2011 UTHSC Intramural 7-on-7 Soccer

ELIGIBILITY

- Current NFSHA (High School) rules are in effect with the exceptions outlined below.
- All players must present their UT ID in order to participate
- A team may have at most 2 Non-UT Fitness Center Members per team

EQUIPMENT

- Only sneakers or non-metal cleats may be worn.
- Players are STRONGLY ENCOURAGED to wear shin guards
- Players must remove ALL jewelry prior to participating.
  - Any exception requests to this must be approved by the IM Coordinator prior to the game.
- Teams should wear the color (light/dark) as indicated on the schedule. Pennies will be available for those who do not match their team.

PLAYERS

- A team may have a maximum of 7 players on the field at a time.
- A team may start and play a game with as few as 4 players.
- Co-Rec: A team may not player with more than 4 men on the field at any time. Men may not outnumber women by more than one.

FORFEITS

- All teams must turn in a $20 forfeit check. The check will only be deposited in the case of a forfeit. The Campus Recreation Department will notify the captain that the check is being deposited.
- **Game time is forfeit time.** All teams must be signed in and ready to play at game time in order to avoid a forfeit.
- In order to claim a forfeit win, a team must have at least the minimum number needed to play present.
- If neither team is able to field a team, a double forfeit will be declared.
- If a team is unable to field a roster for a game and contacts the IM Coordinator before 2pm the day of the contest, they will be given a default loss and not a forfeit.
- If a team wishes a game to be rescheduled they must contact the IM Coordinator 24 hours in advance of the game they wish to be rescheduled.
  - All attempts to reschedule that game will be made, but there is no guarantee that the game will be rescheduled.
THE GAME

Intramural 7-on-7 soccer will be governed by NFHS Rules unless noted below:

THE FIELD

70 yards in length

40 yards in width

TIMING

- Each game will consist of two 25 minute halves with a 5 minute half time.
- Each team will be awarded one 2 minute timeout per game.

GAME SCORING

- Each goal scored will be worth one point.
- The team with the most goals at the end of the match will be declared the winner
- In the event of a tie:
  - Regular Season - a 5 kick shootout will commence
  - Playoffs - one 5 minute overtime, then a 3 kick shootout (if needed)

SUBSTITUTIONS

- Teams may substitute at any point between the designated hash marks on their DEFENSIVE side of the field.
  - Failure to sub in-between the designated area will result in a Yellow Card for all players who are in violation.
  - The substitution will be disallowed and all substitutions for the offending team will be prohibited for 5 minutes.
- The player leaving the field must first be off the field before the player may sub on. Failure to do so will result in a Yellow Card to the player subbing onto the field.
- All penalties will be assessed the next time the offending team controls the ball.

Protests

- No protests on a judgment call by the official(s) are allowed. In the event a team feels that an official has misinterpreted a rule, they must protest at the time of the incident. The official should stop the game and contact the supervisor. The supervisor will then hear the protest and
make a ruling. If the team feels the supervisor ruling is incorrect, they may lodge a written protest by 12:00 p.m. the next working day at the IM office. If the team wishes to file a protest, be sure to indicate on the back of the score sheet: 1) game time remaining, 2) the score, 3) game situation (1st or 2nd half, free throw shooter, team poss. and arrow, etc.), 4) the rule that is being protested.

**Playoffs**

To be eligible for playoffs a team must have:

- A .500 record
- No forfeits
- Sportsmanship of 2.5 or higher

**SPORTSMANSHIP RATING**

The Intramural Program is committed to providing a safe, fair, and enjoyable environment during IM contests. Unsportsmanlike behavior occasionally causes games to become unenjoyable, unfair and, in some cases, unsafe. In an effort to maintain the proper playing environment for IM games, the Sportsmanship Rating System has been established and will be in effect for regular season and playoff games.

**GENERAL RATING SYSTEM CRITERIA:**

- **"A"** 4.0 EXCELLENT RATING: Players cooperate fully with the officials and supervisor. An open and calm rapport exists between the captain and the officials. The captain has full control of her/his teammates and fans.

- **"B"** 3.0 GOOD RATING: Some players dissent verbally with the officials decisions but, in general, the captain and players cooperated well with the officials and supervisor. The captain had good control of team.

- **"C"** 2.0 AVERAGE RATING: Players more verbal in disagreeing with officials calls. The captain may have failed to control her/his team.

- **"D"** 1.0 POOR RATING: Dissent is open among team members. Players arguing with officials and themselves. The captain fails to assist the officials in game control.

- **"E"** 0.0 UNACCEPTABLE RATING: The team displays little or no sportsmanship. A team causing a game to be terminated due to unsporting behavior will receive an "E" rating. Managers of teams receiving an "E" rating must meet with the IM Coordinator. The outcome of the meeting will determine further league participation.

2. **METHOD OF RATING:**
The officials will rate each team in each contest on a sportsmanship basis. The supervisor can also assist in the rating. The rating will be noted on the score sheet. Officials are not to discuss ratings with the teams. Teams are not to question the officials about the ratings. Teams can check their ratings at the IM Office. (SAC 312)

3. PLAYOFFS
For a team to be eligible for the playoffs, they must have an average sportsmanship rating of 2.5 or higher. Teams failing to meet this mark will not be eligible for playoffs.