1. **Player Eligibility and Check-In:**
   a. All players must first register on the IMLeagues webpage, and join a team to be placed on the team roster. Players MUST be on the team roster to participate in a game. Write-ins will NOT be accepted until the player has registered on IMLeagues.
   b. All participants must be current members of the gym/recreational facilities. Non-members wishing to play intramurals must purchase a membership. Any non-student participant must be 18 years or older.
   c. Each player must check-in prior to game time and present their current Duke ID card.
   d. A player must be signed-in and checked off before entering the game on the game sheet.
   e. In addition to this tournament, players are allowed to compete on any one coed league team; regardless of league classification. In addition, players may compete on any one other 7v7 soccer team not within the coed league.
   f. Roster additions can be made at any time up until the final date for roster additions. Please check the soccer sport page on IMLeagues for this information. Following this date only special requests will be accommodated, but the intramural office must be contacted.
   g. Coaches: Coaches may be recognized for an intramural team, but MUST be on the team roster and also be checked off and identified by the intramural staff and its officials prior to the start of the game.

2. **Team Composition:**
   a. A team will consist of a maximum of 11 Players; 1 of which being a goalkeeper.
   b. A team must have at least 8 players to start and finish a game.
   c. A game will be forfeited if a team does NOT have a minimum of 8 players to begin the game, or a team drops below a minimum of 8 players due to injury or ejection during the course of the game.
   d. There are no gender restrictions within this tournament. Teams may consist of both males and/or females.

3. **Match Information:**
   a. Games will consist of two, 25 minute halves.
   b. A 3-5 minute half-time will be implemented.
   c. Tie games will remain as such with the exception of knockout round matches.
   d. There are NO timeouts unless at the discretion of the referee or field supervisor.
   e. All other normal rules of the game will apply (NFHS Soccer Rules).

4. **Substitutions:**
   a. Substitutions can only be made during the stoppage of play:
      i. Throw-ins, goal kicks, corner kicks, injuries, scoring of a goal, and halftime.
      ii. NO substitutions on Free Kicks or prior to a Penalty Kick.
   b. Both teams may sub an unlimited amount of players:
      i. Between Halves
      ii. On a Goal Kick
      iii. Following a Score
      iv. In the event of an injury
   c. ONLY the team in possession of the ball may elect to sub (in this case their opponent may also elect to sub):
      i. Corner Kicks
      ii. Throw-ins
   d. The referee will signal a restart with their whistle or vocal command

5. **Infractions/Fouls:**
   a. Free Kick Infractions:
      i. ALL free kicks are DIRECT
      ii. NO Slide Tackling
         1. It will be the official’s discretion on what they see as a “slide tackle”
         2. It will be the official’s discretion in the issuing of a card based on the severity of the slide tackle.
            a. A good slide tackle, although not allowed, may not be issued a yellow card. Repeated offensives, though, may.
      3. Goalkeepers will be permitted to slide/dive within their own penalty area, and normal rules of a legal slide tackle will apply when determining whether a slide was a foul or not. If a goalkeeper commits a slide tackle outside their own penalty area, then the NO slide tackling rule will apply.
      iii. Those plays deemed Fouls at the referee’s discretion.
   b. CARDS:
i. **YELLOW CARD INFRACTIONS:** ANY Yellow Card shown will result in the player leaving the field of play. This player may be replaced or the team may elect to play short-handed. The cautioned player may not re-enter the game until the next legal substitution opportunity.
   1. Intentional handling of the ball by a field player not in the penalty area.
   2. Entering/Leaving the field of play without the permission of an official.
   3. Objecting by word of mouth or action to any decision given by an official (dissent).
   4. Persistent misconduct following prior warnings.
   5. Incidental use of vulgar or profane language.
   6. In the event that (2) yellow cards are shown to the same player the result is the same as that of a RED CARD.
   7. Any player receiving a maximum of (3) yellow cards during the course of the season will serve a 1 game suspension.

ii. **RED CARD INFRACTIONS:** ANY Red Card shown will result in an automatic ejection of the player; this player may NOT be substituted for (the team will play a player down). This includes the showing of a subsequent caution (two yellow cards) that result in a Red Card. A one game suspension must be served by that player for the next match.
   1. Exhibiting violent conduct.
   2. Taunting by use of word or act to incite or degrade an opposing player, coach, referee, or other individual which includes the use of taunting to embarrass, ridicule or demean others on the basis of race, religion, gender or national origin.
   3. Subsequent caution.
   4. Any intent to injure or committing serious foul play.
   5. Any intentional handing of the ball inside the penalty area by the defending team with the exception of the goalkeeper.
   6. A clear foul by the last defender to stop an attacking player from an opportunity at goal.
   7. Spitting at an opponent, teammate or game official.
   8. Using insulting, offensive or abusive language or gestures.
   9. Leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official.
   10. Any player receiving a maximum of (2) red cards or (2) suspensions during the course of the season will forfeit their remaining season.

