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. 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. **Number of Players:**
   a. The game will be played with a maximum of 5-players.
   b. A game can be started with 4-players. There will be NO exceptions made for teams with less than four total players to start a game. Teams may play and finish a game with four total players.
   c. **COED LEAGUES:** During the Captain's Meeting, prior to the game, teams will be given the option of which half to play with 3 females/2 males, and then alternatively 2 females/3 males. Both teams will play with the same ratio format. If both teams cannot agree on the first and second half order of the ratio format, then a coin flip will be utilized.
      i. Please note that if both teams play with 3 females/2 males in the first half, then the second half **MUST** be played with 2 females/3 males, and vice versa.
      ii. **(3F/2M):** A team must have at least 3-women and 2-men on the playing court at all times, and cannot exceed more than 3-females and 2-males on the court at all times. A team may **ONLY** play with the 3:2 female to male ratio when having 5 or more players present. If a team only consists of 4-players during game play, the team may have a ratio of 2-females and 2-males or 3-females and 1-male.
      iii. **(2F/3M):** A team must have at least 2-women and 3-men on the playing court at all times, and cannot exceed more than 2-females and 3-males on the court at all times. A team may **ONLY** play with the 2:3 female to male ratio when having 5 or more players present. If a team only consists of 4-players during game play, the team may have a ratio of 2-females and 2-males or 1-female and 3-males.

3. **Equipment:**
   a. Numbered pennies are provided for Intramural participants.
      i. Teams are allowed to wear their own uniforms as long as they are of the same likeness in color and are numbered.
   b. **The Ball:**
      i. A men's ball will be used for Coed League play unless agreed upon by both teams to use a women’s ball.
      ii. For the Women’s League a women’s ball will be used. A men’s ball can be used but only if both teams agree.
   c. **Illegal Equipment:**
      i. No guards, casts or braces of any kind when worn on the elbow, hand, finger, wrist or forearm.
      ii. No headwear other than a headband. Rubber/cloth (elastic) bands may be used to control hair.
      iii. No jewelry such as watches, rings, bracelets, necklaces or any other loose accessories will be allowed.

4. **Duration of Play:**
   a. A game consists of two 20-minute halves with a halftime of 3-minutes.
   b. The clock is a continuously running clock for the first 19-minutes of the 1st half of play. The clock is a continuously running clock for the first 18-minutes of the 2nd half.
      i. For the last 1-minute of the 1st half and 2-minutes of the 2nd half, the clock will stop on all dead ball situations; Exception: the clock will not be stopped on made baskets as the ball travels through the basket and the ball is inbounded by the team gaining possession.
      ii. The clock will stop at any point in the game on any timeout by an official or team.
5. Overtime:
   a. If tied at the end of regulation there will be 1-overtime lasting 3-minutes in duration. The clock will be stopped on any dead ball situations during the last 1-minute of overtime. If the score is still tied at the end of the first overtime period then the game is ended in a tie (exception will be for playoffs).

6. Time-Outs:
   a. Each team is allowed 3-timeouts per game. Timeouts are 1-minute in length.
   b. Each team is allowed 1-additional timeout per overtime. Timeouts will NOT carry over from the regular time period. Additional timeouts awarded in overtime will not carry over from one overtime to the next during playoffs where overtime is needed.
   c. Time-outs requested in excess of the allotted number shall be granted, but will carry with it a technical foul to be issued to the team captain.

7. Clock Stoppage other than dead ball situation in the final 2-minutes of each half or overtime:
   a. Timeouts, injuries, to confer with the scoring table or other officials, emergencies, or any other situations where the game official requests that the clock be stopped.
   b. If play is resumed with a free-throw attempt where the clock has been stopped the clock will not restart until the ball has been touched by a player inbounds following the free-throw attempt.
      i. During normal play and during the entire first 19-minutes (1st half)/18-minutes (2nd half) the clock does not stop during free-throw attempts unless following a timeout, injury, or other stoppage of the clock by the game official.

