UNIVERSITY OF NOTRE DAME
INTRAMURAL SPORTS
OUTDOOR SOCCER RULES

INTRAMURAL POLICIES AND PROCEDURES

A. ELIGIBILITY
   Interhall: Full-time Notre Dame undergraduate students are permitted to participate for the hall in which
   he/she resides. Grad/fac/staff: Notre Dame graduate students, faculty, and staff are eligible for
   participation. To play in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
   All games will be played at Riehle Field

C. FORFEITS/RESCHEDULES:
   If a team does not have the minimum amount of players at game time, that team will forfeit. No
   reschedules will be permitted in this sport. If a team cannot make a game, they may call the Intramural
   Intern 631-3536 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events
   and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result
   in a 2-0 win for your opponent.

D. SCHEDULE:
   All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. INCLEMENT WEATHER
   No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is
   cancelled, the captain will be called.

F. ROSTER ADDITIONS:
   Players may be added to the roster at any point during the regular season. They must be registered on
   imleagues by 3pm the day of the game or 3pm on Friday if the game is on a Sunday. Players may not be
   added during playoffs. **For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector’s signature.**

G. INSURANCE WAIVERS:
   Waivers are filled out at time of registration on imleagues.

H. CHECK-IN:
   It is the responsibility of each player to find the supervisor working and check-in with them before playing
   in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity
   may result in suspension from future intramural activity.

I. SPORTSMANSHIP:
   Participants and fans must respect players and intramural staff and follow instructions given to them by the
   staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any
   participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players,
   fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants
   team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific
   penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant
   who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with
   RecSports staff. **Soccer-Yellow card. Player must leave field and cannot re-enter game until supervisor has
   filled out an incident form.**

J. ALCOHOL, TOBACCO & DRUGS:
   Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at
   intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants
   or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the
   assistance of authorities such as NDSP or member of The South Bend Police Department.
SPORT RULES

A. SCORING AND TIMING
   1. GAME TIME IS FORFEIT TIME!
   2. Games will consist of 2 twenty-five minute halves with a five-minute halftime.
   3. Regular season games may end in a tie.
   4. Playoffs only: Overtime will consist of a 5 minute overtime period then if the game is still tied teams will have a 5 player shoot-out.
   5. Mercy Rule: If a team is up 3 goals within 2 minutes left in the second half the game will be called. If a team is up 5 goals or more at any point in the second half, the game is over.

B. PLAYERS:
   1. No jewelry is permitted.
   2. Men’s and GFS: 11 players play on the field. Teams must field a minimum of 9 players to start or continue a game.
   3. Women’s: 7 players play on the field. Teams must field a minimum of 5 players to start or continue a game.
   4. Substitutions can take place during the following situations:
      i. Free substitutions:
         1. Goal kicks
         2. Between halves
         3. When a goal is scored
         4. When a player is injured and removed from the field
         5. When a player is cautioned
      ii. The team in possession may substitute an unlimited number of players:
         1. On a throw-in
         2. On a corner kick
      iii. The team NOT in possession of the ball may substitute an unlimited number of players on a throw-in or corner kick if the team in possession of the ball is also substituting

C. EQUIPMENT
   1. Teams are required to have permanently numbered jerseys of the same color.
   2. Shin guards are mandatory. No shin guards=no play. The supervisor has the authority to rule on the safety of shin guards.
   3. Metal cleats are not permitted.
   4. Each team must supply their own regulation size ball and must agree on a ball to use.

D. GENERAL PLAYING RULES
   1. Offside is enforced.
   2. No slide tackles.

E. OTHER
   1. Any team that accumulates 3 conduct yellow cards in a game will forfeit the game.