

Soccer Skills Challenge

updated 1/25/11

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or current FIU Recreation Member.** All expired memberships must be updated before the individual may play in any game. Participants must have their Panther ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
2. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
3. **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
4. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
5. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

EQUIPMENT

1. All equipment will be provided by Recreation Services. Participants must use balls provided.
2. All players must wear close-toed shoes. Rubber cleated shoes will be allowed. No screw-in cleats, open toe, open heel or hard soled shoes will be allowed. Metal cleats may not be worn.

CONTEST RULES

1. The best score from each discipline will be used.
2. Participants will then be ranked in ascending order, in each discipline, with the best score being ranked highest.
3. Points will be rewarded based on rank number, i.e. (a participant ranked #10 will receive 10 points), for each discipline.
4. When the point totals from all 4 disciplines are added, the winner will be the participant with the highest score.

DISCIPLINE RULES

1. Cone Dribble:
 - Participants will dribble the ball through a course of orange cones.
 - This event will be timed.
 - If the participant hits a cone with the ball while dribbling, a one second penalty will be added to their score.
 - If a player dribbles the ball outside of the course, they will need to dribble the ball back into the course as soon as possible. Time will continue to run during this period.
 - Participants will be permitted three attempts to achieve their fastest time. Only their best time will be scored.

2. Kick Distance:
 - Participants will kick the ball from a designated mark on the field.
 - The kick will be measured from where the ball lands on first contact.
 - The ball must land within the designated width area.
 - The participant must contact the ball prior to any part of their body landing beyond the starting mark.
 - Distance will be measured in yards and feet.
 - Participants will be permitted 3 kicks. Only their best kick will be scored.

3. Kick Accuracy:
 - An indoor soccer goal will be placed inside the larger outdoor goal.
 - Participants will then attempt to shoot the ball into the smaller goal from 5 predetermined spots on the field.
 - Participants will be permitted to attempt 3 shots from each spot.
 - Each goal scored will result in the player receiving the points designated for a goal from that spot.
 - Players may score on all 3 shots from a spot.
 - The ball must remain in the goal to count. Balls that ricochet from the goal will not be counted.

4. Throw-In Distance:
 - Participants will throw the ball from a designated mark on the field.
 - The throw will be measured from where the ball lands on first contact.
 - The ball must land within the designated width area.
 - The participant must release the ball prior to any part of their body landing beyond the starting mark.
 - Distance will be measured in yards and feet.
 - Participants will be permitted 3 attempts. Only their best throw will be scored.