

Fort Hood Intramural Sports



Battle your way into Champions League!
Minimum 7 players per team



Active Duty Only • Teams must be grouped from the same unit.



2020 Commander's Cup

SOCCER

Registration

Feb 1st - Mar 10th

Season Begins

Mar 19th

SCORE!!!!



Earn Commander's Cup Points!

1st and 2nd place Trophies Awarded!

Registration & Rules • Hood.ArmyMWR.com • 254-286-5800



Fort Hood Intramural Sports **Soccer 2020**



Purpose: to provide policies and procedures to assist A&R Reps and Unit Level Coaches/Players with the implementation of the Fort Hood 2020 Unit Level Soccer League/Tournament.

LEAGUE RULES

Field Location: Hood Stadium, Bldg. 50023

Number of Games: eight (8) games round robin format, teams will play once a week

Referee: two referee will be assigned to each game

Fee: there is no cost to play in the league

Game: 7v7 field size is modified

Unit level (detachment, company, troop or battery) Intramural soccer league play is from **19 March 2020 – 7 May 2020**. Makeup games will be played **14 March 2020**.

Coaches Meeting will be held at **1500 on 10 March 2020**, DFMWR Conference Room- Phantom Warrior Center, bldg. 194, 37th Street & 761st Tank BN.

Championship Tournament will be a double elimination and will be scheduled **18 May - 21 June 2020**.

Championship Tournament Coaches Meeting will be held at **1500 on 4 June 2020**, DFMWR Conference Room- Phantom Warrior Center, bldg. 194, 37th Street & 761st Tank BN.

ROSTER, NUMBER OF PLAYERS and PROTEST

Roster: Teams are required to submit a MOI/team roster to the Sports Office (bldg. #194, Phantom Warrior Center), signed by their unit commander (encl 1).

1. All active duty military personnel assigned or attached to units physically located at Fort Hood are eligible to participate. All eligible personnel will participate with their assigned unit.

Minimum and Maximum # of Players on a Roster: Teams consist of 7 players with a maximum of 14 players per team. Any ratio of men and women may participate.

1. Teams will not be scheduled until their team roster has been submitted. Rosters may be updated throughout the season; however, once the post tournament begins, rosters cannot be amended.

2. TEAMS WILL ONLY BE ALLOWED TO ADD 2 PLAYERS, WHO ARE ASSIGNED TO ANOTHER UNIT: a transfer player memo must be filed with the Intramural Sports Coordinator (ISC) prior to participation (encl2). The cut-off date for roster additions such as these is **16 April 2020**; requests submitted after this date will be disapproved.

Protest: Player eligibility will be the only grounds for protests.

1. Eligibility protests must be brought to the attention of game officials and/or the site supervisor prior to the conclusion of the game in question and be annotated in the official scorebook.

GAMES, DURATION AND FORFEITS

Games: Games shall be played between two teams of 6 field players and one goalkeeper.

Teams must have a minimum of five (5) players to begin, continue and conclude a match. The official will start the game clock as scheduled, but provide teams with fewer than five (5) players, a ten (10) minute grace period to produce the minimum required five (5) players before a forfeit is awarded to the opposing team, with the resulting score registered as a 3-0 result.

Substitutions: Unlimited "on the fly" with the referee's permission. Must occur at the halfway line and must not interfere with play.

Duration of Play: Two 24 minute halves, plus 2-3 minutes for halftime.

Teams get a 10 minute grace period on the 1st game only. The game clock will be set at 20 minutes for the 1st half and the 2nd will remain at 24 minutes. After the 1st game, game time is forfeit time.

Slide tackling the ball by field players is not permitted. If penalized, an indirect free kick will be awarded to the opposing team.

Goalkeeper may NOT punt or drop-kick ball. The ball must be distributed by a throw, normal place kick or kick from a dribble. If penalized, an indirect free kick will be awarded to the opposing team outside the penalty area.

Players must be 5 yards from the spot of a free kick anywhere on field, and outside of 10-yard box on a PK.

