and password are required to register for an appointment time. Schedule sales will begin on Wednesday, May 2. Those who make an appointment will have first priority. (Entries are limited)

ENTRY FEE
A $40.00 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, May 7 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
Spring 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 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/term.

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 eighteen players. Male participants may play for one men’s team and one coed team. Female participants may play for one coed 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 Saturday 9:15 AM to 1:15 PM on the RB Turf and in the Indoor Practice Facility (IPF). The RB Turf is located west of the Richards Building and the IPF is located west of the Smith Field House.

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 five legal players at game time. Teams receiving their second 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 shinguards, secured and covered with long socks.** No metal or toe cleats are allowed.

NOTE: According to the NFHS Rules Book (Rule 4.3 Penalty), “An improperly equipped player shall be instructed to leave the field of play when the ball next ceases to be in play.” Such players shall not return to play until properly equipped.

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 game 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.

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 = remainder of game).

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 two coed divisions (beginner and intermediate) and one men’s division (open) 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 and shooting
2. Dribbling
3. Team speed
4. Positioning
5. Goalkeeper’s ability to prevent goals

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.

### Coed Tournament
- Tournament classification rankings will be posted by 4:00 PM on Wednesday, May 30.
- Teams will have until **4:00 PM on Friday, June 1** to challenge classification rankings.
- Tournament schedule will be posted by 4:00 PM on Saturday, June 2.
- Tournament play begins Tuesday, June 5.
Men’s Tournament

- Tournament classification rankings will be posted by 4:00 PM on Thursday, May 31.
- Teams will have until **4:00 PM on Friday, June 1** to challenge classification rankings.
- Tournament schedule will be posted by 4:00 PM on Saturday, June 2.
- Tournament play begins Tuesday, June 5.

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 soccer abides by the 2017-2018 National Federation of High School Association Rules with the following exceptions or points of emphasis:

1. **Team Composition:** teams may consist of five (minimum) to seven (maximum) players, including the goalkeeper. **For coed** the goalkeeper may be male or female, and no more than three men, excluding the goalkeeper, may play at a time.

2. **Game Duration:** games consist of two twenty-minute periods.

3. **Timing:** during the last five minutes of the second period, when the score is within five, the clock will stop as outlined in Rule 7.4 for a penalty kick, a caution/disqualification card, following a goal, and when an official orders the clock to be stopped. **NOTE:** A period may be extended for penalty kicks only.

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

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

6. **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.

7. **Dangerous Play:** any play deemed dangerous by the official may be penalized. This includes playing the ball while on the ground.

8. **Point Values:** goals scored by female players are worth two points. Goals scored by male players are worth one point. **All penalty kicks are worth one point.**

9. **Shoes:** metal tipped cleats are permitted; however, metal and toe cleats are not. Any cleats deemed unsafe by officials will not be allowed.

**NOTE:** According to the NFHS Rules Book (Rule 12.7.3, 4), “on any occasion when a player deliberately kicks or throws the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.” **Penalty:** Indirect kick awarded to the opponent at the spot of the violation, unless in the goal area.
DEFINITIONS (Adapted from the 2017-2018 NFHS Rules Book)

BALL IN AND OUT OF PLAY
The ball is out of play when it has completely crossed the goal line or touchline (sideline), whether on the ground or in the air. The ball is **in play at all other times including:**
   a. When it rebounds from a goal post, crossbar, or corner flag post.
   b. When it touches an official or line judge in the field of play.
   c. Until an official sounds the whistle.

DROP BALL
A method by which a dead ball becomes live. An official drops the ball to the ground. When the ball strikes the ground, it becomes live and may be touched by any player. Play will resume with a drop ball:
   a. When the ball is caused to go out-of-bounds by two opponents simultaneously.
   b. Following a temporary suspension of play for an injury or unusual situation in which no team has clear possession of the ball.
   c. When simultaneous fouls of the same degree occur by opponents.

PENALTY KICK
A kick awarded to a team because an opponent was charged with a direct free kick penalty within his/her own penalty area.

THROW-IN
A method by which a dead ball becomes live. A player throws the ball using both hands. The ball must be delivered from behind and over the head in one continuous movement, while both feet are on the ground on or behind the touchline and the player must be facing the field.

GOAL KICK
A goal kick shall be awarded to the defending team when the entire ball crosses the goal line, outside of the goal, either in the air or on the ground, having last been touched or played by the attacking team. A goal may be scored directly from a goal kick, but only against the opposing team. A goal kick shall clear the penalty area and enter the field of play. If the ball is not kicked beyond the penalty area, the goal kick shall be repeated.

CORNER KICK
A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line, outside of the goal, either in the air or on the ground, having last been touched or played by the defending team. A goal may be scored directly from a corner kick, but only against the opposing team.

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