

Note: NCAA Soccer rules will prevail with the following modifications. For a complete list of general Intramural Sports Policies, please reference the participants guide at recreation.uconn.edu or on Fusion.

FORMAT: Each team will be scheduled for a total of two games, played back to back. The team with the highest goal differential and 2 wins will be awarded with Intramural Championship T-Shirts. All games will be played in the Shenkman Football Training Facility

ROSTERS: Teams must meet the minimum roster requirements by the end of registration in order to be included in the tournament. Any other roster additions must be completed through Fusion by 4:00 PM the day of the tournament. No roster additions will be allowed at the game site.

FORFEIT PROCEDURE:

1. If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will automatically win the game by forfeit. The captain of the forfeited team will be charged a \$25 fee on their University fee bill.
2. If a team chooses to withdraw from the tournament for any reason after registration is complete, the captain will be charged the \$25 forfeit fee.

GAME RULES:

1. This is a 4 on 4 tournament. Each team must have at least 1 male and 1 female on the field at all times.
2. Games will consist of two 4-minute halves, running time. **There are no time outs.** All the games will begin simultaneously on each field when the Intramural staff sounds the horn at the scheduled game time.
3. The game begins with all the players lined up 10 yards from the kickoff and the ball placed in the center of the field. Each team will rush to gain possession when the horn sounds to start the game. This procedure will be repeated to start the second half.
4. Fields will be approximately 40 yards by 25 yards.
5. There will be no offside violations.
6. Proper attire must be worn. No jeans or dress pants allowed. Only sneakers and turf shoes may be worn.
7. Throw-ins will be replaced by kick-ins.
8. Substitutions will only be allowed after goals, half time and for injuries.
9. Shootout procedure (after a tie score in regulation)
 - a. Each team will select a goalie (in a bubble suit) to be used during the duration of the shootout.
 - b. Each team selects a player for alternating kicks until one player scores and the other doesn't.

Please be aware of the following concerning the use of the bubble:

- a. All players must remain on their feet during contact.
- b. You can only pursue the person making a play on the ball.
- c. The person you are pursuing must be able to see you before contact.
- d. Must avoid contacting players on the ground.

If you have any questions, please contact Kelsey Cato (Coordinator of Intramurals and Tournaments) at 860-486-2357 or by email: Kelsey.Cato@UConn.edu

