

# JAMES MADISON UNIVERSITY

## UNIVERSITY RECREATION

### Summer Soccer Rules

SOCCKER IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY.  
JAMES MADISON UNIVERSITY RECREATION ASSUMES NO RESPONSIBILITIES FOR INJURIES.  
BASIC FIRST-AID AND CPR WILL BE AVAILABLE WHEN NECESSARY.

#### SECTION 1: ELIGIBILITY

##### **Article 1: Adult Participants (age 18+)**

1. Any participant at or over the age of 18 is eligible to participate given that he/she has registered for the league on IMLeagues.com prior to the first contest in which he/she wishes to participate.

##### **Article 2: Non-adult Participants (under 18)**

1. Any participant under the age of 18 must provide consent to participate from a parent or legal guardian prior to the first contest in which he/she wishes to participate. A parent/legal guardian must complete and submit the "Parent Consent and Health History" form prior to the participant participating.

##### **Article 3: Gender Restrictions**

1. All males must participate only in the Men's division, and all females must participate only in the Women's division. EXCEPTION: If there are not enough women's teams to create a division, women may participate in the Men's division.

##### **Article 4: Rosters**

1. All participants must be listed on the official team roster prior to their participation in any contest. All player additions must be completed in one of the following ways:
  - a. Participants may be added to the team roster and approved on IMLeagues.com prior to 5:00pm on the day of the contest. This requires each participant to create an IMLeagues.com account and accept the terms and conditions to legally appear on a roster. Names which appear on the IMLeagues.com roster should match or closely match that of the name on the participant's government-issued photo ID, which must be presented at the game site prior to participation.

##### **Article 5: Player Identification**

All participants must show a JMU UREC staff member a government-issued photo ID (Driver's License, Passport, etc.) prior to participating in any contest. If either the name or picture is not legible by the staff member, a second form of identification will be required. Names that appear on the roster should match or closely match that of the name on the participant's government-issued photo ID. In the event that the ID does not match the participant using it, JMU UREC will not permit the participant to play in that contest.

#### SECTION 2: PARTICIPANT SAFETY

##### **Article 1: Assumption of Risk**

1. All participants acknowledge an assumption of risk by their voluntary participation in the Summer Soccer Program.
2. All participants must create an account through the IMLeagues.com website, which includes accepting the terms and conditions, before they participate in any contest. There will be no exceptions to this rule.

## Article 2: Blood Policy

If and when a JMU UREC staff member observes that a player is bleeding, has an open wound, or has blood on his/her uniform, the player will be directed to temporarily leave the game. The injured player cannot return to the game until the bleeding has stopped, the open wound is covered, and the bloody uniform is changed or cleaned. The game may continue without the injured player at the discretion of the JMU UREC staff.

