OUTDOOR SOCCER
Captain's Page

CAPTAIN'S MEETING: Thursday, 3 September 2009 (4:00) – meeting will be held in the Main Lobby of Nielsen Library.
In order for your team entry to be scheduled, the captain MUST attend this meeting.

ENTRY/ROSTER: Entry forms are due on Wednesday, 2 September, no later than 5:00 PM. A maximum of 10 participants are allowed per roster.
**There is a $25 late entry fee for teams turning in their forms after 5:00 PM.**
Members of the varsity soccer and club soccer teams are ineligible to participate.
Individuals may not participate on more than one team in each gender division (i.e. a male student may participate on one men’s team and one co-rec team, but not two men’s teams).

The Drop/Add deadline for this league is Monday, September 29th, 5pm.

COMPETITION: All participants must submit a current, valid Adams State College I.D. card each time they participate. Competition is offered for men, women and co-rec on two levels, depending upon the number of entries: Competitive (highly skilled) and Recreational (mostly for fun).

LOCATION: in the field space behind Packey Hall or on the Women’s practice soccer field. The location will be specified on the game schedule.

RULES: Complete rules are included in this packet.

UNIFORMS: Uniforms are not required to participate in this league. Teams are strongly encouraged to wear shirts of the same color; however, numbered jerseys will be available as well.

RESCEDULING: Rescheduling for this activity will be on a limited basis. In order to reschedule, the proper procedure must be followed and information is available at the Rex Activity Center or speak to Chris or Kevin.

EQUIPMENT: All soccer equipment will be provided by the Recreational Sports Office.

AWARDS: Championship t-shirts will be awarded to overall winners in the Competitive and Recreational, Men’s & Women’s divisions of the leagues, if there are enough teams entered to create divisions. If not, the overall winning team will be awarded the shirts.
ENTRY FEE: there is no entry fee if your roster is turned in on time. If the roster is turned in after the due date, it will be a $25 late entry fee for your team. Your team will not be scheduled to play until the fee has been paid.

***TSJCC Students*** there is a $15 league fee in order for you to participate in this league.

SCHEDULES: It is solely the responsibility of the participants to find out when their games are and schedules are posted Fridays by 4:00 PM on the Intramural Sports bulletin board, in the Rex Activity Center just left of the information desk.

**Schedules will be emailed to both the captain & co-captain listed on the entry form.**

ALL PLAYERS MUST SHOW CURRENT ADAMS STATE COLLEGE ID IN ORDER TO PARTICIPATE – NO ID, THEY WILL NOT BE ALLOWED TO PLAY.

*All participants will be checked for eligibility. Those participants listed on the roster who are not current Adams State students, faculty, or staff, (or a TSJCC student who has paid their $15 league fee) will be dropped from the roster immediately and declared ineligible to play. *

Any captain who knowingly plays an ineligible player, risks having their team removed from the league.

ASSUMPTION OF RISK: Inherent risks are associated with every recreational activity. Participants assume these risks when they agree to participate. All participants are strongly advised to secure health insurance coverage and to visit their physician for a physical examination prior to registration or participation.

FORFEIT POLICY: For teams who do forfeit, there is a $25.00 forfeit fee that must be paid in the Student Life and Recreation Office @ the Rex Activity Center by 12:00 Noon the day before your next game, or you will be dropped from further competition. Teams paying forfeit fees after 5pm on Thursdays will not be guaranteed a scheduled competition during the following week of play. If the first forfeit fee is paid, then your team will still be eligible for post-season competition.

Any team that forfeits twice is immediately dropped from further competition.

Additionally, please note that game time is forfeit time. However, in an effort to reduce the number of forfeited competitions and to accommodate the busy schedules of our students, the Student Life and Recreation Department will be implementing the following policy for weekly scheduled league competitions:

If the minimum number of participants are not present and ready to participate at the time of their scheduled competition, the game clock will be started and the late team will be given a 3-minute grace period to arrive. Of course, all team members must then check in with the scorekeeper and the captains’ meeting must be held before play can begin. The game clock shall not stop during this process and extra time shall not be added to the game clock to make up for lost time.

If the minimum number of participants has still not arrived by the end of the 3-minute grace period, the contest shall be declared a forfeit and the aforementioned $25.00 forfeit fee must be paid before participation in the league can continue. The Student Life and Recreation Department respectfully asks that teams do not take advantage of this grace period and instead arrive at least 5 minutes before the scheduled time of competition.
Adams State College Intramural
Soccer League Rules

1. THE FIELD OF PLAY:
The Intramural Soccer League will be played on the Intramural Field behind Plachy Hall.

2. THE BALL:
All soccer balls used in games will be of regulation size and weight. The balls will be constructed with an outer casing of rubber or other synthetic material. The Recreational Sports Department will provide game balls.