8. Violations and Penalties:
   a. Free-Throw Violation: No player may enter or leave their marked lane space until the ball has been released by the shooter.
      i. If the violation is by the shooter or their teammate, the ball is declared dead and no point can be scored by that attempt. This includes ‘faking’ a shot by the shooter.
      ii. If the violation is by the opponent and the try is successful, the point is counted and the violation disregarded. If the try is unsuccessful the ball is declared dead and a substitute free-throw will be attempted by the same shooter.
      iii. If the violation is by both teams, the ball is declared dead and no point can be scored. Play will be resumed by the team entitled to the alternating possession from a designated out-of-bounds spot by the game official.
      iv. A player has 10-seconds to shoot the free-throw once the game official has released the ball.
   b. Throw-in Violation: Teams will have 5-seconds to inbound the ball from a throw-in. No part of the player’s body may be touching the court over the boundary line when the ball is inbounded. There are two situations where an inbounder may travel when trying to inbound the ball. After a made basket, the inbounder may run the baseline as they look for a teammate to pass the ball too. The inbounder can run the baseline after a timeout if the timeout was taken after a made basket. The second situation is an out of bounds play other than after a made basket. Once the referee hands the ball to the in bounder, the player must stay within a three-foot area of the place they were given the ball. The in bounder may move both feet, but once they move beyond the three foot area, it becomes a violation.
   c. Backcourt Violation: During a dribble the ball is in the frontcourt when the ball and both feet of the dribbler touch entirely in the frontcourt. Once the frontcourt is obtained it becomes a backcourt violation if any part of the player’s foot touches in the backcourt while in possession of the ball.
   d. Five-Second Violation (closely guarded): A five second closely guarded violation occurs if a player with the ball is guarded closely for five seconds. A defender must be guarding a player who is located in the frontcourt and within 6-feet of the player. The count applies to a player holding or dribbling the ball. 5-second violations cannot occur in the backcourt.
   e. Three-Second Violation (in the paint): A player shall not remain in the opponent’s restricted area for more than three consecutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running.
   f. Ten-Second Violation: A player/team has 10-seconds to bring the ball forward into the front court. Note: there is no 10-second violation in the Women’s League.
   g. Bonus Free-Throw: A team begins in the bonus when a team’s seventh foul is committed.

9. Dunking:
   a. Dunking is not allowed; dunking the ball carries with it a technical foul to be issued to the player, and the basket will not count.
10. Held Ball:
   a. When opponents have their hands on the ball where control cannot be obtained nor determined without excessive roughness. Possession will be determined by the possession arrow.

11. Fouls:
   a. Personal Fouls: player fouls which involve illegal contact with an opponent.
      i. A player fouls out after committing their (5th) foul.
   b. Intentional Fouls: player fouls which involve intentionally committing a foul of any nature to stop a player’s forward progress or scoring attempt: Awarded (2) free throws and ball possession.
   c. Flagrant Fouls: may be a personal or technical foul with contact of a violent nature or non-conduct foul which displays unacceptable conduct: Player will be ejected.
   d. Unsportsmanlike Fouls: non-contact technical foul which may consist of unfair acts, taunting, or the use of profanity or other inappropriate language or gestures towards opponents or game officials: Awarded (2) free throws and ball possession.
   e. Technical Fouls:
      i. All technical and intentional fouls carry a penalty of (2) shots and possession of the ball.
      ii. Technical fouls count towards the total accumulation of team fouls, and player fouls.
      iii. A player is ejected from the game after receiving (2) technical fouls.
      iv. Acts that will be issued a technical foul include:
         1. Intentional or flagrant contact when the ball is dead
         2. Unsportsmanlike Fouls
         3. Reaching through the throw-in boundary in an attempt to dislodge the ball
         4. Dunking
         5. Slapping or striking the backboard to gain advantage or alter a shot
         6. Attempting a free-throw for a teammate to which the player was not entitled to
   f. If a team or its total members accumulate (4) technical fouls of any nature during the course of a single game, the game is immediately forfeited, and the team may be subject to removal from the league after review.

12. Mercy Rule:
   a. If a team is ahead by (30) or more points at (5) minutes remaining or goes ahead by (30) or more points under (5) minutes in the second half, the game will be ended.
   b. If a team is ahead by (50) or more points at (10) minutes remaining or goes ahead by (50) or more points under (10) minutes in the second half, the game will be ended.

13. Forfeits & Defaults (point differential):
   a. For any forfeits a match differential of (30-0) will be assessed. In addition, the forfeiting team will receive a sportsmanship rating of 3.0.
   b. For any defaults a match differential of (15-0) 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.

14. 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.

15. 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.

16. 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.

17. 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.