1. Player Eligibility and Check-In:
   - 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.
   - All participants must be current members of the gym/recreational facilities, and have a current Duke ID card. Non-members wishing to play intramurals must purchase a membership.
   - Each player must check-in prior to game time, before entering the game, and present their current Duke ID card. Participants will not be allowed to play without the proper ID that has all information, including the picture clearly visible. Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of the Duke University Duke Card policy. Misuse of the Duke Card may result in a forfeit for that team and a suspension or ejection from the league for the participant.
   - Current/former Olympic and professional athletes are not eligible to participate in their respective or alike intramural sport, activity or event. Intercollegiate athletes are not eligible to participate in their respective or alike intramural sport, activity or event until a period of one calendar year has passed following completion of all activities for the Department of Athletics, and must compete in the “A League”, or “Competitive League.” Sport Club athletes are eligible to participate in their respective or alike intramural sport, activity or event, but a limited amount of Sport Club athletes are permitted per roster. No more than 50% of one team’s roster may be comprised of Sport Clubs athletes of their respective sport. For more information regarding these policies please view the Intramural Sports Participant Handbook.
   - Players are allowed to compete on only ONE Coed League team and ONE Open League or Fraternity League team (a two team maximum); regardless of league classification. Any player found to be violating this policy will be considered ineligible and suspended for a minimum of one game. Teams risk forfeiting any matches an ineligible player has participated in.
   - 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 to approve the request.
   - 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 team will consist of a maximum of 7 Players; 1 of which being a goalkeeper.
   - A team must have at least 5 players to start and finish a game. A game will be forfeited if a team does NOT have a minimum of 5 players to begin the game, or a team drops below a minimum of 5 players due to injury or ejection during the course of the game.
   - COED LEAGUES: A team must have at least 3 females and 3 males on the playing field at all times; this excludes the goalkeeper position; the team goalkeeper can be of either identified gender, and does not apply to the 3:3 ratio rule.
     i. If a team only has 6 players to begin a game, a team may start with a female to male ratio of 3:2 or 2:3 (excludes the goalkeeper). If a team only has 5 players to begin a game, the female to male ratio may be 2:2, 3:1, or 1:3 (again, excluding the goalkeeper).

3. Equipment:
   - 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.
   - Shin Guards: Shin guards are strongly recommended, and should be worn during game play.
   - Shoes shall be made of a canvas, leather, or synthetic material which covers the foot attached to a firm sole of leather, rubber, or composition material which may have cleats or be cleat-less. Metal cleats or metal tipped cleats are NOT permitted. Cleats are permitted on the Central Turf Fields where games will be played (the field is located on Anderson Street near the Duke Gardens).
   - Players may wear a knit or stocking cap. The cap may NOT have a bill; it can have a knit ball on top. Bandanas with a tied knot or any type of brims on them are NOT allowed. Cloth/Elastic bands may be used to control hair.
   - No jewelry such as watches, rings, bracelets, necklaces or any other loose accessories.
   - No hard casts or braces of any kind when worn on the elbow, hand, finger, wrist or forearm unless padded. Ankle or knee braces are acceptable; exposed metal parts must be covered and padded.
   - All decisions on the legality of equipment will be made by the officials and his/her decision is final.

4. Match Information:
   - Games will consist of two, 20 minute halves. A 2 minute half-time will be implemented.
   - (Summer Leagues Only): Stoppages for breaks will be implemented around the mid-way point of each half by the referee. Teams will be asked if the break is needed both prior to the game and at a point of stoppage near the 10-minute mark. If both teams agree to continue play, then play will be continued.
   - Tie games will remain as such with the exception of playoff games.
   - There are NO timeouts unless at the discretion of the referee or field supervisor.
   - There is NO offside.

5. Scoring:
   - A goal is scored when the entire ball passes the goal line, between the goal posts and under the crossbar provided it has not been deliberately thrown, carried or propelled by the hand or arm of a player of the attacking team.
   - A goal MAY be scored directly from a: Kickoff, Direct Free Kick, Goal Kick, Penalty Kick, Corner Kick, Drop-Ball, a Goalkeeper’s throw, punt or drop-kick.
   - A goal MAY NOT be scored directly from a: Throw-In, Indirect Free Kick, Free Kick/Corner Kick/Goal Kick into a team’s own goal.
6. Substitutions:
   - 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.
   - Both teams may sub an unlimited amount of players:
     i. Between Halves
     ii. On a Goal Kick
     iii. Following a Score
     iv. When a player from either team is cautioned (yellow card) or ejected (red card)
     v. In the event of an injury
     vi. 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

7. Stoppage of Play and Game Time:
   - 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 (upon request). 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. A penalty kick is awarded.
     v. 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.
     vi. At the official’s discretion with any team attempting to waste time.

