

Boccer

Rules and Regulations

Eligibility

Below are the guidelines that participants must follow in order to be eligible to enroll or play in UREC intramurals.

1. Undergraduates/Graduate Students

All undergraduate students enrolled in 7 or more hours (6 or more hours for graduate students) at JMU are eligible for intramural competition.

***Note: Undergraduate students enrolled in 1 to 6 hours (1 to 5 hours for graduate students) will be required to pay a recreation fee in order to participate in the program.**

2. Faculty and Staff

All full-time faculty and staff at JMU are eligible for intramural competition. Spouses of full-time faculty and staff are required to obtain a URAC card to participate in the program.

***Note: All part-time faculty/staff can participate in the program; however, their spouses cannot participate.**

3. Alumni

All alumni are ineligible to participate without a proper membership to UREC.

4. Professional Athletes

Students ineligible for varsity competition due to professional rank are prohibited from competition in the intramural sport(s). Those participants with professional rank will be ineligible for five (5) years from the date professional career ended. (This does not include try-outs and cuts from a professional team).

5. Varsity Letter Person

A person who has received a varsity award at any university (4 year college or junior college) within the last academic year is ineligible to compete in the lettered sport or a related sport. They will be allowed to compete one full year after their final varsity season. However, teams may only carry one former varsity player on their roster

6. Student Athletes

Any person whose name appears on a varsity, junior varsity, or freshman roster will be ineligible in that intramural sport during that academic year. This includes all players who are "red shirt" in any sport or anyone who practices with a team regularly but does not participate in intercollegiate competition.

7. Sport Club Members

Sport club members are defined as individuals who meet any **one** of the following criteria:

- Name appears on sport club team roster during the academic year.
- Signed a participation waiver **and** is actively participating in club functions.
- Actively participating with the club during their season.

***Note: Teams are restricted to two Sports club members in their related intramural activity. Sport Club members can only compete in Level 2 and Level 3 activities (Level 1 is prohibited).**

***Note: All Eligibility requirements can be located in the [Intramural Handbook](#).**

Valid JACards are required for participation. "No JACard, NO play"

Assumption of Risk

Individuals are highly encouraged to have a physical examination and obtain adequate health and accident insurance **prior to participation** in UREC activities. Individuals that choose to participate in UREC activities do so at their own risk. James Madison University does not provide insurance and is not responsible for any injury that may occur to individuals participating in any UREC activity. Participation is voluntary. Student Health and Accident Insurance information may be obtained at the University Health Center.

UREC strongly discourages the use of alcohol and/or drugs by participants prior to any recreational activity. The use of alcohol and/or drugs by participants during any recreational activity is prohibited. In addition, **food, beverages, and tobacco products (dip, chew, cigarettes, etc) are not allowed** at any intramural activity site. The following rules apply to all participants of University Recreation sponsored programs:

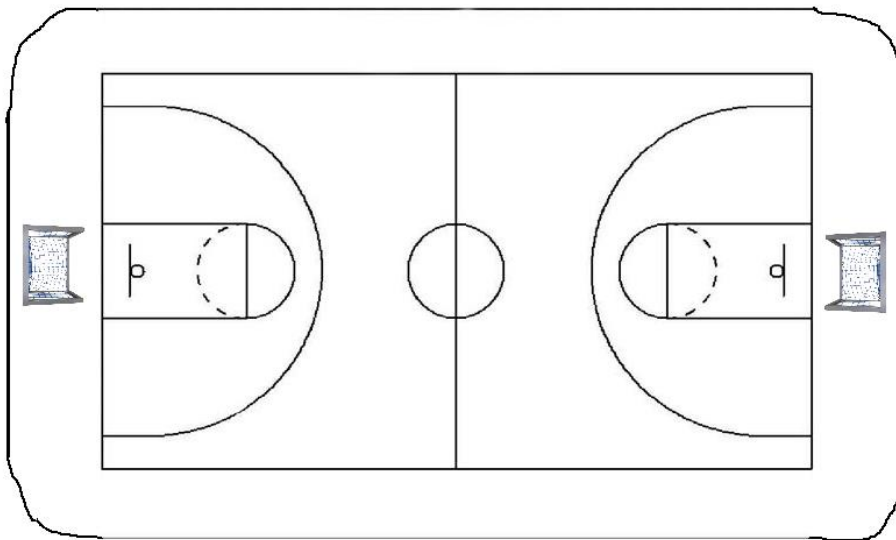
Smoking, drinking, or using smokeless tobacco products at an intramural site will result in removal from facility site and sound.

