GENERAL RULES:

1. All players must present their valid Northeastern University Photo ID to play. No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.

2. Jewelry is not allowed to be worn by any participant during an Intramural event. Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.

3. GAME TIME IS FORFEIT TIME! The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team’s IDs and registering their uniform numbers with the IM staff.

4. 3 Yellow Cards will result in a team disqualification regardless of the score. 2 Yellow Cards = 1 Red Card and will result in the player leaving the game. Only a team’s designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.

5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

THE GAME AND FIELD:

1. The game consists of two (2) fifteen (15) minute halves. The clock will only be stopped for penalty kicks, injuries, and timeouts, or at a referee’s or supervisor’s discretion. Each team is allowed one (1) timeout per half lasting one (1) minute. Timeouts can be called during any dead ball situation, not including free kicks. The supervisor has the authority to shorten any game due to time restraints or any other reason. If a team is leading by seven (7) goals in the second half the game will end due to the Mercy Rule.

2. After any dead ball situation, the team has a five (5) count to put the ball into play with a kick-in; this includes corner kicks and goal kicks. All kicks from out of bounds, besides corner kicks, will be indirect kicks.

3. The game will end with the first dead ball after regulation time has expired upon the signal of the referee.

4. Games tied during regular season will end either in a draw, a golden goal five (5) minute overtime period, or golden goal penalty kicks. Penalty kicks will be shot from mid-field without a goalie.

PLAYER RULES:

1. Player Restrictions:
   - Male/Female Divisions - A Team consists of four (4) players. There will be no goalie. In order for the game to be official, there must be at least four players present per team.
   - Co-rec Divisions - Teams consists of two (2) males and two (2) females. Teams may play with (1) male and (3) females or (0) males and (4) females.
   - If at any time there are more than the maximum number of players of each gender on the field the offending team’s captain will receive a yellow card.

2. Turf shoes will be allowed, while cleats will not. Any footwear deemed unsafe by the sport supervisor will not be permitted. The judgement of the sports supervisor is final, and may not be protested.
3. Substitutions:
   • Substitutions may only be made on a corner kick, goal kick, during a timeout, or during halftime.
   • Substitutes must notify the referee before entering play and may only enter at the referee’s signal.
   • Substitutes must remain in the designated area during play.
   • Failure to comply with the above rules will result in a yellow card to the captain of the offending team.
   • Within the final two (2) minutes of the last half there will be no substitutions.

4. The crease will be determined by red markers around the goal. The crease restrictions are:
   • No offensive player may ever enter the crease in front of the goal he or she is attacking.
   • No defensive player may enter the crease in front of the goal he or she is defending, except to retrieve a stationary ball.

**FOULS:**

1. THERE IS NO SLIDING!!! The minimum penalty for sliding is a yellow card.

2. Offside is not a penalty and will not be called.

3. A player receiving a yellow card receives an automatic 2-minute penalty, with no replacement, which may be increased up to five minutes by the official or supervisor depending on the severity of the foul. When a goal is scored against his/her team during a 2-minute penalty, the player may come back into the game.
   • Yellow card fouls include, but are not limited to the following:
     o Entering or leaving the field of play without the permission of an official
     o Objecting by word of mouth or action to any decision of an official (dissent)
     o Delay of game (including refusing to yield 3 yards on a free kick)
     o Holding a shirt, short, etc.
     o Deliberate handball to stop an attack
     o Deliberate tactical foul
     o Sliding
     o Unsportsmanlike conduct

4. A player receiving a red card is disqualified, and the team must play shorthanded for the remainder of the game.
   • Red card fouls include, but are not limited to the following:
     o Taunting
     o A second yellow card
     o Exhibiting violent conduct
     o Spitting at another person
     o Using insulting, offensive or abusive language
     o Leaving the bench area to enter the field during a fight or altercation

5. Advantage is a discretionary judgment that allows an official to permit play to continue rather than stopping play to call a foul. This would be used if calling the foul would take away a favorable situation for the team that did not commit the foul.

The Intramural Department has the right to alter the rules during the season if necessary.

**General Participant Play**

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game’s official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.