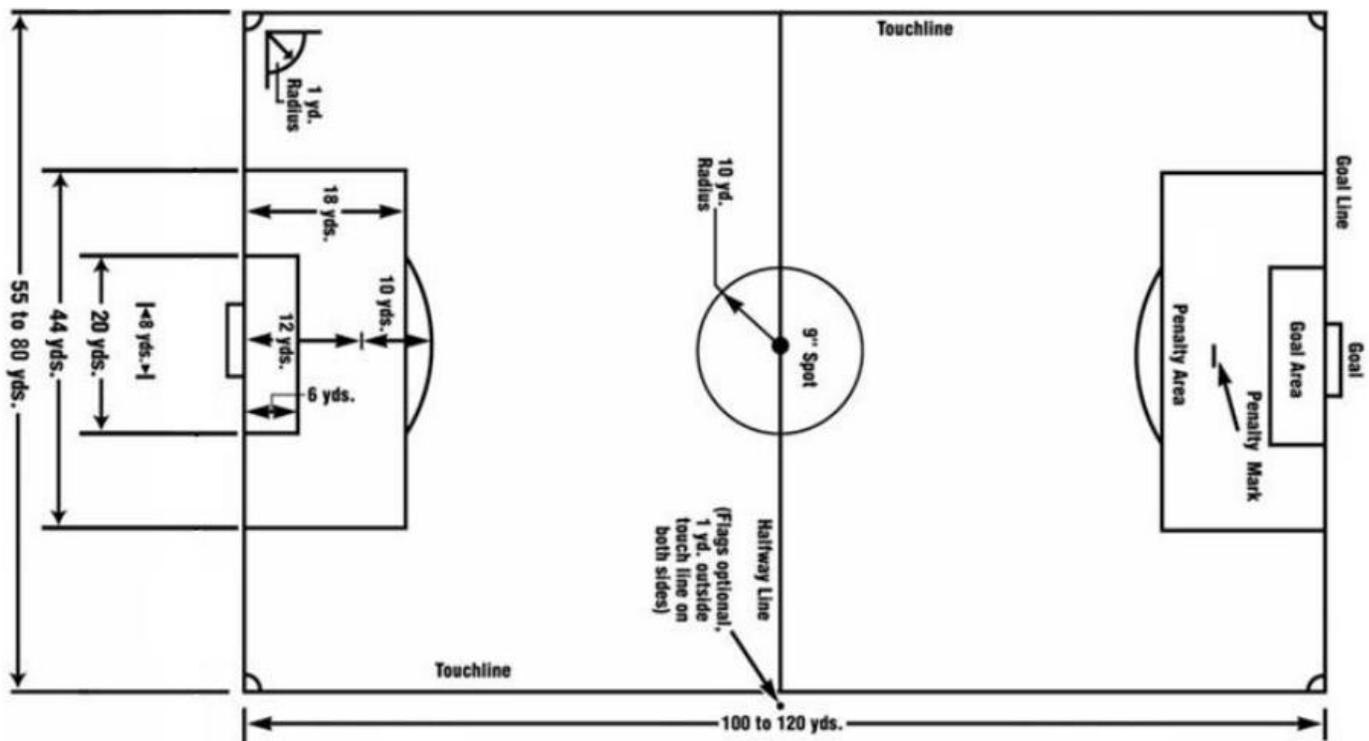
## SECTION 3: FACILITIES

### Article 1: Field Location

All games will be played at University Park, which is located inside the corner of Neff Avenue and Port Republic Road. The main entrance to University Park is located at 1090 Devon Ln, Harrisonburg, VA 22801.

### Article 2: The Field of Play

1. The field of play shall be rectangular, 100 yards long and 70 yards wide.



2. Boundary lines are a part of the field of play. The longer boundary lines are the touchlines, and the shorter boundary lines are the goal lines.
3. The goal area is indicated on each end of the field of play by two lines drawn at right angles to the goal line, 10 yards from the midpoint of the goal line. These lines extend into the field of play for a distance of 6 yards. The ends of these lines shall be joined by a line parallel to the goal line. These lines are part of the goal area.
4. The penalty area is indicated on each end of the field of play by two lines drawn at right angles to the goal line, 20 yards from the midpoint of the goal line. These lines extend into the field of play for a distance of 18 yards. The ends of these lines are joined by a line parallel to the goal line. These lines are part of the penalty area.

## SECTION 4: TEAM COMPOSITION

### Article 1: Minimum Player Requirement

1. A team may not start a game with fewer than 7 players.
2. A team that does not have the required number of players at the designated game time will lose .1 on their sportsmanship rating for every minute that they are late. The clock will also begin running at this time. After ten minutes, the game will be declared a forfeit.

### Article 2: Maximum Player Requirement

1. During the game, a team shall have no more than 9 players on the field at one time.
2. If a team is found to have more than 9 players on the field at one time, an indirect kick will be awarded to the opponent.