Leaving the bench area and/or consuming an alcoholic beverage will result in an immediate ejection from the game.

Games may be forfeited if, **IN THE JUDGMENT OF THE INTRAMURAL SITE MANAGER ON DUTY**, the participant's unsportsmanlike conduct is due to the use of alcoholic substances either before or during the activity.

Facilities

1. Games will be played in the UREC MAC Gymnasium.
2. There are not any boundaries except the bleacher area.
 - a. If the ball goes into the bleacher area off of Team A, Team B will have a kick-in right outside of the bleacher area.



Game Time and Timing Regulations

1. Playing time is two 17-minute running clock halves.
2. There is a two-minute intermission between the halves.
3. There are NO overtime periods during the regular season.
4. During playoffs, if a tie game occurs at the end of regulation, an overtime period will be played.
5. Overtimes will consist of a 2 minute running clock. The game will continue until there is a winner.

The Team

1. Teams play with five (5) on the court and must have a minimum of four (4) to start.
2. Teams are entered in one of three divisions: Men's, Women's or CoRec.
3. **Valid JAC Cards are required for participation.**

Player Equipment

1. **Head decorations, head wear, and jewelry are illegal.** Only headbands no wider than 2 inches made of nonabrasive, unadorned, single-colored cloth, elastic, fiber, soft leather, pliable plastic, or rubber will be permitted during the course of the game. No bandannas ("do rags") or baseball caps are allowed. Officials will advise team captains to inform their teams to remove all jewelry before the game.
2. All team members must wear the same colored shirt with a number. We encourage teams to purchase their own jerseys. T-shirts must be worn under all sleeveless jerseys provided by UREC.
3. All players must wear non-marking, rubber-soled, close ended tennis or basketball shoes.
4. Games will be played with a UREC Soccer game ball. **This ball will not be used during warm-ups.** UREC will have a limited number of balls that can be checked out with a JAC card at the Equipment Issue Room. Teams are advised to bring their own ball to warm up with.

Rules Section

Game

1. *The idea of the game is to be a variation to indoor soccer. It combines aspects of indoor soccer and basketball and allows participants that are not well practiced in either sport to be successful.*
2. **All games will have one official present. All teams will abide by the calls the official and/or site manager make.**
3. Games will begin with a jump ball similar to basketball. After halftime teams will switch sides and the team that did not receive the jump ball in the first half will receive the ball for a throw-in for the second half.

