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. **Unsportsmanlike Conduct will result in a team disqualification regardless of the score.** 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.

6. 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.

THE GAME AND THE FIELD

1. Matches are played between two individuals (singles).

2. A size 4.5 street soccer ball must be used and will be provided by the Intramural Sports Department. Players must wear athletic clothing and shoes that are appropriate to the playing surface.

3. Matches consist of three games to 15 points. The first team to win two games wins the match. There is a three minute break between each game, at which time the teams switch sides.

4. A coin toss will be used at the beginning of the match. The winner of the coin toss is allowed to choose to kickoff or choose which side to defend.

5. **Kickoffs are used to begin each game and each point.** Kickoffs are played from behind the end line of the court. Players cannot step on the line as they kick-off, however, if they choose to jump serve the kickoff, they can land inside the court. Kickoffs can land anywhere on the opponent’s side in bounds, and the returner must let it bounce once in the serve court.

6. A player is allotted two attempts to kick-off and must play the ball out of his hands, whether it be by volley or by drop kick. If the first service does not make it over the net or in bounds, a second service is awarded. If the second service is not in, the opposing team is awarded the point and the service. Any kick-off that hits the net and then lands on the opposing side must be repeated (let).

7. The receiving player can touch the ball as many times as they wish, but the ball may only bounce once on a player’s side before that player plays it over the net. Players can use any part of their body except their arms or hands. **Note: Shoulders are not part of the arms.**
8. The only instance the ball is allowed to touch the ground outside of the playing field is if the server elects to bounce the ball during the kickoff. Any other ground contacts outside the playing field are considered "out", which awards the opposing team the point and the serve. Inside the playing area, the ball can bounce once before a player touches the ball.

9. The ball may be played off the wall so long as it lands inbounds after contacting the wall. If the ball strikes the wall and then strikes out of bounds next, the player who took that shot loses the point. (Exception: kickoffs may not be played off the wall prior to bouncing on the returner’s side.

**SCORING**

1. Every time a team commits a fault, it results in the opposing team being awarded a point and the serve.

2. Faults during kickoff:
   - Kickoff is not played from the hands
   - More than one ground contact is made before kicking off
   - Server steps onto the playing field before or during the kickoff
   - Server kicks the ball into the net (must occur twice to award the opposing team the point)
   - Server kicks the ball outside of the playing field (must occur twice to award the opposing team the point)

3. Faults during play:
   - Player uses more than one bounce before getting rid of the ball
   - A team plays the ball and it lands outside the playing field
   - A team plays the ball into the net
   - A player touches the net
   - A player touches the ball with his or her arm or hand
   - The ball touches the ground before going over the net

**SELF OFFICIATING**

1. Players will call the ball 'out' loudly and immediately on balls that land out on their side. Players are expected to be honest and fair with their calls.

2. The server will call the score loudly prior to each serve. The score should be announced with the server's score first, followed by the returner's score.

3. If a call cannot be settled between the players in a civilized manner, it will result in a double forfeit.