3. NUMBER OF PLAYERS:
The game shall be played by two teams, each team will consist of 5 players (goalie and 4 out). Teams may start with 4 players and may continue with as few as 3; if a player is injured and the officials determine that the team has a reasonable chance to win. Each team must have at least 4 players to start and to continue a game. Less than 4 players will result in that team forfeiting the game.

4. PLAYERS EQUIPMENT:
A player may not wear any equipment/padding which is dangerous to another player. If a player wears such equipment that the Referee considers liable to cause injury to another player, s/he will be required to remove it before play can be continued.

5. REFEREES:
The Recreational Sports Department will provide referees for each game scheduled. The referee(s) shall enforce all safety and playing rules.

6. DURATION OF THE GAME:
The game shall consist of two equal halves of 20 minutes in length. After the first 20 minute half, a 5-minute rest period will occur followed by the second half. The clock shall run continuously without stopping. During the regular season, tie games at the end of regulation will be recorded as ties. During the playoffs, in the case of a tie at the end of regulation play, one 5-minute sudden-death overtime will be played. If the game is still tied at the end of sudden-death overtime, a best-of-3 shootout will be held. The referee will flip a coin to determine which team will shoot first. All shots will be taken toward the same goal. Each team’s captain will then notify the referees which three players will be taking penalty kicks. If the score is still tied after each team has taken three kicks, teams will select one additional player to attempt a penalty kick. The order of kicks shall alternate for each additional round (i.e. if the home team attempts the first extra kick, they shall have the second attempt in the following round). Until all team members present have attempted a penalty kick, no one shall attempt a second kick. Goalies may also attempt penalty kicks.

7. THE START OF PLAY:
At the beginning of the game, choice of ends and kick-off shall be decided by the toss of a coin. Then, upon a signal by the referee a player of the kicking team shall place kick the ball from a stationary position on the ground in the center of the field. The ball shall be kicked toward the opponent’s half of the field, and every player on the kick-off shall be in his/her own half of the field and every player of the receiving team shall remain at least 10 yards from the ball until it is kicked. The ball must travel the length of its own circumference, and if this distance (27 inches) is not attained, the ball must be kicked again. A goal may not be scored directly from a kick-off. After the ball has been properly put into play by the kick-off, it then can be kicked in any direction by other players. It is a dead ball, if while in play; the ball touches the referee or linesmen. Play shall resume by a drop ball at the point where the infringement occurred unless it occurs in the penalty area in which case the ball is put in play at the nearest point outside the penalty area.

8. METHOD OF SCORING:
A goal is scored when the whole ball has passed over the goal line, between the goal posts and under the cross-bar, provided it has not been thrown, carried or propelled by hand or arm, or carried by a player of the attacking side. Goals also may be scored on direct free kicks, penalty kicks, and corner kicks. Teams shall change ends after each regular and extra period.
a. If a non-goalie member of the defending team deliberately stops or deflects the ball with a hand or arm to prevent a goal, but the ball crosses the goal line between the uprights, the kick should be scored a goal and a warning should be issued to the team committing the infraction. If the same infraction occurs again, the player will be ejected.
b. If a non-goalie member of the defending team deliberately stops or deflects the ball with a hand or arm to prevent a goal and the kick does not result in a goal, a penalty kick shall be awarded to the offended team. Any member of the offended team may take the penalty kick. In this case, a warning should also be issued for the first occurrence with an ejection warranted for the second occurrence.

9. OFF-SIDES:
There will be no off-sides rule in effect for this soccer league.

10. FOULS AND MISCONDUCT:
a. The following offenses are penalized by a direct free kick at the point of the foul. The ball may be kicked in any direction and a goal may be scored on this kick.
   1) Handling the ball with hands or arms.
   2) Holding the opponent.
   3) Placing hands or arms on an opponent in effort to reach the ball.
   4) Pushing, striking or attempting to kick an opponent.
   5) Jumping at an opponent.
   6) Kicking or attempting to kick an opponent, or tripping an opponent.
   7) Charging an opponent from behind or using the knee on an opponent.
   8) Charging the goalie in the penalty area unless s/he is obstructing an opponent.
b. The following offenses are penalized by an indirect free kick. A goal may not be scored on this kick unless the ball is touched or played by a player, other than the kicker, before going through the goal:
   1) A player playing the ball a second time before it has been played by another player on the kick-off, throw-in, corner-kick, or goal-kick, if the ball has passed outside the penalty area.
   2) Ball not kicked forward on penalty-kick.
   3) Goal-keeper carrying ball more than four steps within penalty area.
   4) Substitution made when ball is not dead, or for failure of substitute to report to the referee.
   5) Persistent coaching from the sidelines after warning.
   6) Unsportsmanlike conduct.
   7) Off-sides.
   8) Interfering with goalie or impeding her/him in any manner until the goalie clears the ball.

