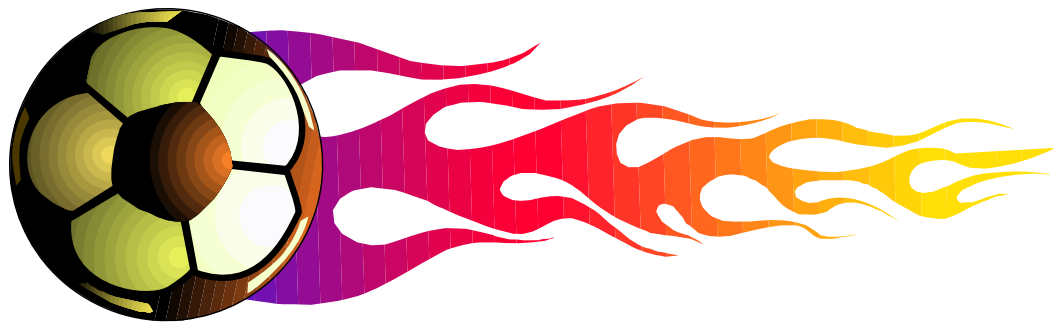

Soccer Bylaws

2010 Hurlburt Field Sports and Fitness



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Purpose Statement

To provide secondary laws, so that athletes have the opportunity to participate in a fair league subordinate to the sections of:

Eligibility	Rules
Sportsmanship	Schedules
Protest	Playoffs
Base Championship Games	Awards

Eligibility

Team Membership

1. Active duty military, DOD Civilians, NAF Employees, and TDY personnel must play for the squadron they are assigned to. Dependants must play for the squadron their sponsor is assigned to, be at least 18 years of age, completed high school, and possess a valid dependent ID card. Retirees and their dependents will be allowed to play for the squadron they retired from.
2. Individuals from other bases may not participate in Hurlburt programs if their base offers the same program.
3. Married spouses both eligible to participate but are in different squadrons, they may either play for their assigned units separately, or for their spouses' unit jointly. This decision must be made prior to the start of a sport season, and is not reversible during any one season.
4. Anyone going PCA, changing units on Hurlburt, during a sport season may either continue the season with their original unit, or they may join their newly assigned unit. This must be done by the next game after the PCA occurred.

Combining Squadrons

1. If a squadron fails to meet the minimal team players required, they have an option to combine (1) with another squadron's team within the squadrons group command, (2) then of choice, (3) or be appointed to one with the approval of the Sports Director.
2. The deadline for combining is the same day the letter of intent is due. Combining teams and units with more than one team may not use the player's pool.

Player Pool

1. If a squadron drops out, does not combine, and has not entered a team into the league, members of that squadron may enter the Players Pool. If a team drops

from the league, individuals may still enter the player's pool if that team has played less than half their scheduled games.

2. The squadron's team coach or sports council representative must submit a letter of request or call the intramural director in order to be placed on the Player's Pool Sign up Sheet and have an eligible member assigned to the team from the Player's Pool. Squadron teams that combine may not take a player from the player's pool.
3. Squadron teams and members will be assigned in the order they are received, first to small squadrons, then to teams lowest in the standings. Teams losing players to TDY/PCS, etc. will also receive high consideration. Units with more than one team or combining with another unit may not use the player's pool.

Rules

1. Current FIFA rules, Hurlburt Field Bylaws, and amendments covering Intramural Soccer will govern league play. Amendments are only authorized by the Sports Director.
2. A 5-minute grace period will be allowed after game time begins for teams to find at least the minimum number of players. Games may be delayed by weather up to (10) minutes after start of game time. After (10) minutes expires and weather conditions have not improved, then game will be made up. If a game is interrupted by weather and cannot be finished, then it will be made up at a later date from the point game was stopped unless the coaches from the both teams decide on a different outcome.
3. Official games will be (2) 25 minute halves with a 5 minute half time. There will be no Over-time play during regular season. A tied game at the end of intramural season will remain a tie. In the playoffs a tie will be determined by a penalty kick. A reminder that the goalie has 6 seconds to kick or throw the ball out of the goal area; other teammates may not throw the ball directly to the goalie in the air, ball must bounce first. If ball is thrown to own goal keeper, then the goal keeper cannot pick up/play the ball with their hands.
4. All players and team officials will be inspected by referees 10 minutes prior to scheduled game start time for proper equipment and eligibility to play. All players and team officials must be listed on the official game roster. Teams will play 11 vs. 11 with a goalie. Teams may begin with a minimum of 7 players, and add any additional players at anytime during the game – no more than 11 players. Games cannot continue with less than 7 players. The game will conclude at that point. Even if team is winning, if a team only has 6 or less to finish anytime during the game...it will be a forfeit by that team. Unlimited substitutions are allowed at any stoppage of play at the referee's discretion. Players will not enter the field of play until the referee signal their permission, substitutions will occur

at the midfield touch line. All final decisions to player eligibility rules are at the discretion of the Gym Coordinator only.