If an indirect free kick is called within 5 yards of the goal, the ball will be spotted 5 yards away from the goal line of where the infringement took place.

Goal kicks may be taken anywhere inside the goal area.

Goals may not be scored directly from kickoff, the kickoff is indirect (if another player touches it, the goal will count). Kickoff touch may be played forward or backwards.

Yellow Cards: Players who are issued a caution (yellow card) must sit for five minutes before re-entering the match. This player may be replaced by a substitute while exiting the field.

Red Cards: Players who are issued a send-off (red card) must leave the field of play immediately and may not return to the field of play for the remainder of that match.

Forfeits: IF YOU FORFEIT 2 GAMES, YOU WILL BE ASKED TO LEAVE THE LEAGUE.

1. When a game is cancelled and/or rescheduled for any reason, the ISC must be notified NLT 1400 on the date the change is to take place. Units failing to notify the ISC of their

unavailability to play prior to 1400 on the day of the scheduled game will be required to forfeit the game.

SCORING AND STANDINGS

League standings and game schedule can be viewed online at **www.scorebook.com**. Look up Fort Hood and select Soccer 2020.

Standing Results: WINS = 3 points, LOSSES = 0 points

Tie-Breakers: In the event of a tie in the standings, the tie-breaker for final league standings are followed in this order: 1. Head-to-head results. 2. Totaled points scored

PLAYER'S EQUIPMENT

Uniform: Pinnies are available for teams.

Footwear: (NO screw-in studs or metal cleats).

Shin Guards: Shin guards, covered by socks, are REQUIRED and MANDATORY for ALL players.

Jewelry that is out of sight does not have to be removed if not considered dangerous by the referees. No watches or rings with stones.

AWARDS

Commander's Cup Points:

Participation points will be awarded 10 points for each team who participate in league play and completes a season, up to a maximum of 50 points.

Championship points will be awarded as Post Champion- 50 points, Post runner-up- 25 points and third place- 15 points.

Post Champions

Team and individual awards are presented to the first and second place finishers only.

MISCONDUCT POLICY

Intramural Sports takes fighting and aggressive behavior from teams, players, and fans very seriously.

Players and fans causing problems will be escorted off the premises immediately and be refused entry.

No profanity allowed.

Dogs are prohibited from being at the Sports field.

The manager or coach is responsible for ensuring that:

- (1) All members of the team are familiar with the contents of this MOI.
- (2) The team is fully equipped and properly attired.
- (3) The conduct of the team is in accordance with this MOI.
- (4) No illegal players are entered on roster or participate in games.

For the Sports SOP, review it at HOOD.ARMYMWR.COM.

POC: SANDIE REPINSKI
COMM: (254) 286-5800
SANDRA.M.REPINSKIJENSEN.NAF@MAIL.MIL

SAMPLE REGRISATION/ROSTER MEMORANDUM

(LETTER HEAD)

(OFFICE SYMBOL)

(DATE)

MEMORANDUM OF INTENT FOR FORT HOOD SPORTS OFFICE

SUBJECT: Registration for Unit Level Intramural Sports

1. The following unit is submitting this memorandum as a notice of intent to field a team for (chosen sport):

(Unit Name)

(Roster)

(Rank, first and last name)

2. Team's POC for this memorandum is (add name, email address and phone number).
3. The undersigned verifies that each Soldier listed on this roster is assigned to Unit/Company.

SIGNATURE BLOCK

RANK, BRANCH

Commanding

ENCL 1

SAMPLE TRANSFER PLAYER MEMORANDUM

(LETTER HEAD)

(OFFICE SYMBOL)

(DATE)

MEMORANDUM OF INTENT FOR FORT HOOD SPORTS OFFICE

SUBJECT: Authorization to Participate in the Unit Level Basketball Program

1. I authorize (Transfer Player's Name), who is assigned to the (their Unit), to participate in the unit level Basketball program with (joining Unit).
2. Team's POC for this memorandum is (add name, email address and phone number).

SIGNATURE BLOCK

RANK, BRANCH

Commanding

ENCL 2