****In ALL cases it is the referee’s discretion if a card is to be issued and the type of card to be issued for an infraction****

6. **Knockout Rounds – Procedure for TIES**
   a. If at the end of regulation the teams are tied then the game will proceed into overtime. There will be two (2) 10 minute golden goal periods (first team to score wins). Teams will switch halves at the end of the first 10 minute overtime.
   b. If at the end of the additional overtime periods, the teams are tied the game will proceed into a penalty shoot-out.
   c. Each team will be allowed to elect 5 players to take the proceeding penalty kicks. Any player that is a member of the team may take the ensuing penalty (whether on the field at the conclusion of the game or not).
   d. Any ejected player may NOT be elected to take a penalty kick.
   e. If teams remain tied at the conclusion of each team’s 5 kickers the shoot-out will continue into sudden death penalty kicks. A new player must be selected, not of the original 5, to take the penalty shot. Once, and if, a team reaches their maximum number of players, and the penalty shootout has continued, then they may start over with a previous shooter. The opposing team may then also use a previous shooter regardless of its maximum use of present players. The shoot-out will continue until a winner is decided.

7. **Tournament Format:**
   a. Each team will be in a Group of four teams. There will be four total Groups (16 teams). Each team will play every team within their Group for a total of three games.
   b. The top two teams from each Group will advance to the knockout stages of the tournament. The knockout stage format will be as follows:
      i. Group A Winner vs. Group B 2nd Place / Group C Winner vs. Group D 2nd Place
      ii. Group B Winner vs. Group A 2nd Place / Group D Winner vs. Group C 2nd Place
   c. Group Advancement will be based on the following criteria:
8. **Forfeits & Defaults (point differential):**
   
a. For any forfeits a match differential of (3-0) will be assessed. In addition, the forfeiting team will receive a sportsmanship rating of 3.0.

   i. When teams give advanced notice within (12) hours of game time that they will not be showing, a default will be given.

b. For any defaults a match differential of (1-0) will be assessed. In addition, the defaulting team will receive a sportsmanship rating of 4.0.

   i. For further information please review the Forfeits & Defaults Guidelines.

c. For any game that is cancelled due to hazardous conditions (weather or facility) and not played or rescheduled, a tie will be assessed to both teams with a score of (0-0). In addition, both teams will receive a sportsmanship rating of 5.0.

   i. A forfeiting team will receive a match differential of (3-0) and a sportsmanship rating of 3.0.

   ii. A defaulting team will receive a match differential of (1-0) and a sportsmanship rating of 4.0.

9. **Sportsmanship Rating:**
   
   - The Sportsmanship Rating System is designed and intended to be an objective scale by which a team’s overall sportsmanship (which includes attitude and behavior) can be assessed during an intramural game and throughout a team’s season, which includes playoffs. Behavior before, during and after an intramural game is included in this rating. The team captain(s) is/are responsible for educating and informing all players and spectators associated with their team about this rating system.

10. **Team/Individual misconduct:**
    
    - Profanity and/or any other forms of derogatory or abusive language towards officials, site supervisors, administrative staff, other participants, and spectators are unacceptable actions during participation in Intramural sports, events, and tournaments.
      
      ➢ Furthermore, physical misbehavior, such as fighting, will not be tolerated when participating in Intramural sports, events, and tournaments. All participants, thus, acknowledge that they are subject to both removal from the team/league and disciplinary action from Duke University on any such occasion.

11. **Sportsmanship:**
    
    - The goal of Duke Intramural Sports is to provide recreational environments for its participants who are safe, fun, and inclusive and further promotes teamwork, communication, integrity and healthy lifestyles. While the game environment can be competitive, ensuring player safety, providing a fun atmosphere, and promoting sportsmanlike behavior for participants, spectators, and staff are the program’s primary concerns and are the sole responsibility of its participants, spectators, and staff.
      
      ➢ Participants and spectators are expected to maintain good sportsmanship throughout their participation in Duke Intramural Sports as it applies to Intramural Staff, fellow participants, team followers, and spectators.

    - The team and captain(s) are responsible for the actions of the individual team members and spectators or team followers. Coaches may be recognized for an intramural team, but MUST be on the team roster and also be checked off and identified by the intramural staff and its officials prior to the start of the game.
      
      ➢ Only the recognized head team captain (1) and/or coach are permitted to speak to the officials regarding administrative matters such as protests, ejections, rule clarifications, etc. Intramural staff will only recognize these persons when communicating matters in an intramural game, and only when addressed in a civil, good-natured manner.

      ➢ Furthermore, it is expected of team captains and/or coaches to assist the intramural staff and its officials to calm difficult situations, restrain troubled teammates, and assist in other administrative matters as asked by the intramural staff and its officials.

12. **Cancellations (Weather or Unforeseen Circumstances):**
    
    - For any game that is cancelled due to hazardous conditions (weather or facility) and not played or rescheduled, a tie will be assessed to both teams with a score of (0-0). In addition, both teams will receive a sportsmanship rating of 5.0.

    - If a cancellation to a game in play is made due to hazardous conditions, the game will count if the 1st half of the game has been played and ended. The game score at any time thereafter will be the score. A team’s sportsmanship rating will be assessed up until the point of cancellation.
• For any and all sightings of lighting teams must be removed from the field, and play will be suspended immediately; a 30-minute time limit will be implemented form the first sight of lighting and will reset each time if seen again.
• Officials and other staff have final say over rain related suspension of play or cancellations.