

1. Purpose: This Memorandum of Instruction prescribes the operational procedures for conduct of the Soccer event.
2. References: AR 215-1, dated 22 June 2011, Military Morale, Welfare and Recreation Programs and Nonappropriated Fund Instrumentalities. OPORD 199-13
3. Objectives of the program:
a. To encourage competition at the lowest practicable echelon of command.
b. To enhance team morale and unit esprit de corps.
c. To encourage leisure activity and enhance physical fitness.
d. To enhance the total Army readiness mission.

## 4. General:

a. The Soccer event will be conducted within the timeline of the Quarterly calendar(scheduling will be made around FCHS use of Fryar Stadium).
b. Registration and roster forms are available on the web at the Intramural Sports Office located at Fryar Stadium, Bldg 5666 Wickham Ave., or www.fortcampbellmwr.com. Completed registration forms and AAA-162 rosters must be submitted to the Sports Office by the registration deadline.
5. Eligibility: a. Eligibility will be in accordance with the Commanders Cup MOI
6. Type and schedule of competition
a. Competition will consist of a Round Robin tournament. Games will be scheduled at 1800, 1900 and 2000.
b. Forfeits: A team that is not present at the scheduled game time will receive a forfeit lost.

## 7. Team composition and rosters:

a. Each Company may enter two teams comprised of no more than fourteen (14) members including playing and non-playing coaches.
b. Roster information: Players who intend on participating must enroll in IMLeagues in order to be put on the team. IMLeagues can be located at www.IMLeagues.com, when sending the email request, ensure to put the team name to be associated with.
8. Team representatives meeting: All coaches are responsible for downloading the Intramural Sports Coach's Agreement from the MWR website and returning it to the Sports Office 72 hours before event start date at Fryar Stadium BLDG. 5666 Wickham Ave.
9. Rules. Current Fédération Internationale de Football Association (FIFA) Rules and the following amendments will govern all intramural play.
a. The duration of the game shall be two periods of 20 -minutes each. The clock will stop only in the event of serious injury or for any other appropriate circumstance at the discretion of the referee. The half time interval will not exceed 5 -minutes.
b. Teams shall consist of not more than 14 players, 1 of whom shall be the goalkeeper. A team will be allowed to start a game with 8 players. Any team not having at least 8 players at the start of the game will forfeit.
c. Unlimited substitution will be allowed throughout the game with the exception of the final 2-minutes. Both teams, regardless of which team has possession of the ball, will be allowed to substitute during any stoppage of play. Stoppage of play occurs during injuries, goal kicks, corner kicks, and throw-ins. During the game's final 2-minutes, substitutions will only be allowed for an injured player.
d. When a game ends in a tie, teams will alternate taking three penalty kicks. Each kick will be attempted by a different player. If the game remains tied after the initial series of kicks, the game will go into sudden death. In sudden death, teams will alternate taking one kick each until a winner has been declared. Sudden death kicks will be attempted by those players who were not involved in the initial series of three kicks. Therefore, a player may not attempt a second penalty kick until each player who was on the field at the conclusion of regulation play has had an attempt.
e. Only shoes with a smooth sole, or shoes with molded cleats of plastic or rubber with canvas, cloth, or leather uppers, will be allowed shin guards must be worn at all times. Cleats that screw in are not allowed.
f. Pennies will be provided to each team before the game. Gold for home red for away. Goalies will be required to bring their own goalie jersey. It cannot be solid red or gold.
g. During post tournament play, the home team will be determined by a coin toss administered prior to each tournament game.
h. Consumption of alcoholic beverages or drugs by team members is prohibited during games.
i. Any player or coach who intentionally makes physical contact with an official will be subject to immediate suspension for an indefinite period. Such an occurrence will be investigated by this headquarters and facts pertaining to the incident will be forwarded to the Community Recreation Chief for review.
j. Any player that uses a false or fake ID will be removed from the game and the team will be forfeited from the league. The ID will be confiscated and surrendered to the MP's. Any person willfully altering, damaging, lending, counterfeiting, or using these cards in any unauthorized manner is subject to fine or imprisonment or both, as prescribed in sections 499, 506, 509, 701, and 1001 of title18, United States Code(U.S.C.) (Reference (u) ). Unauthorized or fraudulent use of ID cards would exist if bearers used the card to obtain benefits and privileges to which they are not entitled.
10. Awards: Team awards will be presented to the champion and runner-up teams from the season tournament. Points will be awarded for participation in the Commanders Cup.
11. Equipment: The Intramural Sports Office will prepare the facility and provide competitive equipment to include pennies and soccer balls.
12. Officials: The Intramural Sports Office will provide officials for the league/ tournament.
13. Action Officer: The Intramural Sports Manager, telephone 798-7586, will act upon any situation that arises and is not covered by this MOI.

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