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4. If overtime occurs there will be another jump ball. If the game is still tied when time expires in the overtime period, the game will go into sudden death. **(ONLY IN PLAYOFFS)**
5. Teams will line up facing the goal they intend to score on for the jump ball.
6. The teams will then start playing basketball **(without dribbling)** if the ball is caught by someone off of the tip without hitting the ground. If the ball hits the ground, teams must play indoor soccer trying to score in the goals on their opponents' side.
7. Team will play indoor soccer until the ball is kicked in the air. If the ball is caught before it hits the ground, the catching team begins trying to score in the basketball goal.
8. A player may pass the ball to a teammate directly or off the wall. Players may only take three steps while carrying the ball, but ***basketball dribbling is not allowed.***
9. Players will shoot at their basket until scoring or turning the ball over. If a player is fouled in the act of shooting he/she will get **one** free throw from the foul line, with each team lining up outside the lane like regular basketball. If the shot is missed, live play resumes.
10. If the opposing team intercepts, steals, or rebounds a missed attempt, they then switch direction and go toward their goal on the opposite end.
11. If the ball hits the ground for any reason, the game automatically reverts back to indoor soccer.
 - a. While in the indoor soccer mode, players may only score a soccer goal.
12. Players ***may not*** drop the ball intentionally to revert back to soccer and players ***may not*** intentionally kick the ball up to themselves to revert to basketball.
13. While is soccer mode, all goals scored will count as three (3).
14. While is basketball mode, shots made behind the three point arc will be counted as three (3), shots inside the arc will be counted as two (2), and free throws will count as one (1).
15. Possession changes after each basket/goal and the opposing team has possession to kick or throw the ball to a teammate.
16. There are no time-outs. The official/site manager has the authority to stop the play clock in the case of an injury or special circumstance.
17. Substitutions can be made at any stoppage of play (made basket or goal, out of bounds, violation, etc.)
18. VIOLATIONS:
 - a. Kicking the ball up to you to be in basketball mode or dropping the ball to yourself to be in soccer mode.

- b. Goaltending in basketball mode.

Fouls

1. The official will call fouls.
2. Fouls are considered any pushing, shoving, tripping, etc. **(If it is deemed a foul in the sports of soccer or basketball, it will be called a foul in Boccer)**
3. If a shooting foul occurs, the shooting team will shoot one (1) free throw.
4. If a foul outside of shooting occurs, it will be a turnover.

Site Managers/Official

All UREC Site Managers and/or the official will be held accountable for:

1. Keeping track of time and score.
2. Ruling on any questions brought forward by the participants.
3. Penalizing unsportsmanlike conduct with a technical foul.
4. Signaling teams to start play at the beginning of both halves.
5. Possessing power to rule on any point not covered within these rules.

Sportsmanship

Philosophy

Sportsmanship is individuals or teams doing unto others as they would have others do unto them. Sportsmanship is individuals containing an understanding and appreciation of the rules developed for sport. Players enjoying the recreational experience and encouraging others to participate regardless of skill level will help enhance the integrity of the program. All participants will take responsibility for his/her own actions regardless of the repercussions, which involves not blaming others for mistakes made or making excuses for wrong doings. Sportsmanship is recognizing and acknowledging character and honor among team members and opponents while practicing such characteristics themselves. Participants will respect officials, supervisors, and opponents during, before, and after a contest. Finally, sportsmanship will portray an overall respect and passion for the sport and recreation.

Sportsmanship Mission

UREC and the Intramural Sports program are dedicated to promote and enforce positive sportsmanship among all JMU participants. Through each contest participants must portray fair play, respect for opponents, and intramural staff, as well as, graciousness in winning or losing. In order to encourage proper conduct during games, officials, supervisors, and administrative personnel will make decisions to warn, penalize and/or eject players, coaches, teams, and/or spectators for poor sportsmanship. The decisions made by these individuals are final and will be reviewed by the Coordinator of Intramural Sports. In the instance teams challenge their rating, only the captain will meet with the Coordinator of Intramural Sports to discuss the issue. **All captains are responsible for the conduct of their teams during an intramural contest.** The sportsmanship rating can be affected by actions occurring before or after a contest.

Sportsmanship Criteria and Ratings

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Based on this philosophy the following system will be used to evaluate a team's sportsmanship during each contest in which they participate:

Teams will receive a rating each week that will create an average at the end of the season. Teams in **Level I** must have an average of 3.0 at the end of their fourth week to continue play. Teams in **Level II** and **Level III** must have an average of 3.0 to be eligible for playoffs.

Example:

Week 1: 3.0

Week 2: 3.0

Week 3: 2.5

Week 4: 3.0

Total 11.5

Average Conversion: $11.5 / 4 = 2.875$. This team would not be eligible for continued play or playoffs.

