HANDLEY CUP SOCCER 11v11 (Term 2)
Rules and Regulations

The following rules are specific to the Handley Cup Soccer 11v11 League.

A full list of Intramurals’ Competition and Game Administration Policies can be found on our website. [http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/](http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/)

Section A - Structure of League

<table>
<thead>
<tr>
<th>Level of Play</th>
<th>Open Level</th>
<th>Womens W2STGN</th>
<th>CoRec</th>
<th>Playoffs</th>
<th>Officials</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tier 1</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>------</td>
<td>YES</td>
<td>YES</td>
</tr>
</tbody>
</table>

a. DIV Divisional Team
   a. A team comprised of participants who have a common University identification (faculty, residence, etc) as outlined in the Divisional Structure Chart. Each Divisional team is allowed to carry a specific number of participants as “Designated Imports”; those who are of a different University identification. Each sport has a different number of allowable Designated Imports.
   b. Divisional Teams are always prefixed by their Identifying unit ID. Ex. ARTS – AUS, SCIENCE - SUS

b. CWD: Campus-Wide Team
   a. A team comprised of participant who do not have a common University identification, or more than the allowable number of Designated Imports.

Section B - Facilities of Play

Updated July 30th, 2018
Section C – Eligibility

C1 - Any current UBC student, faculty or staff member is eligible to participate in Intramurals as long as the registration permits. Please refer to [http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/](http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/) under “Eligibility Policy”


Section D – Waiver/Sign-In

D1 - Each player must sign a waiver prior to participation. In the event that a waiver is misplaced by the Handley Cup Soccer 11v11 League, the player affected must sign another one. Players can sign online waivers (and are encouraged to do so at [https://www.intramurals.ubc.ca/teams/](https://www.intramurals.ubc.ca/teams/)) instead of paper waivers once they are on roster listed on the website.

D2 - Each player must sign in initially with the supervisor by presenting a valid UBC ID card prior to their first game. The only cards accepted by Intramurals are the UBC Student Card and the UBC Staff/Faculty card, or, once they are on the roster (in our database), a government issued photo ID card (driver’s license, BC ID card, etc). Until our records show you having signed a waiver, Intramurals will only accept UBC Student or a UBC Staff/Faculty Cards.


Section E – Mandatory Equipment

E1 - League Uniform Policy

Numbers and Colors
For the purposes of player and team recognition, each team must have similar colored team uniforms with numbers that make the team both unified and uniquely identifiable with respect to the opposing team. At the
game official’s discretion, if both teams wear uniforms that are too similar in color, one team will be required to wear pinnies provided by the league.

- Numbers must be clearly displayed on the back of the uniform
- Numbers must be a minimum of 6” in height
- Tape is not allowed to be used as a number
- Each member of a team must have a unique number in relation to the rest of their team
- Players who enter the game in violation of these rules after the uniform deadline will be subject to the sports associated penalty listed below:
- Uniforms do not need to be professionally made

Teams that are in violation of the Uniform Policy after the Uniform Deadline are subject to sport specific penalties for each player that does not have a uniform. The specific penalties can be seen below.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Uniform Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soccer</td>
<td>1 goal and 1 Yellow card per infraction</td>
</tr>
</tbody>
</table>

**Names and Logos**

- In reference to team uniforms, teams are responsible for adhering to the UBC policy on Harassment and Discrimination

**E2 – Metal Studded Cleats are not allowed at any time**

**Just for Fun Teams are NOT subject to the League Uniform Policy**

**Section F – Equipment Regulations**

- The official or supervisor has the right to remove any piece of equipment, which they deem to be dangerous or inappropriate for league play, including, but not limited to:
  - a. Jewelry (this includes earrings, bracelets, necklaces, etc.)
    Exceptions: medical alert necklaces and bracelets.
  - b. Orthopedic braces with exposed metal
  - c. Towels attached to the players
  - d. Any hooded shirt or sweatshirt

**Section G – Length of Games (Times Structure)**

- **G1 - Game Time**
  - a. Teams play two 40 minute halves

- **G2 – Extra Time**
If time permits, allowance is made in either period for all time lost through:
   a. Substitutions
   b. Assessment of injury to players
   c. Removal of injured players from the field of play
   d. Wasting time
   e. Any other cause at the Official’s discretion

Section H – Overtime/Tied Games

H1 - Regular Season Games that end in a tie at the end of regulation will remain a tie. There is no overtime during the regular season.

H2 - Playoff Games that end in a tie will play one 5 minute sudden death overtime period (golden goal).

H3 - In the event that the playoff game remains tied after overtime, a 5-on-5 shootout will be held. Players may not be re-used in the initial 5.

H4 - In the event that the 5-on-5 shootout is tied, a sudden death shootout will be held. Players may not be re-used until all players (incl. goalie) have shot.

Section I – Rules of Play

I1 – Handley Cup Soccer 11v11 will abide by the FIFA Rules of Play entirely except for these specific instances

I2 – Number of Players
   a. A minimum of nine (9) players from each team must be on the pitch to start the game. Max players is 11.
   b. Over the course of the game, a team can legitimately continue with less than nine players to a minimum of seven players (including keeper) as a result of disqualification or injury.

I3 – Substitutions
   a. All player substitutions must be conducted through the official.
   b. There is no limit to the number of substitutions a team can make during the course of a game, and players may re-enter after being substituted for.

I4 - Fouls
   a. Slide Tackling
      i. No slide tackling is permitted.
ii. Any slide tackle will warrant an automatic caution or sending off (Official’s discretion)

iii. Sending off offences will result in immediate suspension and automatic forwarding to the Supplementary Discipline Commissioner.

b. Balls deemed to be 50/50 between a goalkeeper and an attacker are considered the goalkeeper’s ball, and the attacker has the obligation to pull out of the challenge. Failure to do so is subject to disciplinary action.

c. A controlled ejection (game ejection) will be assessed to any player that accumulates 2 yellow cards in a single game. In Handley Cup 11v11, players are eligible to return to the next game, but do have demerits applied to the team and player. For more demerit information, please see http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/ under “Demerit Policy”

I5 – Offsides

a. There are no offsides in the 11v11 Handley Cup Soccer League

Section J – Supplementary Discipline System (SDS) and Full Intramural Policy Page

Intramurals reports all incidents involving misconduct of individuals or teams to the Supplementary Discipline Commissioner.

Individuals may face disciplinary action as outlined in the SDS Classification System which can be found in the Intramural Policy Document at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/