



## UTSA INTRAMURAL SPORTS

## FOOSBALL

### TEAM CAPTAINS:

- Team captains are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules will be available for viewing via the web at [www.utsa.edu/recreation](http://www.utsa.edu/recreation) after 5:00 p.m. on the Friday after the captain's meeting.
- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- The team captain is responsible for the eligibility of the team's players.
- Only the team captain may address an official, on matters of rule interpretations or to obtain essential information.
- Team captains are responsible for their team and fans behavior before, during and after their game.
- Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (**Team captains, you will be charged for the missing items**).
- In the event of bad weather, call the sports hotline at **458-PLAY**.

### ELIGIBILITY:

- All UTSA students, faculty and staff are eligible to play intramural sports.
  - UTSA students must be enrolled in current semester (Example must be enrolled in the Fall to play Fall sports)
- Faculty/Staff with a current Campus Recreation membership are also eligible to play intramural sports.
- Alumni and outside visitors are not eligible to participate.
- Team may add players until the last game of the regular season.
- Players must play in at least 1 game during the regular season to be eligible for the playoffs.
- **NO ID NO PLAY!** All participants must present their UTSA Banner ID to the Intramural Staff on duty, in order to be eligible to play.

### PLAYERS:

- Players may play for only **one** men's or women's team and one co-rec team.
- Switching from one team to another is not allowed (see DISCIPLINE section).
- Foosball Doubles consist of 2 players

### GAME TIME/DEFAULTS/FORFEITS:

- **Game Time:** Teams must have the minimum required players checked in and ready to play at game time.
- **Defaults:** A team may default by calling the Assistant Director of Intramurals at **210-458-7566** by noon on the day of their game or for Sunday games by 5pm on Friday. Teams are allowed one default per season. A default is used when a team is unable to make their game. A default does not count against the team or interfere with their chances of making playoffs.
- **Forfeits:** A team not ready to play at game time shall be penalized in the following manner.
  - For every minute the team is late to start, the opposing team receives 2 points.
  - **At 5 minutes after game time – the game is forfeited, 10-0, to the team ready to play.**
  - The forfeiting team will receive a "F" Sportsmanship rating for the game.

- A **forfeit** prohibits a team from making playoffs.

### **LEAGUE FORMAT:**

---

- Tournament style
- Teams are either singles (1 player) or doubles (2 players) depending on the type of tournament.
- 
- Eligibility for advancing in bracket play: Minimum "B" Sportsmanship rating and above .500 record with no forfeits
- Any team that receives C, D or F average WILL NOT advance to the next round of the playoffs.

### **EQUIPMENT:**

---

- The Intramural Office will furnish game equipment. However, players may use their own equipment if the players agree and it is the correct equipment.
- All participants must wear the proper athletic attire to participate; No jeans, sandals, etc.
- NO JEWELRY; No bandanas. Participants MAY NOT cover up jewelry with tape, band aids or other such items.

### **FORFEITS:**

---

- There will be a 5 minute grace period that begins at game time if both teams are not ready to play. The team that is present and ready to play will receive a point per minute up until 5 minutes. If the other team has not become ready to play at 5 minutes they will be given a forfeit and a F sportsmanship rating.

### **THE GAME:**

---

- **Scoring:** All shots that enter the goal-even if they pop out will count as a point. The only goal that does not count is a ball which is advanced by a spinning rod.
- **Spinning of the rods is illegal.** Spinning is defined as the rotation of any soccer figure more than 360 degrees before or after striking the ball. In calculating the 360 degrees, you do not add the degrees spun prior to striking the ball to the degrees spun after striking the ball.
- A ball which is advanced by an illegal spin is replayed as follows:
  - If the ball goes in the goal, then it will not be counted as a point and will be put back into play by the goalie as if the ball had been declared a dead ball between the goal and the nearest two-man rod.
  - If the ball does not go in the goal, the opposing team will have the option of continuing play from the current position or re-serving the ball.
- Spinning of a rod which does not advance and/or strike the ball does not constitute an illegal spin. If a player's spinning rod hits the ball backwards into his own goal, it will count as a goal for the opposing team. Spinning of a rod away from the ball (when there is no possession) is not considered an illegal spin, but may be ruled as a distraction.
- At the end of each game, teams must switch sides of the table before play of the next game can begin. A maximum of 60 seconds is allowed between games.