5. Teams using any illegal players will forfeit any and all games in which that illegal player participated. No participants will be allowed to participate from any other base that has a similar program.
6. Game protests can only be done when a rule violation is in question, ineligible players may be protested any time during the season. ANY call by an official that can be deemed as a judgment call (i.e. .out of bounds, goal, etc....., cannot be protested.
7. Team practice requests will be limited to (1) per week (1) week at a time. Requests for practices can only be submitted in written form or e-mail by the coach/assistant only. A second practice can be requested after Wed 1200 of the same week, to give other teams the opportunity to request time.
8. Cancellations due to rain will be made by 1500. If cancellations have not been issued by 1500, then cancellations will be made on a game by game basis. During lightning warnings means no players will be allowed on the field at any time until the warning is cancelled. Players are to contact their coaches about cancellations. Coaches will be called about cancellations.
9. No metal cleats, softball cleats, or items deemed unsafe will be allowed. No jewelry will be worn. Wedding bands and emergency bracelets must be taped. Proper attire must be worn. No portion of the military uniform will be accepted as appropriate attire for participation in any game. Hats will not be worn. No bandannas will be allowed.
10. All players **MUST** wear shin guards. Teams must have matching jerseys with numbers. If teams do not have jerseys, jerseys can be signed out temporarily prior to the game.
11. **NO PETS ALLOWED** anywhere in the sports complex area at any time.
12. Home team will be determined by the schedule.

Sportsmanship

Coaches and Players

1. Coaches are responsible for controlling a team. Coaches are expected to arrive at least fifteen minutes early to the game.
2. Coaches will assist with officials in the event of warning's and ejections of a player / member of a team. They will maintain a policy of zero tolerance profanity towards officials, scorekeepers, players, or any incident pertaining to the game. Any one found under the influence of alcohol will not play in the game. Failure to do so may result in a forfeiture of the contest, and a possible disqualification from league play. (There Are No Exceptions).

Ejection's

If a coach, player or any member of a team is ejected the scorekeeper will record the infraction in the scorebooks. The Sports Director will record the infraction, and carry out the following:

1st Ejection - The Sports Director will give the coach a 2 game suspension letter for the player(S) ejected. The 2 game suspensions will be the next two games the ejected player/coach's team plays. This rule applies to regular season and playoff games.

2nd Ejection - The Sports Director will give the coach a 2 game suspension letter for the player(S) ejected. An official memorandum from the First Sergeant indicating acknowledgement of the player's actions and counsel must be received before returning to league play.

3rd Ejection – The Sports Director will give the coach a league disqualification letter for the player(S) ejected with a courtesy copy sent to First Sergeants and Squadron Commanders.

Exception: Fighting is an automatic ejection from the league. There will be no exceptions or appeals to this rule.

Schedules

Notification

1. The Sports Director will let coaches know when it is available for pick-up at coaches meetings or telephonically. The Sports Director will use attendance sheets at meetings as a notification list, and a phone contact list indicating, the date, time, coach's name, and contact status (Contacted, No Contact, Message With)
2. The coach and assistant coach are responsible for picking up and signing for the Pre Season Schedule, Regular Season Schedule, Post Season Schedule and Revised Schedules.
3. The coach and assistant coach are responsible for issuing copies to members of their team.

Postponements

1. A team can only postpone a regular season game due to a mission-related event involving over 50% of the Team.
2. A letter submitted at least 24 hours prior to the scheduled game must be signed by a Squadron Commander, or First Sergeant stating that over 50% of the Team is involved in a duty commitment (s). If mission related event is last minute, then a letter must be sent in no later than 1200 noon the following day or it will be counted as a forfeit. Teams are encouraged to give early notification to allow the fitness center time to contact the other team scheduled to play.

3. If a team must forfeit a total of 2 games due to non-mission related events, the team will be released from the league.
4. Games will not be considered postponed for unit functions or any unregulated scheduled conflicts. (I.e. Commander Call, Change of Command, parties, etc.....). They will be considered forfeits.

Forfeits

There will be a (5) minute grace period following game time. Any team that forfeit more than 2 games due to non-mission related events will be released from league play.

Protest

Grounds

1. Rules and bylaws infractions are the only grounds for protest.

Filing a Protest

1. A protest must be filed at the time of the infraction with the head official before the next play.
2. A written protest including the date, time, and circumstances involved in the protest must be submitted the next duty day after the game by no later than 12:00 pm to the Intramural Director or the protest will not be considered.
3. A protest of an ineligible player may be made at anytime.

Review of Protest

1. The following procedures will take place.
 - The Sports Director will investigate the issue
 - Sports Director will inform the Athletic Director of Protest and Findings
 - Sports Director will recommend a decision to the Athletic Director.
 - Athletic Director will make a ruling or call upon an emergency Sports Council meeting for a ruling

Playoffs

Type of Competition

A Double Elimination Tournament will determine a Base Champion.

Playoff Eligibility

The top 50% of each division will make Base Championship Playoffs. If there are 7 teams or less in the league then all the teams will make it to the playoffs.

Ties at the End of Regular Season Play

1. Teams that are tied at the end of the regular season will be determined first by head to head competition. If still tied, statistics kept by computer (record, offensive scoring, defense points against) will break the tie.

Base Championship Games

1. The coaches are responsible for notifying Squadron Commanders, and First Sergeants of the time and date of the championship game. Squadron Commanders and First Sergeants presence are required for the Awards Ceremony. If one/both of them are not available a replacement is required.

Awards

The Ceremony

1. Each team will receive 1 team trophy and twelve individual awards.
2. In the absence of the Base Commander, the Wing Commander, or Services Commander, the Athletic Director will present the awards. Teams are encouraged to invite their Commander or First Shirt to the Championship game.
3. There will not be a Divisional Playoffs and/or Awards for Divisions. Division play decides positioning for Base Championship playoffs.

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