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. 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.
   f. 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 4 Players on the playing field; there are NO goalkeepers.
   b. A team must have at least 3 players to start and finish a game.
   c. A game will be forfeited if a team does NOT have a minimum of 3 players to begin the game, or a team drops below a minimum of 3 players due to injury or ejection during the course of the game.
   d. There are no gender restrictions within these leagues, unless specifically labeled a coed league. Teams may consist of both males and/or females.

3. **Equipment**
   a. Numbered pennies are provided for Intramural participants. Teams are allowed to wear their own uniforms as long as they are of the same likeness in color and are numbered.
   b. Shin Guards:
      i. Shin guards are strongly recommended, and should be worn during game play.
   c. Shoes must be worn to play, and may consist of tennis like shoes, indoor shoes, turf shoes, or any other shoe made of canvas, leather, or synthetic material. Cleats are permitted. Any and all apparel should be worn and intended for soccer use.
   d. Illegal Equipment:
      i. No headwear other than a headband. Rubber/cloth (elastic) bands may be used to control hair.
      ii. No jewelry such as watches, rings, bracelets, necklaces or any other loose accessories will be allowed.
      iii. Hard casts are NOT permitted.
      iv. Metal cleats or metal tipped cleats are NOT permitted.

4. **The Field:**
   a. Games will be played in Pascal Field House.
   b. The field will be 50 yards long by 25 yards wide.
   c. Goals will be placed 30 yards apart and in the middle of the field; there will be a 10 yard extension of the playing area behind each goal.
   d. Goals will be 3 feet high by 4 feet wide.

5. **Match Duration:**
   a. Games will consist of two, 20 minute halves.
   b. A 2 minute half-time will be implemented.
   c. Tie games will remain as such with the exception of playoff games.
   d. There are NO timeouts unless at the discretion of the referee or field supervisor.
   e. There are NO off-sides.
   f. Throw-ins NOT kick-ins.
   g. Mercy Rule: If a team is ahead by five or more goals with 2 minutes or less remaining in the 2nd half, then the game is over.

6. **The Kick-off:**
   a. A kick-off will be utilized at the start of each half, and after a goal has been scored.
   b. A goal may NOT be scored directly from a kick-off.
   c. Opponents must be a minimum of 5-yards away from the ball, and until it is put into play.
d. The ball may go forward or back to start play. The kicker may not touch the ball a second time until it has touched another player.

7. Goal Crease:
   a. The 5-yard area directly in front of the goal will serve as the goal crease area. Neither team is permitted within this area when a shot is taken; the ball becomes dead immediately. The ball remains live at all other times. The ball remains live during a shot on goal and if the defense enters the crease area; the defense may not deflect or block the shot within this area. The offense may not deflect, redirect, or score from within this area.
      i. If the offense deflects, redirects, or shoots from within the crease area and a goal is scored: Play is dead, the goal is not counted, and the defense receives a goal kick.
      ii. If the defense deflects or blocks a shot while within the crease, and the goal is not scored, a penalty kick will be awarded.
      iii. If the ball comes to rest or is moving while still in the goal crease, the ball may be played. Although, if the ball deflects or enters the goal at any time, the ball is dead and a goal kick is awarded to the defense.

8. Penalty Kicks:
   a. PK's are taken from a spot anywhere along the midfield line. Any player on the field at the time of the infraction may take the PK. All other players must remain behind the midfield line at least 5-yards from the spot of the PK.
   b. If a goal is not scored, the defending team is awarded a goal kick.
   c. PK's are not live balls; it may not be defended.

9. Throw-ins:
   a. A throw-in will be awarded when the whole ball crosses over the touchlines; this includes the sidelines and the end lines where a Goal Kick or Corner Kick would normally be awarded.
   b. A goal may NOT be scored directly from a throw-in.
   c. The thrower may NOT touch the ball again until it has touched another player.
   d. All players must stand no less than 2 yards from the spot of where the throw-in is taken.

10. Goal Kicks:
    a. There will be no official Goal Kicks; with the exception of a Goal Crease Infringement, or foul by the attacking team within the Goal Crease.
    b. Goal Kicks are taken anywhere within the 10-yard area behind the defending team’s goal or parallel to their own goal line along the goal line.
    c. Opposing players must remain a minimum of 5-yards back from the goal line.
    d. The kicker may not touch the ball a second time until it has touched another player.

11. Corner Kicks:
    a. There will be no official Corner Kicks.

12. Offside:
    a. There is NO offside.

13. Substitutions:
    a. Substitutions can only be made during the stoppage of play and on any dead ball situation.
    b. The official must be notified of the substitution.
    c. Unlimited substitutions are permitted.

14. Stoppage of Play and Game Time:
    a. The official will stop time in the last 2 minutes of play of each half if:
       i. A goal is scored
       ii. There is a foul where a card will be issued
       iii. There is a foul where a defensive wall will need to be positioned
          1. The referee will stop the clock to help set the distance for the wall, and then restart the clock once they feel the wall has been set correctly (not once the offensive team kicks the ball).
       iv. The ball travels out of bounds to a distance where it will take time to retrieve the ball or get a new ball ready for play.
       v. At the official’s discretion with any team attempting to waste time.

15. Free Kicks:
    a. ALL free-kicks are DIRECT.
    b. Opposing players MUST give at least (5) yards from the ball during the free-kick.
    c. Free-kicks will restart on the official’s whistle or vocal command.

16. Infractions/Fouls:
17. Playoff Game 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, 5 minute golden goal periods (first team to score wins). Teams will switch halves at the end of the first 5 minute overtime, if needed.
   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 3 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.

***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***
e. If teams remain tied at the conclusion of each team’s 3 kickers the shoot-out will continue into sudden death penalty kicks. A new player must be selected, not of the original 3, 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.

f. The first 3 kickers will shoot from any spot along the midfield line (15-yards back from the goal line). If additional rounds are needed to declare a winner, the next 2 rounds (as needed) will be taken from 20-yards back. Any additional rounds (as needed) will be taken from 25-yards back.

18. Forfeits & Defaults (point differential):
   a. For any forfeits a match differential of (5-0) will be assessed. In addition, the forfeiting team will receive a sportsmanship rating of 3.0.
   b. For any defaults a match differential of (2-0) will be assessed. In addition, the defaulting team will receive a sportsmanship rating of 4.0.
   c. For further information please review the Forfeits, Defaults & Rescheduling Policy.

19. 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.

20. 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.

21. 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.

22. 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 teams’ sportsmanship rating will be assessed up until the point of cancellation.