### **DEAD BALL:**

---

- If a ball stops anywhere on the table where it cannot be reached by a player figure, it must be re-served by the team who served last, except for when the ball becomes dead behind the two man rods, it will be put back into play by that goalie player.

### **DISTRACTIONS:**

---

- Jarring the rods, lifting, or sliding the table is not allowed.

### **SPORTSMANSHIP:**

---

- The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after the each game.
- Participating in Intramural Sports is **NOT** a right it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that

does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.

- Any player that is ejected for any reason must come in to speak to the Associate Director of Intramurals before their next game. That player is **not** eligible to play until doing so. **Minimum 1 game suspension!**

### **SPORTSMANSHIP RATING SYSTEM**

UTSA Campus Recreation Department's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events.

#### **"A" - Good Conduct and Sportsmanship**

Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

#### **"B" - Average Conduct and Sportsmanship**

Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

#### **"C" - Below Average Conduct and Sportsmanship**

Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

#### **"D" - Poor Conduct and Sportsmanship**

Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "D" rating.

#### **"F" - Unacceptable Conduct and Sportsmanship:**

Team/fans are completely uncooperative. Team Captain has no control over team, fans, and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties, or cause a game to be forfeited shall receive an "F". Any team that does not have the required number of players present at the scheduled game time will receive an "F". Incidents, which violate the Code of Student Conduct, will be referred to UTSA Judicial Affairs for investigation. Incidents with Faculty or Staff will be referred to UTSA Human Resources

### **DISCIPLINE**

- The team captain of a team that receives a "D" or "F" rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.
- If a player is ejected from the game for any reason:
  - **Ejected Player consequences:**
    - Team will be automatically deducted two (2) sportsmanship letter grades.
    - Ejected player must leave playing area (out of sight and sound).
    - Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Megan Morris, or have been officially reinstated.
    - Must contact Megan Morris, Assistant Direct of Intramurals, to set up a meeting to determine what action should be taken.
    - It is the responsibility of the ejected player to schedule the reinstatement meeting.

- Ejected player is ineligible until meeting has taken place.
  - Ejected player will face a *minimum* one(1) game suspension from all Intramural activities.
  - If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
  - If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.
  - If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
  - The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.
- If a player is found to have played on two teams:
  - **Consequences for Playing on Two (2) Teams:**
    - Player will be permitted to play on the first team he/she signed in and played for.
    - Both teams will be notified of the player violation.
    - The second team the player participated with will be deducted one (1) sportsmanship letter grade.
    - Player will receive a *minimum* of one (1) game suspension.
- In case of an illegal player found participating on a team:
  - **Illegal Player Consequences**
    - Team in violation will receive a loss, and opposing team will receive an automatic win.
    - Both teams will be notified of illegal player violation.
    - Illegal player is not permitted to play any Intramural sports or activities.
    - An Illegal player consists of a person who is not currently enrolled at UTSA with a minimum of one (1) credit hour.
- **Faculty/Staff:**
  - Must have a Campus Recreation membership in order to participate in Intramural Sports.
  - Faculty/Staff must also present their UTSA ID at each game.
  - Teams found in violation will be deducted one (1) sportsmanship letter grade for each violation.

### **PROTEST:**

- A team captain may only protest eligibility before the game begins or at the time the person whose eligibility is in question enters the game.
- The team may only protest a rule interpretation or eligibility and NOT a judgment call. A timeout must be utilized in order to protest. If the protest is upheld the time-out is not charged to the team.
- A protest must be filed with the Intramural Supervisor on duty before the ball has been put in play for the next play. Once the ball has been put in play, teams can no longer protest the previous play.
- If the protest cannot be decided, that game will continue under protest and will be decided by the Assistant Director of Intramural Sports the next working day.
- All protests during the playoffs will be decided by the Intramural Supervisor/Coordinators on duty.