

# Intramural Outdoor Soccer

**REGISTRATION: August 22<sup>nd</sup> (Tuesday) – August 29<sup>th</sup> (Tuesday)**

**All teams must be registered by 11:59 PM on Tuesday, August 30<sup>th</sup>**

**Cost: \$40 per team**

**DIVISIONS OF COMPETITION:**

Fraternity

Men's Competitive

Men's Recreational

Mix-Gender

Women's

**MANDATORY CAPTAINS' MEETING: August 31<sup>st</sup> (Wednesday) @ 6:30 PM**  
**Robert Purcell Community Center Auditorium**

A mandatory captains' meetings will be held to discuss rules and program operations. **If a team captain or representative does not attend this meeting, the team will be charged a \$15 missed captains' meeting fee. The team may also be replaced by a team on the waiting list (whose representative is present at the meeting). The team that missed the meeting will be placed at the bottom of the waiting list (if one exists) as well.**

**FORMAT:** This is an 8 player league. Teams will be placed in round robin pool play for the regular season. Teams with a winning record (.500 or better) will advance to a single elimination playoff tournament. The league will take place from September 6<sup>th</sup> through October 28<sup>th</sup>. Games are scheduled between 5-10 PM, Monday through Wednesday and from 1-9 PM on Sundays. All games will be played on the Jessup Field Complex located at the intersection of Jessup Road and Triphammer Road. **These fields are only available for scheduled intramural activities.** Open recreation is available on North Campus behind Appel Commons. All participants should park in A-Lot.

**ELIGIBILITY:** Players are eligible to join one single gender (Fraternity, Men's Competitive, Men's Recreational, Women's) and one Mix-Gender Team regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (Section VI.: Eligibility). **Teams will be allowed to add new players to their roster throughout the season, including playoffs.** All roster additions will be handled through IMLeagues.com or at the game site. **If a participant does register at the game site, they will need to have created a profile by the time their game is played.**

**VALID CORNELL ID CARDS:** Before anyone can participate, **each player must present their Cornell picture ID when they check in at all events. NO ID = NO Play. There are no exceptions to this rule.**

**TEAM JERSEYS:** Each team must wear similar color jerseys. Visible numbers (0-99) must be displayed on the back of the jersey. No taped-on or pinned-on numbers are permitted. Pinnies will be provided for teams that need them. Goalkeepers must wear a contrasting color jersey from that of all the other players.

**RAIN OUTS:** If weather or field conditions are questionable, please check the Intramural webpage or IMLeagues webpage for updates. Games will be rescheduled at a later date, if possible. **No teams will be called.**

**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.

**Any team that forfeits one game will be charged a \$30 forfeit fee.** All fees will automatically appear on the captain's bursar account. If a team calls by **4:00 pm the day of their scheduled contest**, the forfeit fee will not be applied; however they will still receive a forfeit.

Teams that forfeit only once are still eligible for playoff consideration. A team that forfeits the equivalent of two games will be dropped from the league without the possibility of re-entry.

**Teams that win by forfeit will NOT receive a grade toward their sportspersonship rating.**

**SAFETY:**

1. Proper attire must be worn. No jeans or dress pants allowed.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: headgear, hard-billed hats, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. **Taping of exposed jewelry will not be permitted.** This is for your safety as well as others.
3. Religious wear or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Director of Intramural Sports for the use of orthopedic devices essential to protect an injury.
5. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

**The NFHS Official Soccer Rules shall govern play for all intramural soccer games with the exceptions listed in these rules:**