8. The Kickoff:
   - The kickoff MAY go in either direction.
   - A goal MAY be scored directly from a kickoff.
   - After the kickoff, the ball may be played by any player except the one who kicked off. The kicker may not play the ball until it has been played or touched by another player on either team.

9. Free Kicks:
   - Free kicks shall be classified “direct” from which a goal may be scored directly against the offending team or “indirect” from which a goal may not be scored unless the ball is touched or played by another player of either team prior to crossing the goal line.
   - **Direct Free Kicks are awarded when:**
     i. Any common foul is committed that includes striking, tripping, kicking, pushing, holding, charging, or jumping at an opponent in a dangerous, careless, or reckless manner, or when using excessive force.
     ii. A player deliberately handles, carries, strikes or propels the ball with a hand or arm.
     iii. A player commits a slide tackle where contact occurs.
   - **Indirect Free Kicks are awarded when:**
     i. The ball is played next by the kicker following a kickoff, a free kick, a penalty kick, a goal kick, a corner kick, or by the thrower following a throw-in.
     ii. For dangerous play – an act by which the official considers likely to cause injury to any player. This includes such acts as a high-kick, scissors kicks, playing the ball while on the ground, etc.
     iii. Obstruction – a deliberate act of a player, not in possession of the ball and/or not attempting to play the ball, of running between an opponent and the ball or moving the body to become an obstacle to an opponent.
     iv. If the goalkeeper takes more than six seconds before releasing the ball, illegally handles the ball while in their own penalty area, illegally touches the ball with their hands after it is deliberately kicked by a player to their own goalkeeper or receiving directly from a throw-in by a teammate.
     v. If the game is stopped for misconduct of a player, and no other restart takes precedence.
     vi. For temporary suspension of play for an injury or unusual situation and one team has clear possession of the ball.
   - **Slide Tackling is NOT PERMITTED.** Any attempt to slide tackle a ball carrier and/or leaving the feet (sliding on the ground/going down on a knee) is illegal when an opposing player is considered to be in close proximity.
     i. No player may go down on a knee or slide on the ground towards an opponent in an attempt to play the ball, block a pass or shot attempt, or prevent another player from playing the ball.
     ii. If contact is made with an opposing player during a sliding attempt, a yellow card will be issued. This includes contact with the ball if an opposing player has control of the ball or is likely to gain control of the ball. Depending on the severity of the sliding attempt when contact is made, a red card may be issued. Contact made on a slide will result in a Direct Free Kick.
     iii. Sliding attempts where no contact is made with an opposing player is illegal when the official feels the slide could be a danger to any player. A repeated offense of sliding where no contact occurs will result in a yellow card. Any subsequent offense will result in a second yellow card and the disqualification of the player (red card). Sliding attempts where no contact occurs with an opposing player will be ruled as a dangerous play and result in an Indirect Free Kick.
     iv. In all cases where a slide tackle has occurred, the referee may apply advantage for the attacking team.
v. 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.

- Opposing players MUST give at least (10) yards from the ball during the free kick.
- The ball shall be kicked while it is stationary on the ground at the spot specified by the official. The ball may move in any direction. If the free kick is awarded to the defending team in its penalty area, the ball is not in play until it is beyond the penalty area and into the field of play (rekick will occur if there is a failure to kick the ball as specified).
- The kicker may not play the ball until it has been touched or played by another player.
- An official’s whistle is NOT required to restart a free kick, unless following an injury, the issuing of a yellow or red card, if the 10-yard distance is requested, or any other situation in which the official must delay a restart.

- Penalty Kick is awarded when:
  i. A foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team’s penalty area. All players, expect the kicker and opposing goalkeeper, shall be within the field of play but outside the penalty area until the ball is kicked.
  ii. The opposing goalkeeper shall stand on the goal line, facing the kicker, between the goal posts, until the ball is kicked. Lateral movement is allowed; the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play.
  iii. The ball shall be kicked while stationary on the ground from the penalty mark. To be in play, the ball shall be moved forward. Once the kicker starts the approach toward the ball, they may not interrupt their movement. Failure to kick the ball as specified shall result in a rekick.
  iv. After the penalty kick is properly taken, the ball may be played by any player except the one who executed the kick. The kicker may not play the ball again until it has been touched or played by another player on either team.
  v. Penalty kicks will be taken from the spot, 8-yards from the goal line.
  vi. Penalty shooters are not permitted to begin their approach to the ball (the shot) from outside of or beyond the half circle line at the top of the penalty area; the maximum distance from the ball includes at least one foot beginning on any portion of the half circle line.

10. Misconduct (Cautions & Ejections):

- YELLOW CARD INFRACTIONS:
  i. 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.
  ii. Unsporting Conduct/Behavior.
  iii. Intentional handling of the ball by a field player not in the penalty area (tactical handball).
  iv. Entering/Leaving the field of play without the permission of an official.
  v. Objecting by word of mouth or action to any decision given by an official (dissent).
  vi. Delaying a restart which includes failure to respect the required distance during a restart (free kick, corner kick, throw-in).
  vii. Persistent misconduct following prior warnings.
  viii. Incidental use of vulgar or profane language.
  ix. Sliding or committing a slide tackle and contact occurs. Depending on severity of the tackle may result in a Red Card.
  x. Any player receiving (3) yellow cards during the course of the season will serve a 1 game suspension.

