

INTERNATIONAL COURT SOCCER TOURNAMENT

The game of International Court Soccer is played in a racquetball or squash court using a specifically designed ball. The game is traditionally played one-on-one, but can be enjoyed in a round-robin tournament style as well. The walls of the court make for infinite combinations of playing situations, that in turn give the player an equal amount of creative ways to play the ball. One may use this as a training aid to develop skills in traditional soccer, as a way to recuperate from injuries in a more controlled manner, or as a fun and demanding workout with friends or family. One can make ICS fun, friendly and recreational, or it can be very competitive and physically demanding. Thus, playing and enjoying a game of ICS is possible for a wide range of ages, physical conditions, and skill levels.

ENTRY FEE

\$10.00 Singles/\$15.00 Doubles

ENTRIES DUE

Wednesday, January 11, 5:00pm

ENTRY PROCEDURES

Submit your entry form and fee to the Programs Office, 3rd floor IMA, Monday–Friday, 9:00am–6:00pm, beginning December 12. **Entries will be taken on a first come, first serve basis.**

TYPE OF TOURNAMENT

Players/Teams will be placed in the tournament and copies of the schedule will be posted in the IMA Building and available on IMleagues.com on January 13. Participants are responsible for completing the matches and reporting the results prior to the reporting deadline on the schedule. Matches will be mutually arranged by the participants.

The player/team first scoring 10 points wins a game. The player/team winning the best two of three games wins a match. The tiebreaker is to 7 points.

The winner of each match is responsible for reporting the score to the Programs Office as soon after the match as possible.

The Singles/Doubles Tournament is offered for men's, women's and co-rec teams and is open to UW students, faculty and staff IMA Members. The tournament is double elimination to determine the champions in each division. Official rules of International Court Soccer will govern play.

TOURNAMENT INFORMATION

All Individual / team captains are asked to take the on-line test at IMleagues.com covering program policies and tournament rules.

ELIGIBILITY

All 2012 Winter Quarter UW students, faculty and staff members are eligible. Faculty/Staff members must purchase an annual or quarterly IMA Membership. See the *Intramural Sports Handbook* for more information.

RULES

Copies of the tournament rules are available in the Programs Office, on IMleagues.com and are located on the back of this bulletin.

DIVISIONS

Class A [4.0 & Above]

For advanced players who have:

1. Played in open class tournament or equivalent.
2. Won a junior tournament.
3. Placed in the quarterfinals in intramural competition, in either the A or B division.
4. High skill level-players, instructors, Club Members.

(For doubles play maximum 1 club member per team)

Class B [3.0 – 3.5]

For intermediate players. Those who have played for a year or two, but do not fill any of the suggested qualifications for Class A players.

Class C [3.0 & Below]

For beginners only. This is an ideal opportunity for beginners to complete in a tournament.

REPORTING OF MATCH RESULTS

The winner must report match results to the Tournament Coordinator immediately following the match. Failure to do so will result in double forfeiture of the match. Being ready to play is the key to this tournament. Please check the schedule carefully to ensure you know when your next match is.

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AWARDS

Members of the winning team for each division will receive an Intramural Championship T-shirt.

OFFICIATING

There is no officiating during the tournament.

FOR MORE INFORMATION

CONTACT THE PROGRAMS OFFICE 543-8558 BETWEEN 9:00am – 6:00pm, MONDAY – FRIDAY

Ima@u.washington.edu <http://depts.washington.edu/ima>

To request disability accommodations contact the Disability Services Office at least ten days in advance at:

206-543-6452/TTY 206-685-7264 (FAX) or dso@u.washington.edu



INTERNATIONAL COURT SOCCER



Rules of the Game

1. Game is played on a regulation Racquetball Court.
2. Ball must be approved by International Court Soccer.
3. Coin flip determines server. Loser of game serves first next game. Match is best out of three games.
4. Serve is initiated inside the "servers box". Server must start with both feet in servers box. Ball is bounced* in servers box and kicked against front wall. Ball may strike either sidewall or ceiling after striking front wall. Ball must return past back line of servers box before striking the floor (if not serve is repeated). Ball must bounce once before striking back wall. Server is given two chances to serve correctly. Serve is then turned over to opposing player.
**A service bounce is when the ball is bounced and kicked after it has reached its maximum height and is on its decent to the floor. A drop kick is NOT permitted.*
5. Ball must be returned before or after one bounce on floor. Ball may not strike floor twice before being returned. Receiving player is allowed three touches of ball with any part of body except hands or arms. Ball may be played off back and/or side wall, and/or ceiling to oneself with wall or ceiling not counting as a touch. Once return play is initiated ball may not strike floor before striking front wall.
6. Only server can score points. Point is scored when serve is not returned to front wall in accordance with rules.
7. After playing ball, player must make effort not to obstruct or block ball from opponent. Obstruction results in replay of point.
8. If ball is returned and strikes opposing player before striking front wall, point will be replayed if ball had chance of reaching front wall.
9. Game will be played in a sportsman-like way. Any questionable point should be replayed.
10. Ball may not be trapped against wall(s) by players.
11. Non-marking shoes must be worn.
12. Game is played to ten points. Game must be won by two points.
13. Players accept responsibility for any injuries that may occur in playing the game.
14. Club accepts responsibility for keeping courts in safe and playable condition.

Rules for 2 vs. 2 Play

1. All of the above rules apply. Serve is rotated between teams and rotated between players on each team. As in team A player #1 serves until serve is lost. Team B player #1 then serves until serve is lost. Team A player #2 then serves until serve is lost. Team B player #2 then serves.
2. Returning team is allowed three touches total between the two players, as in player #1 may have two touches and pass to player #2 who then would finish with third touch. Player #1 may also choose to use all three touches for that team.
3. Only the server is allowed in the servers box. The three other players must be behind back line of servers box.



INTERNATIONAL COURT SOCCER



Rules of the Game ^{SV}

1. Game is played on a regulation Squash Court.
2. Ball must be approved by International Court Soccer.
3. Coin flip determines server. Loser of game serves next game. Match is best out of three games.
4. Serve is initiated behind the short line. Ball is bounced* once and kicked off of front wall above service line. Ball may strike sidewall or ceiling after striking front wall. Ball may land on any area of floor after proper serve. Ball reaching back wall without touching floor once is considered long. Server is given two chances to serve correctly. Serve is then turned over to opposing player. All players must be behind short line at initiation of serve.

*A service bounce is when the ball is bounced and kicked after it has reached its maximum height and is on its decent to the floor. A drop kick is not permitted.
5. Ball must be returned before or after one bounce on floor. Ball may not strike floor twice before being returned. Receiving player is allowed three touches of ball with any part of body except hands or arms. Ball may be played off back and/or side wall, and/or ceiling (ball may not hit floor) before striking front wall. ball may be played off of walls or ceiling to oneself without wall or ceiling counting as touch. Once return play is initiated ball may not strike floor before striking front wall.
6. Ball striking pad or tin ends rally with loss of serve or point dependent upon striker of ball.
7. Only server can score points. Point is scored when serve is not returned to front wall in accordance with rules.
8. After playing ball, player must make effort not to obstruct or block ball from opponent. Obstruction results in replay of point.
9. If ball is returned and strikes opposing player before striking front wall, point will be replayed if ball had chance of reaching front wall.
10. Game will be played in a sportsman-like way. Any questionable point should be replayed.
11. Ball may not be trapped against wall(s) by players.
12. Non-marking shoes must be worn.
13. Game is played to ten points. Game must be won by two points.
14. Players accept responsibility for any injuries that may occur in playing the game.
15. Club accepts responsibility for keeping courts in safe and playable condition.

