FIFA TOURNAMENT RULES

Intramural Rules published by the Recreation and Athletics Department are not meant to be all inclusive. Some rules that govern play may not be outlined in this document. The department uses NIRSA or NFHS rules for the majority of our sports. For a ruling on a specific situation not outlined here, please request one from the IM Supervisor or Manager.

Eligibility:

- All participants must present a S&T ID or Government Issued ID to participate
- All participants must be shown on the IM Leagues online team roster in order to compete
- All participants must fall into one of the following categories: Student, Faculty, Staff
- A participant must not have any current sanctions/suspensions outstanding against them
- A participant may not participate on more than one single gender team, and one co-rec team
- A participant must abide by all rules within the Intramural Participant Handbook and facility usage guidelines
- Participants must wear proper attire in order to compete in all Intramural events. This does not include; jewelry, billed hats (unless playing softball), metal spiked cleats, flip flops, slides, bare feet, etc.
- A member of the recreation staff has final ruling on all eligibility and permitted attire decisions.

DISCLAIMER:

The Intramural Managers have volunteered their gaming equipment to be used for this event. ANY AND ALL DAMAGE CAUSED BY YOU WILL RESULT IN DISQUALIFICATION, AND FULL REIMBURSEMENT FOR THE DAMAGED PROPERTY.

The Rules:

- TOURNAMENT PLAY
  - Tournament will be single elimination with the tournament draw randomly selected.
  - All games will be played on Playstation 3 consoles.
- GAME RULES:
  - Half Duration
    - 5 minute halves
    - Golden Goal Overtime, then shootout
- Game Settings:
  - All settings will be pre-set by Intramural Staff and setting are open to change by staff.
If a glitch/freeze occurs in the system game will be restarted with the same setting and game situation.

**Teams**
- All teams will be available (no special teams allowed).
- Participants will not be forced to keep the same team all tournament long.
- Home team will be chosen by Paper-Rock-Scissors (first draw).
- Mercy Rule: If either player gains a lead of 6 or more goals in a game, the game is ended with the player leading declared the winner. This rule will not be in effect during semi-finals and championship round.

**Sportsmanship:**

- The Intramural Program encourages fair and honorable play between its participants and spectators. Below are the criteria of how teams are graded. If there is an issue of fairness or sportsmanship during your match, contact a member of the Intramural staff and explain the situation.

**4 – Excellent Conduct and Sportsmanship**
- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams that win by forfeit will receive a “4”. Teams that receive 1 verbal warning for use of profanity cannot receive higher than a “3” rating.

**3 – Good Conduct and Sportsmanship**
- Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a “3” rating.

**2 – Average Conduct and Sportsmanship**
- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a “2” rating.

**1 – Below Average Conduct and Sportsmanship**
- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a “1” rating.

**0 – Poor Conduct and Sportsmanship**
- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.

**Forfeit Policy:**

- Participants who do not show up to the venue and check in prior to the start time of the event have forfeited their opportunity to participate