### Article 3: Substitutions

1. Substitutions will be made from the team's bench area with the substitute reporting to the midfield line and notifying the referee that they would like to sub. Any violation of the rule will result in a warning for unsportsmanlike conduct and an indirect kick. Furthermore, during all substitutions, the incoming player may not enter the playing area until the outgoing player has stepped off the playing area and into the team's bench area unless otherwise notified by the referee.
2. Substitutions **WILL ONLY BE MADE DURING STOPPAGES IN PLAY** and only with the official's permission.
  - a. Both teams may substitute during a goal kick, a goal scored, and halftime.
  - b. Your team may substitute during your team's throw-in.
  - c. Substitutes are **not allowed** during corner kicks and free kicks (direct, indirect, or penalty).

## SECTION 5: PLAYER EQUIPMENT

### Article 1: Uniforms

1. Teams are responsible for wearing uniformly colored shirts. UREC will have jerseys available, otherwise, the first team listed on the schedule will be considered the home team and will wear white shirts and the second team will be the away team and will wear dark shirts. The goalie on each team must wear a shirt, which is a different color from that of his/her teammates.

### Article 2: Game Ball

1. The game ball will be provided by UREC at the start of the game. No warm up prior to the game will be permitted with the game ball. Balls must be brought with the participants. A participant's ball may be used as the game ball provided both team captain's agree to use that ball prior to the game beginning.

### Article 3: Equipment

1. All players must wear closed-toed shoes with flat soles, molded plastic cleats, or rubber cleats. Metal cleats are not permitted.
2. Eye glasses must be shatterproof.
3. Soccer shin guards are optional and strongly recommended.
4. Jewelry is prohibited on all players.

## SECTION 6: TIMING AND SCORING

### Article 1: Game Time

1. Games will consist of two twenty-minute halves with a running clock. The clock will only be stopped for injuries or delays designated by the official. Half-time shall be no longer than 5 minutes.

### Article 2: Scoring

1. A goal is scored when the whole of the ball crosses the goal line between the goal posts and under the crossbar, provided it wasn't thrown, carried, or propelled intentionally by an attacker's hand or arm.
2. A goal may not be scored from an indirect free kick or a throw-in.

### Article 3: Overtime

1. If any game ends in a tie, there will be a 5 minute "Golden Goal" overtime period. The officials will bring both captains to the center of the field and conduct another coin toss, just as in the beginning of the game. The first team to score during this overtime period will be declared the winner.
2. If after the overtime period the game is still tied, there will be a penalty shoot-out. Each team will select five (5) shooters (all shooters have to have been on the field of play at the end of regulation). A coin toss called by the home team will determine who will shoot first. The referee will choose the goal to be shot at during the penalty shoot-out. Shooters will alternate until a winner is determined. If the score is still tied after all five (5) shooters from each team has shot, the shoot-out will go into sudden death until a winner is determined provided both teams have taken an equal number of shots.

## SECTION 7: BEGINNING THE GAME

### Article 1: Kickoff

1. The visiting team will call the coin toss at the beginning of the game, and the team winning the toss will have the option of kicking off or defending the goal of their choice. At the start of the second half, the teams will switch ends and the other team will have the kickoff.
2. All players must be in their own half of the field for the kickoff. A goal CAN be scored directly from the kickoff.
3. Defensive team players must remain at least ten (10) yards from the ball until it is kicked off; the ball is not judged to be in play until it has traveled forward. The person kicking the ball is not allowed to touch or play it again until it has made contact with another player.
4. Re-kicks result if the ball is kicked backward or if opposing players encroach the ten (10) yard area prior to the kickoff. An indirect free kick is granted to the opposing team if the kicker touches the ball before it makes contact with another player.
5. The kickoff procedure applies to restarting the game after a goal is scored and after the half-time break.
6. A drop-ball procedure applies to beginning the game after it may have been temporarily suspended. The ball is dropped at the point where the action stopped. It must hit the ground before it is played. A goal can be scored off the drop-ball procedure.
  - a. **NOTE:** If play was stopped in the penalty area, the game is restarted with a drop-ball procedure at the nearest point outside the penalty area.

## SECTION 8: BALL IN AND OUT OF PLAY

1. The ball is out of play when it wholly crosses the sideline or goal line whether on the ground or in the air.
2. A player may step on or over the line while playing the ball as long as the ball is in the field of play.

