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. **Team Composition:**
   a. A team will consist of a maximum of 7 Players; 1 of which being a goalkeeper.
   b. A team must have at least 5 players to start and finish a game.
   c. 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.
   d. There are no gender restrictions within these leagues, unless specifically labeled a coed league. Teams may consist of both males and/or females.
      i. Only 1st Year, Undergraduate Students may compete within the 1st Year League; this league is NOT intended for Graduate Students. 1st Year teams may also include RA’s (regardless of classification) on their team rosters for participation in games. Any RA playing for a team MUST be communicated to and approved by the Intramural Office.
   e. **Coed Leagues:** A team must have at least 3 women and 3 men on the playing field at all times; this excludes the goalkeeper position.
      i. The goal keeper for teams can be of either gender, and does not apply to the 3:3 ratio rules.
      ii. If a team only has 6 players to begin a game, a team may start with a male to female ratio of 3:2 or 2:3 in the field (including a goalkeeper of either gender). If a team only has 5 players present to begin a game, the ratio of male to female may be 2:2, 3:1, or 1:3.

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. Shin Guards:
      i. Shin guards are strongly recommended, and should be worn during game play.
   c. Cleats are permitted on the Central Turf Fields where games will be played for the 1st Year League and Coed League. Cleats are also permitted on the West Turf Fields and Pascal Turf Field where all other league games will be played.
   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. Metal cleats or metal tipped cleats are NOT permitted.

4. **Match Information:**
   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.

5. **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. Coed Leagues: Males must be subbed for males, and females for females (with the exception of the goalkeeper).
e. The referee will signal a restart with their whistle or vocal command.

6. 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.

7. Free Kicks:
   a. ALL free-kicks are DIRECT.
   b. Opposing players MUST give at least (10) yards from the ball during the free-kick.
   c. Free-kicks will restart on the official’s whistle or vocal command.
   d. Penalty kicks will be taken from the top of the penalty box.

8. 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 Foul at the referee’s discretion.
   b. CARDS:
      i. YELLOW CARD INFRACTIONS:
         1. 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.
         2. Intentional handling of the ball by a field player not in the penalty area.
         3. Entering/Leaving the field of play without the permission of an official.
         4. Objecting by word of mouth or action to any decision given by an official (dissent).
         5. Persistent misconduct following prior warnings.
         6. Incidental use of vulgar or profane language.
         7. In the event that (2) yellow cards are shown to the same player the result is the same as that of a
            RED CARD.
         8. 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:
         1. 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.
         2. Exhibiting violent conduct.
         3. 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.
         4. Subsequent caution.
         5. Any intent to injure or committing serious foul play.
6. Any intentional handing of the ball inside the penalty area by the defending team with the exception of the goalkeeper.
7. A clear foul by the last defender to stop an attacking player from an opportunity at goal.
8. Spitting at an opponent, teammate or game official.
9. Using insulting, offensive or abusive language or gestures.
10. Leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official.
11. 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****

9. 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.
   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. Penalty shooters are allowed a maximum 2-yard distance from the ball prior to taking the kick. The official will notify the penalty taker of the 2-yard distance.
   f. 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.
   g. Coed League: 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 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 shoot-out 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 male or female players present.

10. Coed League Modifications:
   a. Team Composition:
      i. A team must have at least 3 women and 3 men on the playing field at all times; this ratio will exclude the goalkeeper position.
      ii. The goal keeper for teams can be of either gender, and does not apply to the 3:3 ratio rules.
      iii. If a team only has 6 players to begin a game, a team may start with a male to female ratio of 3:2 or 2:3 in the field (including a goalkeeper of either gender). If a team only has 5 players present to begin a game, the ratio of male to female may be 2:2, 3:1, or 1:3.
   b. Substitutions:
      i. Males must be subbed for males, and females for females (with the exception of the goalkeeper).
   c. Playoffs and Penalty Shootouts:
      i. At least 2 kick takers among the first 5 shooters must be female. There is no order requirement for male & female kick takers.
      ii. If sudden death penalties are needed, then new shooters, not of the original 5, must be used. Teams may elect which 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.
      iii. 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. 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 male or female players present.

11. 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.
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.
c. For further information please review the Forfeits, Defaults & Rescheduling Policy.

12. 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.

13. 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.

14. 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.

15. 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.
   • 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.