

Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check imleagues.com/utdallas for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

Game Rules**I. FIELD, PLAYERS, AND EQUIPMENT**

- a. The field of play will be a rectangle approximately 100 yards long by 50 yards wide. Each penalty area will be a rectangle 25 yards wide by 15 yards long.
- b. Games shall be played by 2 teams of 8 players each. Teams must start and finish with a minimum of 5 players (6 for corec). Goal Keepers will be used for games.
- c. Corec teams of eight must consist of 4 men and 4 women. However, teams starting with the minimum number of players can start with 3 men and 3 women. The difference between men and women players can never be greater than 1.
- d. All players must wear soft-bottomed (or rubber-molded) shoes. Screw-in cleats are prohibited.
- e. Players are prohibited from wearing jewelry.
 - i. The only exceptions are for any Medical Alert or religious jewelry. Please contact the UREC Competitive Sports office (972.883.7457) to learn how to properly wear such jewelry for safe play.
- f. Players are prohibited from wearing hats (stocking caps are acceptable), cast, wooden or metal splints or braces of any kind (on any part of the body) unless approved by the Intramural Sports office.
- g. Shin guards are strongly recommended and are available for check out, but are not mandatory.

II. PERIODS, TIME FACTORS, AND SUBSTITUTIONS

- a. The game consists of two 20 minute halves with a 5 minute intermission.
- b. Teams may use 3 time-outs per game, each one minute in length. The clock will stop for goals, penalty shots, injuries, and at the official's discretion.
- c. Unlimited substitutions may be made only at halftime, after a goal, or on their own throw-in. All substitutions must be made at the designated substitution zone (within 10 yards from the mid field line).

III. THE GAME

- a. The team winning the coin toss will have the choice of ends of the field or the kickoff.
- b. All goals are worth 1 point.
- c. If play is stopped by the official for any injury, unusual delay or when the goal becomes dislodged, the ball shall be put back into play by a drop ball. If a team has clear possession of the ball when play is stopped, they shall be awarded an direct kick. In all cases, the ball is put back into play from where it was when play was stopped. However, the ball is not to be dropped inside the penalty area, but at the nearest spot outside the area.
- d. Throw-ins must be made off of 2 feet, and be an overhead throw with 2 hands.
- e. The goalie can pick up the ball anywhere in their half of the field, can hold the ball for a maximum of 5 seconds, and may not "bounce" the ball to reset the 5 second rule. A team cannot score off a throw or kick from a goalie, or on a throw-in.
- f. In goal-kick situations, the respective team will be awarded an direct free kick from anywhere inside its own goal crease. The kick must clear the crease before another player may touch the ball.
- g. On all free kicks, the kicker's opponent must remain at least 10 yards from the ball until it is put into play. Any motion toward the ball by a defender before the ball is in play is considered encroachment. Failure to heed an official's warning will result in a yellow card for Unsportsmanlike Conduct.

- h. The goalie cannot use their hands to pick up the ball on any throw-in or back-pass.
- i. All fouls are direct free kicks.
- j. An intentional hand ball outside of the box will be an direct free kick. Intentional hand balls inside of the box will result in a penalty kick for the offended team.
- k. THE OFFSIDES RULE IS NOT IN EFFECT.
- l. NO SLIDE TACKLES!! Any player (including goalies) intentionally using a slide tackle (especially from the backside) will receive a yellow card and potential ejection.
- m. Penalty shots are unobstructed direct free kicks taken from the penalty spot, 10 yards from the goal. All players other than the designated kicker must be behind the shooter and outside of the goal box.
 - i. A missed penalty shot out of bounds will be a dead ball and play is re-started with a goal kick for the team that defended the penalty shot.
 - ii. A missed penalty shot that rebounds off the goalie and remains inbounds is considered live.
 - iii. If the shot is deflected by the goalie and goes out of bounds, then a corner kick will take place.

IV. TIE GAMES

- a. Games ending in a tie will remain a tie during regular season. During playoffs, tie breakers will be decided by a shoot-out consisting of 5 players from each team (corec teams will alternate male/female). If the game is still tied after the first shoot-out, a sudden death shoot-out will occur. In succeeding shoot-outs, teams must go through the entire roster first before any player can shoot a second time.