## SECTION 9: VIOLATIONS

### Article 1: Direct Free Kick

1. A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless, or using excessive force:
  - a. Kicks or attempts to kick an opponent
  - b. Trips or attempts to trip an opponent
  - c. Jumps at an opponent
  - d. Charges an opponent
  - e. Strikes or attempts to strike an opponent
  - f. Pushes an opponent
  - g. Intentionally handling the ball by players other than the goalkeeper.
2. A direct free kick is also awarded to the opposing team if a player commits any of the following four offences:
  - a. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
  - b. Holds an opponent
  - c. Spits at an opponent
  - d. Handles the ball deliberately (except for the goalkeeper with his/her own penalty area)

### Article 2: Indirect Free Kick

1. An indirect free kick is awarded to the opposing team if a goalkeeper, inside his/her own penalty area, commits any of the following five offenses:
  - a. Takes more than 6 seconds while controlling the ball with his/her hands, before releasing it from his/her possession
  - b. Touches the ball again with his/her hands after it has been released from his/her possession and has not touched any other player
  - c. Touches the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate
  - d. Touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a team-mate
2. An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:
  - a. Plays in a dangerous manner
  - b. Impedes the progress of an opponent
  - c. Obstructing an opponent when not in possession of the ball
  - d. Dangerous play
  - e. Kicking or attempting to kick the ball while in possession of the goalkeeper
  - f. Prevents the goalkeeper from releasing the ball from his/her hands
  - g. The goalkeeper takes more than six seconds before releasing the ball for play
  - h. The goalkeeper touches with his or her hands a ball deliberately kicked or thrown back to them by a teammate
  - i. Commits any other offense, for which play is stopped to caution or dismiss a player
3. All opposing players must be at least ten yards from the ball during a direct or indirect free kick.

## SECTION 10: DISCIPLINARY OFFENSES

### Article 1: Yellow Card Offenses

1. A player is cautioned and shown a yellow card if he/she commits any of the following offenses:
  - a. Is guilty of unsporting behavior
  - b. Shows dissent by word or action
  - c. Persistently infringes on the rules

- d. Delays the restart of play
- e. Fails to respect the required distance when play is restarted with a corner kick or free kick
- f. Enters or re-enters the field of play without the referee's permission
- g. Deliberately leaves the field of play without the referee's permission
- h. **SLIDE TACKLING:** any attempt (including goal keepers) whether or not contact is made with the ball

**Article 2: Red Card Offenses**

1. A player is sent off and shown the red card if he/she commits any of the following seven offenses:
  - a. Is guilty of serious foul play
  - b. Is guilty of violent conduct
  - c. Spits at an opponent or any other person
  - d. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
  - e. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
  - f. Uses offensive, insulting or abusive language
  - g. Receives a second caution in the same match
  - h. **SLIDE TACKLING FROM BEHIND** – any attempt (including goal keepers) whether or not contact is made with the ball.

**SECTION 11: GOAL KICKS**

1. A goal kick is awarded when the ball wholly crosses the goal line, either in the air or on the ground, having last been played by one of the attacking team, and is not a goal.
- 2. The ball must be kicked beyond the penalty area.**
3. The goalkeeper cannot pick up the ball and kick it – the ball must be placed on the ground and kicked from there.
4. Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.

**SECTION 12: CORNER KICKS**

1. A corner kick is awarded when the ball passes completely over the goal line, either in the air or on the ground, having last been played by one of the defending team.
2. A member of the attacking team shall take the kick from the nearest corner. A goal **MAY** be scored directly from such a kick. Players of the opposing team shall not approach within seven yards of the ball until it is in play. Any violation of this rule will result in an indirect free kick from the place where the infringement occurred.
3. A player taking a corner kick cannot, in case the ball rebounds towards him/her off the goal post, again kick or play the ball until another player has played it.