11. EXECUTION OF FREE KICKS:
When making a free kick, all members of the opposing team must be ten yards away, unless standing on the goal line between the uprights, until the ball is kicked. The ball must be stationary when kicked and must travel the length of its own circumference. If the kicker, after attempting a free kick, shall play the ball before another player has touched it, an indirect free kick shall be awarded the other team.

12. PENALTY KICK:
Penalty kicks shall be awarded for any infringement of rules by a defending player within the penalty area. The penalty kick shall be taken from any spot on the penalty mark and all players except the kicker and the goalkeeper must be outside the penalty area. The goalkeeper must stand, without moving the feet, on the goal line between the goal posts until the ball is kicked. For any infringement by the defending team the kick shall be retaken, if a goal has not resulted. On an infringement by the attacking team, other than the player making the kick, the kick shall be taken if a goal has resulted. An infringement by the player making the kick shall result in an indirect free kick at the spot where the violation occurred for the opposing team.

13. THROW IN FROM THE TOUCH LINE:
When the ball crosses the touch line, either on the ground or in the air, it shall be put in play by a throw-in at the point where it crossed the line by a player of the team opposite to that which last touched it with a foot. Both of the thrower's feet must be on the ground and the ball must be thrown with 2 hands over the head.
14. GOAL KICK:
When the offensive team forces the ball across the goal line and not between the goal uprights, the ball shall be put in play by the defensive team from a point within that half of the goal area nearest to where it crosses the goal line. Opposing players must remain outside the penalty area while the kick is being made, and if the ball is not kicked beyond the penalty area, the kick shall be retaken.

15. CORNER KICK:
When the ball is caused to cross the goal line, not between the goal uprights, by a member of the defending team, it shall be put into play by the offensive team by a corner kicker within the quarter-circle at the nearest corner flag post. A goal may be scored on this kick, and the same restrictions apply to opposing players on this kick as in other kicks within the scoring area.

16. PRIVILEGES OF GOALKEEPER:
The goalkeeper enjoys certain privileges, not granted to other players, while in the penalty area. S/he may use the hands and arms to stop a ball from scoring, hold the ball for up to five seconds, place kick or punt the ball, and are free from interference by opponents while in possession of the ball. The goalie loses these privileges when outside the penalty area.

*Special Note* No goalie punt or throw may cross over half of the field in the air, without having previously been touched by a player on the field or bounced on the floor.
SOCCER LEAGUE ENTRY FORM

Please print legibly. Thank you!

Team Name
Captain/Manager_________________________ CoCaptain_____________________
Phone_______________________________ Co Captain Phone_____________________
Email_______________________________ Co Captain Email_____________________

CHECK THE DIVISION THAT APPLIES:
Men's Competitive____ Men's Recreational____
Women's Competitive____ Women's Recreational____ Co-Recreational____

CAPTAIN'S RESPONSIBILITIES: As captain, I assume full responsibility for:
(1) Proper eligibility of all my players.
(2) Good sportsmanship of all my players.
(3) Reading and informing my players of all Intramural Sports rules, regulations and policies; everyone has signed a Code of Conduct and Liability Waiver.
(4) Attending (or assigning another team member to attend) the mandatory captains meeting.
(5) Checking the schedule periodically and informing my teams when games are scheduled.

Signature_____________________________ Date_____________________

TEAM ROSTER

<table>
<thead>
<tr>
<th>Last Name</th>
<th>First Name</th>
<th>ASC ID#</th>
<th>Email</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Please “X” out times when you do NOT want to be scheduled for matches. The intramural sports staff will do their best to avoid scheduling conflicts.

<table>
<thead>
<tr>
<th>Game Time</th>
<th>6pm</th>
<th>6:30pm</th>
<th>7pm</th>
<th>8pm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunday</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Monday</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tuesday</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wednesday</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ADAMS STATE INTRAMURAL