

FROM: 30 FSS/FSVS

SUBJECT: INTRAMURAL SOCCER BY-LAWS

TO: ALL PARTICIPANTS

1. **GENERAL:** The purpose of the Intramural Soccer League is to promote “esprit de corp.” and develop a sense of sportsmanship for all personnel assigned to Vandenberg AFB.
2. **ORGANIZATION:** The number of teams entered will determine the number of leagues. League competition will be a round robin format. An organization may have more than one team in the league; however, they must be designated as teams 1, 2, etc... or by section name.
3. **RULES OF PLAY:** The rules governing the Intramural Volleyball league will be the current Federation Internationale De Football Association (FIFA) rules except as changed or amended by these by-laws.
4. **ELIGIBILITY:** Participation is open to all military personnel and civilians assigned to Vandenberg AFB and personnel on TDY status for more than thirty (30) days. No more than 30 percent of the squadron intramural team may be comprised of non-military members. Dependents participating in the intramural volleyball program must be 16 years or older.
  - A. TDY personnel must be on orders for thirty days or longer.
  - B. Individuals must be assigned or attached to the unit represented. If an individual changes squadrons during the season, he/she may choose which squadron they wish to play for. He/she will establish their eligibility by playing one game with either the losing or gaining unit. All players regardless of category of personnel must go into a player’s pool prior to being placed onto any team.
  - C. With the approval of the Intramural Sports Coordinator, squadrons, detachments or units with insufficient personnel assigned or present for duty may combine with other units in the same situation. This authority to combine will only be for the current season. The team cannot compete for commander’s trophy points.
  - D. If an organization does not enter a team in the program, members of that organization may be assigned to participate with another organization entered in the program by requesting in writing their intent to the Intramural Sports Coordinator. The Intramural Sports Coordinator will place these individuals into the players’ pool. Once the season has started, the team with the least amount of players on their roster will have first choice of any additional players from the players’ pool. The second option will be the team with the worst win/loss record and so on.

E. A player whose team drops from the league or forfeits out must submit their name to the Intramural Sports Coordinator to be placed in the players' pool. This includes squadrons with two or more teams.

5. **FORFEITURE:** Teams failing to have seven players at the scheduled time of play will forfeit the game. There will be no "GRACE TIME", GAME TIME IS FORFEIT TIME. A double forfeit will be declared if both teams do not have the required number of players. Any team that forfeits two games in succession or three games during the season will be dropped automatically from the league. Use of an ineligible player, if called to the attention of the Intramural Sports Coordinator before teams play their next regularly scheduled games, will be grounds for forfeiture.

6. **SPORTSMANSHIP:** Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can be defined as fighting, using profanity, trash talking, taunting, and basically anything that could be considered to instigate a verbal or physical altercation. Coaches are reminded that they are responsible for their conduct as well as the conduct of their players. All unsportsmanlike conduct and fights will be reported to the Fitness Center Director by the head official.

7. **ROSTER:** Rosters must be typed and turned in to the Intramural Sports Coordinator before the first game of the season. If the Intramural Sports Coordinator does not have a roster on file for a team, that team will forfeit every game until the roster is received and accepted by the Intramural Sports Coordinator. Players may be added to the roster during the regular season; however, no players may be added to the roster once the playoffs begin. Organizations may have an unlimited roster. All players can only play for one team.

8. **UNIFORM REQUIREMENTS:** All participating players will wear the proper uniform, which consists of numbered jerseys or T-shirts. Teams may provide their own uniforms or they can sign out a jersey from the Fitness Center staff. Only the goalie is authorized the option to wear long pants. No part of the military uniform will be worn. Shin guards are mandatory and must be completely covered by the socks. No metal cleats are allowed to be worn.

9. **SAFETY:** The referees may blow the whistle and stop the game to investigate the condition of a player who might be hurt, at any time, and resume play as soon as reasonable. The safety and well being of our players is always our main concern. Mandatory safety equipment must be used. Fields and playing surfaces must be checked by head coaches prior to play.

10. **POSTPONEMENTS:** A postponement will only be granted for inclement weather, power failures and squadron/ base exercises that are MISSION ESSENTIAL. Unit picnics are not considered mission essential.

11. **MINIMUM NOTIFICATION OF CANCELLATION TIMES:** Any organization that fails to notify the Intramural Sports Coordinator prior to 1600 hours on the day of the scheduled contest of their inability to play due to military commitment shall forfeit their game.