**SECTION 13: PENALTY KICKS**

1. If a defensive player handles the ball or commits a major foul against an offensive player within the penalty area, a penalty kick is awarded to the offensive team.
2. A penalty kick will not be awarded in cases where the infringement calls for an indirect free kick, even if the infringement does occur within the penalty area.
3. A penalty kick can be awarded irrespective of the position of the ball, if in play at the time a deliberate offense by the defending team is committed within the penalty area.
4. A penalty kick shall be taken from any place on the penalty mark line. When the penalty is being taken all players with the exception of the player taking the kick and the opposing goalkeeper must be at least seven yards behind the ball.

5. The player taking the kick must kick the ball forward in order that it is deemed in play. The kicker cannot play the ball a second time unless another player has touched it. Should the ball hit the crossbar or goal posts and rebound into play, the player who struck the penalty kick cannot play the ball until another player has touched it. A violation of this rule will be an indirect kick for the opposing team.
6. If there is a violation by the attacking team and the goal is scored, it is a re-kick. If a goal is not scored, it is an indirect free kick for the defending team at the point of the infraction.
7. Encroachment by the defending team is ignored if the goal is scored, but if the penalty shot is missed, it is retaken.
8. If the keeper moves forward early and a goal is scored, the goal counts. If the keeper moves forward early and a goal is saved, a penalty kick is taken again. The keeper may move laterally before the ball is kicked.

## **SECTION 14: DEFINITIONS**

1. **ADVANTAGE-** A discretionary judgment which allows an official to permit play to continue rather than stopping play to administer the foul. This concept is based on the premise that the foul did not put the offended team at a disadvantage, or the foul, if called, may take away from a favorable opportunity for the offended team. The foul may be subsequently called if the advantage does not materialize.
2. **HANDLING-** Deliberately playing the ball with one's hand or arm. The hand or arm must move toward the ball or the hand or arm must be carried in an unnatural position before an infraction of the rule can be charged.
3. **OBSTRUCTION-** The deliberate act by a player of running between an opponent and the ball, or using the body as an obstacle when not in possession of the ball, or attempting to play the ball.
4. **PLAYING DISTANCE-** The distance between the player and the ball which the official judges to be adequate to control the ball. It will seldom exceed two steps (six feet).
5. **SHIELDING-** Movement by a player in control of the ball (within playing distance) designed to prevent an opponent from gaining possession or prevent him/her from tackling the ball.
6. **SLIDE TACKLE-** A maneuver in which one or both feet slide on the ground in an attempt to tackle the ball which is in possession of an opponent.
7. **THROW-IN-** A method by which a dead ball becomes alive. 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.

## **SECTION 15: 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 is dedicated to promoting and enforcing positive sportsmanship among all participants. Through each contest participants must portray fair play, respect for opponents, and 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 a contest.** The sportsmanship rating can be affected by actions occurring before or after a contest.

### **Sportsmanship Criteria and Ratings**

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.

#### **Example:**

Game 1: 3.0

Game 2: 3.0

Game 3: 2.5

Game 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.
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**

UREC 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 to discuss the sportsmanship issue and the rating system. All situations will be handling individually and sanctions may vary.

### **SECTION 16: BLOOD BORNE PATHOGEN POLICIES**

Any player, who sustains an injury where bleeding or oozing occurs, or where blood has saturated the uniform, must leave or be removed from the contest. The bleeding must be stopped and the area completely covered before the individual is allowed to reenter the game. A staff member must clear the individual before the participant can resume play. If the uniform has become contaminated with blood, it must be changed before the player reenters the game.

### **\*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.

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 activity site. The following rules apply to all participants of University Recreation sponsored programs:

1. Smoking, drinking, or using smokeless tobacco products at the game site will result in removal from facility site and sound.
2. Leaving the bench area and/or consuming an alcoholic beverage will result in an immediate ejection from the game.
3. Games may be forfeited if, **IN THE JUDGMENT OF THE SITE MANAGER ON DUTY**, the participant's unsportsmanlike conduct is due to the use of alcoholic substances either before or during the activity.