THIS TOURNAMENT SHALL FOLLOW THE OFFICIAL LAWS OUTLINED IN THE INTRAMURAL SOCCER RULES WITH THE FOLLOWING EXCEPTIONS:

I. Eligibility

A. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.
B. All players must present a valid UCI Student ID OR Driver’s license in order to check in for a game.
C. Players may not participate on two or more teams in any division and in the same sport during the Intramural season or tournament.
D. All roster additions must be completed PRIOR to tournament play—no on-site additions allowed.

UCI CLUB SPORTS PLAYERS:

Only two players on the team roster may be Club Soccer players. Please see the Intramural Sports Participant Handbook for eligibility requirements.

II. Game and Equipment

A. Each team shall have seven players.
B. The minimum amount of players required to start a game is six.
C. Games will start on time. A team with less than the minimum number of players to start the game will be given a forfeit loss. **Teams are given a 10-minute grace period to field the minimum number of players required to start a game.**
D. First team listed shall wear dark jerseys. Second team listed shall wear white or light jerseys.
E. Metal cleats or screw on cleats are prohibited. Any player caught wearing these cleats will be ejected from the game.
F. There are no offsides. A ball out of bounds on the sidelines will be put back into play with a throw-in.
G. A ball out of play on the end line will result in either a corner kick or goal kick.
H. Resumption of play after ANY foul shall be with a **DIRECT** free kick. Distance on all free kicks must be 5 yards.
I. Substitutions: Subs must enter and exit from the middle of the field. Team benches on the same side of the field. Subs may enter only during a dead ball situation (indirect kick, direct kick, ball out of bounds, corner kick, after a goal).
J. Goalies: May be switched only after a goal is scored, during half time, or during an official’s timeout.
K. Field of play: 50 x 70 yards. Penalty area is 12 x 30 yards. Goal kicks are taken from 3 yards in front of the goal.
L. Ties: If the game ends in a tie the game shall be decided with 3 penalty kicks. If still tied, each team shall take alternating penalty kicks until a winner is determined. In coed the first and third shooter must be female.
M. Goal scored is worth one point.

III. Time

A. Length of game: All matches shall be 15-minute halves with a half time of exactly three minutes duration.
B. Teams are each allowed one timeout per game. Dead ball timeouts will be granted to either team. Live ball timeouts will only be granted to a team currently in possession of the ball in their own defensive half of the field.

IV. Cautions and Ejections

A. A player cautioned will be given a warning. A player will be assessed a Yellow Card for multiple cautions. Any player receiving two Yellow Cards or one Red Card will be ejected from the game AND remainder of the tournament.
B. An **EJECTED** player shall be expelled from further participation in the tournament. That team will play a player down for the entire remainder of the game.
C. Any team/ player continuously trash talks during the game shall be ejected from the tournament.
D. **No slide tackling allowed.** Any slide tackle on a player in possession will result in a Yellow Card for the offending player.