- RED CARD INFRACTIONS:
  i. 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 results in a Red Card. A one game suspension must be served by that player for the next match.
  ii. Exhibiting violent conduct.
  iii. Using insulting, offensive or abusive language or gestures. 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.
  iv. Any intent to injure or committing serious foul play.
  v. Any intentional handing of the ball inside the penalty area by the defending team to deny an obvious goal scoring opportunity (with the exception of the goalkeeper).
  vi. Any foul attempting to deny an obvious goal scoring opportunity, and the goal is not scored.
  vii. Spitting at an opponent, teammate or game official.
  viii. Subsequent caution (2 yellow cards).
  ix. Leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official.
  x. Any player receiving a maximum of 2 red cards or suspensions during the course of the season will forfeit their remaining season.

11. Procedure for TIES (Playoffs Only):

- If teams are tied at the end of regular time, 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 at the end of the additional overtime periods, the teams are tied the game will proceed into a penalty shootout.
• 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. Any ejected player may NOT take a penalty kick.
• Penalty shooters are not permitted to begin their approach to the ball (the shot) from outside of or beyond the half circle line at the top of the penalty area; the maximum distance from the ball includes at least one foot, a portion of the foot, beginning on any portion of the half circle line.
• If teams remain tied at the conclusion of each team’s 5 kick takers the shootout 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.
• COED LEAGUES: At least 2 kick takers among the first 5 shooters must be female. There is no order requirement for male & female kick takers. If sudden death penalties are needed, then new shooters, not of the original 5, must be used. Teams may elect which identified gender of player will begin the sudden death round; if additional rounds are needed teams must alternate between a female shooter and a male shooter. 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 shootout will continue until a winner is decided. If a team has reached its maximum of number of males or females during the penalty shootout, then they may start over with a previous shooter; the opposing team will also be allowed to use a previous shooter regardless of its maximum number of male or female players present.

12. Mercy Rule:
• Any team ahead by 5 or more goals when the 2-minute warning is announced in the 2nd half, the game is over. Any team scoring in the last 2-minutes of the 2nd half and that score results in a point differential of 5 or more goals, the game is over.

13. 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 sportsmenlike 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.
  ➢ 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.

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.
• Playoff Eligibility: All teams are required to maintain and conclude the regular season with an average sportsmanship rating of 3.5, regardless of league standing and record. Any team below the minimum requirement will NOT be eligible for playoff games and scheduling. Any team participating in the playoffs must maintain at least a 3.0 rating following the conclusion of each game. Regardless of the outcome a team’s sportsmanship rating could and will determine their advancement to the next round. If the winning team is removed from the playoffs due to sportsmanship then their opponent will advance, but only if the opposing team’s sportsmanship rating was not below a 3.0, as well. If in any case both teams are rated below a 3.0 following the conclusion of the match, then neither team will advance.

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 be not tolerated when participating in Intramural sports, events, and tournaments. All participants, thus, acknowledge that they are subject to removal from the team/league and disciplinary action from Duke University on any such occasion.

16. 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 ended. The game score at any time thereafter will be the final, recorded score.
• For any and all sightings of lightning 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.

17. Forfeits & Defaults (point differential):
• Forfeits will result in a match differential of (5-0). In addition, the forfeiting team will receive a sportsmanship rating of 2.0.
• Defaults will result in a match differential of (2-0). In addition, the defaulting team will receive a sportsmanship rating of 3.0.
• Any team forfeiting 2 games during the regular season schedule will not be eligible for playoffs.
• For further information, please review the Forfeits, Defaults & Rescheduling Policy within the Participant Handbook.

18. Game Time & Delayed Starts:
• When a team arrives, at GAME TIME, with less than the minimum requirement of players the game clock will start. The team with at least the minimum requirement of players will be awarded a score based on elapsed time, and until a team meets the minimum requirement of players.
  i. Delays between Game Time to 5-minutes: 1 score to the opposing team.
  ii. Delays between 5-minutes to 10-minutes: addition of 1 score to the opposing team.
  iii. Delays at 10-minutes (or more): forfeit to the opposing team.
  iv. In addition, the team that does not have the minimum requirement of players at Game Time will begin with a maximum sportsmanship rating of 4.0. If the game is forfeited the forfeiting team will receive the necessary score differential, as mentioned above, and a sportsmanship rating of 2.0.
• If both teams do not have the minimum requirement of players at Game Time, the clock will start. Scoring will be awarded based on when a team meets the minimum requirement of players in conjunction with any elapsed time.