Superior: 4.0 "Win with class – lose with dignity"

1. Teams must display absolute respect for opponents, officials, supervisors, and administrative staff.
2. Teams respect all decisions made by the intramural staff.
3. All questions to the sport official must be respectful and reasonable. *Statements are not questions and will not be recognized.*
4. Teams are responsible for their actions and spectators they bring to the event.
5. Teams state positive comments of encouragement towards teammates and opponents.
6. Teams accept a loss and congratulate the opponent on their success.
7. Teams receive absolutely no warnings, ejections, yellow cards, unsportsmanlike penalties or technical fouls.

Excellent: 3.5

1. Teams must display absolute respect for opponents, officials, supervisors, and administrative staff.
2. **Teams will ask questions and make statements in regard to the game.**
3. Teams are responsible for their actions and spectators they bring to the event.
4. Teams state positive comments of encouragement towards teammates and opponents.
5. Teams accept a loss and congratulate the opponent on their success.
6. Teams receive absolutely no warnings, ejections, yellow cards, unsportsmanlike penalties or technical fouls.

**Note: All teams that request to cancel within 24 hours of their next contest will receive a 3.5 rating. The opposing team will also receive a 3.5 rating.*

Good: 3.0

1. Teams must display absolute respect for opponents, officials, supervisors, and administrative staff.
2. **Teams will ask questions and make statements in regard to the game.**
3. Teams are responsible for their actions and spectators they bring to the event.
4. Teams state positive comments of encouragement towards teammates and opponents.

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5. Teams accept a loss and congratulate the opponent on their success.
6. **Teams receive and adhere to verbal warnings, but receive no ejections, yellow cards, unsportsmanlike penalties or technical fouls.**

Average: 2.5

1. Teams must display absolute respect for opponents, officials, supervisors, and administrative staff.
2. **Teams will ask questions and make statements in regard to the game.**
3. Teams are responsible for their actions and spectators they bring to the event.
4. Teams state positive comments of encouragement towards teammates and opponents.
5. Teams accept a loss and congratulate the opponent on their success.
6. **Teams receive a technical foul, yellow card, or unsportsmanlike conduct, but receive no ejections.**

Below Average: 2.0

1. Teams must display absolute respect for opponents, officials, supervisors, and administrative staff.
2. **Teams will ask questions and make statements in regard to the game.**
3. Teams are responsible for their actions and spectators they bring to the event.
4. Teams state positive comments of encouragement towards teammates and opponents.
5. Teams accept a loss and congratulate the opponent on their success.
6. **Teams receive two technical fouls, yellow cards, or unsportsmanlike conducts, but receive no ejections.**

**Note: Teams that forfeit through a no show will automatically receive a 2.0.*

Poor Conduct: 1.0

1. Teams must display absolute respect for opponents, officials, supervisors, and administrative staff.
2. **Teams will ask questions and make statements in regard to the game.**
3. Teams are responsible for their actions and spectators they bring to the event.
4. Teams state positive comments of encouragement towards teammates and opponents.
5. Teams accept a loss and congratulate the opponent on their success.
6. **Teams receive an ejection.**

Unacceptable: 0

1. Teams must display absolute respect for opponents, officials, supervisors, and administrative staff.
2. **Teams will ask questions and make statements in regard to the game.**
3. Teams are responsible for their actions and spectators they bring to the event.
4. Teams state positive comments of encouragement towards teammates and opponents.
5. Teams accept a loss and congratulate the opponent on their success.
6. **Teams receive multiple ejections or the game is forfeited by intramural staff.**

Sportsmanship Sanctions

The intramural program contains the right to address all issues that pertain to sportsmanship issues. Players that are ejected from an event will receive an automatic one game suspension and will have to meet with the Assistant Director or Coordinator of Intramural Sports. The captain of the team will have to attend this meeting

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to discuss the sportsmanship issue and the rating system. The intramural program also reserves the right to contact Judicial Affairs to resolve extreme disciplinary situations. All situations will be handling individually and sanctions may vary.