**SPECIAL INTRAMURAL RULES**

1. Eight players (including a goalie) per team are allowed on the field at a time. A minimum of six players is necessary to begin and continue play. In the case of an injury or other reasons, a team can finish with less than 8 players.
2. **Mix-Gender Modification:** Teams will consist of a minimum of 3 females and three males. There must be an equal number of each gender, or in the case of 7 players, a difference of one.
3. Games will consist of two 20-minute halves, running time. **There are no time outs.** All the games will begin simultaneously when the Intramural Supervisor sounds the horn at the scheduled game time.
4. Sneakers, turf shoes or molded rubber cleats may be worn. **Not allowed: bare feet, toe shoes, metal cleats, plastic molded-in or screw-in cleats, and boots of any kind.**
5. Shin guards are not required but are strongly recommended.
6. The goal post may not be used in any way to assist the goalie or players from making a play on the ball. A goal may be automatically awarded to the offensive team if the official rules the ball was heading into the goal when a defensive player interfered by moving the goal post. If the offensive player moves the goal to gain an advantage, a direct kick will be awarded to the defensive team.
7. **Absolutely No Slide Tackles!** (automatic yellow card for slide tackling, automatic red card for slide tackling from behind or out of player's view). **It is for your safety as well as others!**
8. Sliding to save the ball with no opponents around is permitted (officials' discretion).
9. Ties will stand during the regular season. For the playoffs, a five-minute sudden death overtime period will be played. If the score remains tied after one overtime period, then a shoot-out occurs.
10. Shoot out procedure (after a tie score in playoffs):
  - A) Only players who have checked in for the game are eligible.
  - B) Goalies finishing regulation must remain in goal (for all kicks) during the shoot out.
  - C) Each team selects 5 players for alternate kicks.
  - D) Coin toss decides which team kicks first.
  - E) Once the whistle has been blown by an official for a kick, the kicker must kick within 10 seconds or lose the chance.
  - F) If the score is tied at the conclusion of the first five rounds of penalty kicks, teams will continue to alternate kicks until one team scores and the other doesn't.
11. With ten minutes remaining in the game or at any time thereafter, the game will end if a team is leading by 7 goals or more.

**CARDS**

- Yellow: Warning for unsporting conduct, handballs, slide tackling, use of foul language.
- Red: Automatic ejection for extreme unsporting conduct (i.e. abusive language or gesture, serious foul play) or a foul by a player against an opponent who is moving towards his/her offensive goal with an obvious opportunity to score. The ejected player must leave the playing site within five minutes. Suspensions may follow.
- An ejected player may not be replaced; the team must play with one less player during the game.
- Two yellow cards given to the same player equals a red card (see above).

**OFFSIDE-** A player is in an offside position when nearer to his/her opponents' goal line than the ball unless:

- A. The player is in his/her own half of the field of play; or
- B. The player is not nearer to the opponent's goal line than at least two opponents.

A player is NOT offside if that player receives the ball directly from a throw-in, corner kick, or goal kick.

### **GOAL KICKS**

- A. Must be taken from within the goal area.
  - Anyone can take the kick.
  - The ball must leave the goalie's box and go out into the field before touching another player.
- B. Are direct.

### **CORNER KICKS**

- A. Are direct.
- B. A player cannot move a cone before taking a corner kick.

### **THROW-INS**

- A. Are indirect.
- B. Must be legal (on an illegal throw, the throw-in is awarded to the other team).
  - Two feet must be on the ground all the way through the follow through.
  - Ball must be released in front of the player's head, not behind.
  - Ball must come directly overhead with no side spin.
  - Throw must be in one motion all the way through.

### **PENALTY KICKS**

- Goalie cannot be changed for penalty kicks.
- Goalie must keep both feet on the goal line until the ball is kicked.
- Goalie may move laterally across the line, but not forward until the ball is kicked.
- Distance: 12 yards from the goal line.
- Kicker must wait for official's whistle.
- Other players must line up outside of the penalty area.

### **DIRECT KICKS**

- A. 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.
- B. Ball is placed at the point of infraction and the opponents must be 10 yards from the ball.
- C. Offensive team can score off the kick without having the ball touch another player.
- D. The kicker shall not play the ball a second time until it has been touched or played by another player.