12. **MAKE UP DAYS:** All make up games will be played after the completion of all originally scheduled games for the season. The Intramural Sports Coordinator will notify the coaches and

unit sports representatives of the dates and times of all make up games. If the outcome of the make-up games will not allow either team to qualify for the playoffs, the games will not be played.

13. **PROTEST:** Protests will be limited to rule interpretation and player ineligibility only. All protests must be registered at the time of the incident. The official will notify both coaches that the game is being played under protest. The individual protesting the game must provide a full account of the events in the scorebook. A full account of the protest and its conditions must be typed and presented to the Intramural Sports Coordinator before 1200 hours the following day.

14. **COMPOSITION OF PROTEST COMMITTEE:** The protest committee will consist of the Fitness Center Director, Intramural Sports Coordinator, and Head Sports Official. Decisions by the committee cannot be appealed. The committee will only consider protests concerning rule interpretation or player ineligibility.

15. **EJECTIONS AND DISQUALIFICATIONS:** If a coach or player is ejected or disqualified from a game, he/she will leave the immediate area (Fitness Center) which is considered within sight and sound. A player who refuses to leave the area will forfeit the game for the team he/she is playing for. A player ejected during a game is not eligible to play the next scheduled game. A player ejected twice during the regular season will not be eligible to play the rest of the season or the playoffs (decision to be made at the 30 MSG/CC level). Anyone hitting a referee or official will be dismissed for the remainder of the season. The only way a player who has been ejected twice may come back to participate in the league will be by a letter from his/her commander with justification why the player should be reinstated. The reinstatement request will be submitted to the Fitness Center Director and will be voted on by a judiciary board. NOTE: Players fighting within the jurisdiction of the officials will be suspended automatically until the facts are reviewed and determination is made. Officials will report all fights to the Fitness Center Director. Same standards apply for fighting as for double ejection. A disqualification can occur when a player participates on two different teams or does not have base affiliation.

16. **OFFICIALS:** Officials will be qualified individuals assigned by the contracted sports officials association. They will consist of two referees and a scorekeeper. Officials are ineligible to serve as coaches, managers or players for intramural teams.

17. **EQUIPMENT:** Game balls, goals, and score books will be provided by the Fitness Center. Teams not having their own jerseys will wear jerseys provided by the Fitness Center.

18. **LEAGUE CHAMPIONSHIP:** The teams acquiring the best win/loss record at the end of league play will be declared league champions. All three way ties will be decided by a head to head competition unless one team beat the other two teams during the regular season.

19. **PLAYOFFS:** If two leagues are formed, the top four teams from each league will be eligible for post season play. If only one league is formed, the top eight teams in that league will compete for the base championship. Competition will consist of a double elimination

tournament. All players must have played at least two games during the regular season to be eligible for the playoffs.

**20. PLAYING RULES SUPPLEMENT:** The following rules or deviations pertain to league and tournament play:

A. Sideline coaching will be kept to a minimum. Coaches and substitute players must remain within their bench area during play. At least five yards from the touchline.

B. Game time will consist of two 20 minute halves with a five minute rest period between halves.

C. In the event of a draw in tournament games, a 10 minute sudden death overtime period will be played. If the game is still tied after the 10 minute overtime, penalty kicks will determine the winner.

D. The referee shall choose the goal at which all of the kicks shall be taken. He will toss a coin and the team whose captain wins the toss will kick first. Each team will be given five kicks and the kicks will be taken alternately. If one team has scored more goals than the other could even if it were to complete its five kicks, then the taking of kicks will stop. If the score is still tied after the five penalty kicks, the taking of kicks shall continue until one team has outscored the other.

E. Provided that the team has not used the maximum number of substitutes permitted by FIFA rules, a goalkeeper who has sustained an injury during the taking of kicks may be replaced by a substitute.

F. Each kick will be taken by a different player and no player is allowed to take a second kick until all eligible players on the team have taken a kick.

G. Other than the player taking the penalty kick and the two goalkeepers, all players remain within the center circle while the penalty kick is in progress. The goalkeeper, who is a teammate of the kicker, will take up position within the field of play outside the penalty area and behind the line which runs parallel with the goal line (at least 10 yards from the penalty line).

H. Free substitution is allowed when there is a stoppage in play as long as the following occurs: (1) the referee is advised of the proposed substitution before it is made, (2) the substitute does not enter the field of play until the player being replaced has left the field and he/she receives a signal from the referee, and (3) substitutes will enter the field of play at midfield.

**21. AWARDS:** A trophy and T-shirts indicating the team's accomplishment will be awarded to the first place team. A maximum of 15 T-shirts will be awarded to the team. The second place team will be presented with a trophy

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