### **INDIRECT KICKS**

- A. Awarded for:
  - Offside
  - Dangerous play.
  - A player playing a ball a second time before it has been touched by another player on all free kicks.
  - 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.
  - Failure to put a kickoff in play within 10 seconds.
  - Passing the ball back to their own goalie intentionally then having the goalie play the ball with their hands.
  - All others deemed by the official(s) to be inappropriate behavior.
- B. Ball is placed at the point of infraction and the opponents must be 10 yards from the ball.
- C. Ball must touch another player after the kick in order to score the goal.
- D. The kicker shall not play the ball a second time until it has been touched or played by another player.

### **KICKOFFS**

- A. Are taken from midfield.
- B. Defending team must allow 10 yards.
- C. Ball must be kicked forward.
- D. The kicker shall not play the ball a second time until it has been touched or played by another player. Failure to comply will result in an indirect kick from the center by the defensive team.
- E. The offensive team has 10 seconds to put the ball in play. Failure to comply will result in an indirect kick from the center by the defensive team.
- F. Are direct.

**GOALS** -Awarded for a ball completely over the line.

**OUT OF BOUNDS** - Ball is only out if it is completely over the line either on the ground or in the air.

**SUBSTITUTIONS** - Must be authorized by an official and can be made in the following situations:

- Goal kicks and corner kicks
- Following a goal
- For an injured player
- The team in possession of the ball for a throw-in may substitute. If the team in possession of the ball chooses to substitute, the opposing team may substitute at that time as well.

**MEDICAL PROCEDURES:** Cornell Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants have voluntarily decided to participate in this sport or activity and has knowledge of the nature and the extent of the risks. Participants are also aware that there are other risks of injury and illness, that may arise due to participation in this sport or activity and that it is not possible to specifically list every individual risk of injury. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty personnel. Participants with a health issue and individuals who are on medication are urged to confidentially inform the Director of Intramural Sports of their specific situation.

**ALCOHOL AND DRUG POLICY:** Individuals, teams, and spectators who arrive intoxicated, suspected of consumption, or possessing alcohol, tobacco, or other illegal substances will not be permitted to play and will be asked to leave the playing area. The game may be forfeited and the offending individuals immediately suspended. Cornell Recreational Services will not tolerate such behavior and will act in a manner that is prudent, with the safety of all participants the priority. Such individuals will be dealt with harshly, given a minimum of a 365-day suspension and will be subject to University disciplinary procedures.

**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 Cornell Recreational Services.**

**SPORTSPERSONSHIP RATING:** Good sportspersonship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. Cornell Recreational Services reserves the right to suspend or disqualify groups or individuals for unsporting conduct at any time. Unsporting 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.**

Unsporting conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. Cornell Recreational Services disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

**Teams qualifying for the playoff tournament (using W/L record) must average at least a "B" (3.0) rating to be included. In addition, teams must maintain a "B" (3.0) rating throughout the playoff tournament. Teams dropping below a 3.0 average during the playoffs will be eliminated from the tournament. Teams will not receive a grade for a game forfeited or won by forfeit. All ratings will be cumulative based only on the number of games played.**

#### RATING CRITERIA

- A= Team members participate with excellent sportspersonship within the established rules throughout the contest.**
- B= Team or individual team members occasionally complain to officials. Sportspersonship and understanding of the rules is acceptable, but could be better.**
- C= A player or team is given a yellow card for unsporting conduct or a slide tackle.**
- D= A team or members of the team are given a red card or two yellow cards for unsporting conduct.**
- F = A team or members of the team are given 3 or more yellow cards for unsporting conduct.**

**The Intramural Supervisors reserve the right to reevaluate and amend any grade based on team/player's sportspersonship.**

If you have any questions regarding the intramural soccer rules, please contact Scott Flickinger (Director of Intramural Sports) at (607) 255-8063 or e-mail: sf487@cornell.edu

Schedules and results will be available on the IMLeagues webpage: [imleagues.com/cornell](http://imleagues.com/cornell)