TEAM CAPTAIN'S MEETING:
All captain's meetings will be held online through IMLeagues. It is **MANDATORY** for all captains to take the online quiz and score 80% in order to register your team. The quiz will contain sports specific questions as well as general Intramural Sport policies.

ENTRY FEE:
In addition to signing your team up on IMLeagues during the specific registration period, a team member must stop at the front desk of the Koury Recreation Center and pay your $20 team fee. This fee will be reimbursed in full at the end of the season unless you forfeit any games throughout the league. Each team forfeit is $10 dollars and if you forfeit twice during the season you will be taken out of the league and will forfeit your team fee.

LEAGUE FEES:
Schedules for league play and playoffs will be done through IMLeagues. Please go to the Elon Intramural Sports website at [http://www.elon.edu/e-web/students/campus_recreation/Intramurals/](http://www.elon.edu/e-web/students/campus_recreation/Intramurals/) and click on the IMLeagues logo to access the IMLeagues website.

FORFEIT/DEFAULT FEE:
If you are unable to compete in a contest, please notify the Intramural office by emails intramurals@elon.edu by noon the day of your contest to avoid a forfeit fee. If you do not notify in the allotted time or you do not show up for the contest, your team will be charged a forfeit fee of $10.

QUESTIONS:
Please feel free to contact the Intramural Sports staff with questions by using the following information:

<table>
<thead>
<tr>
<th>Contact Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intramural Staff</td>
<td>Koury Recreation</td>
<td>336.278.2255</td>
<td><a href="mailto:intramurals@elon.edu">intramurals@elon.edu</a></td>
</tr>
<tr>
<td>Jenny Larson</td>
<td>Assistant Director</td>
<td>336.278.7529</td>
<td><a href="mailto:Jlarson4@elon.edu">Jlarson4@elon.edu</a></td>
</tr>
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GENERAL PROCEDURES:
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests. The handbook can be found under the Intramural program on the Campus Recreation website.

1. Each participant must present a valid Phoenix card to the intramural staff at every contest. No other form of I.D. will be accepted.
2. All participants must be on the team roster. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on. Roster additions are only allowed during the regular season and cannot be made for post-season contests.
3. Each participant must wear appropriate apparel and non-marking athletic footwear.
4. Team jerseys are provided. Participants must wear a sleeved shirt underneath (no cut-offs).
5. First aid treatment is typically, but not always, available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.
6. All visible jewelry, watches, and bracelets must be removed or covered legally prior to participation.
RULES:

1. GAME SETUP:
   a. Teams will self-officiate the contest and keep track of the score.
   b. Games will consist of two-18 minute halves with running clock and a 5-minute halftime.
   c. Overtime will consist of a single untimed period with a golden goal format (first to score wins).

2. PARTICIPATION:
   a. Teams will consist of three players on the court at one time.
   b. Teams may start with as few as two players.
   c. If a team is reduced to less than two players at any time during the contest, a default will result.
   d. Participation is “open” but suggested each team have 1 male and 1 female in the contest at all times.

3. GAME PLAY:
   a. Free substitution is allowed. A player must leave the field before the substitute enters the field.
      i. Both players must leave and enter in the substitution box on the sideline.
   b. The ball going out of bounds will result in a throw in from that spot.
   c. There are no offside penalties.
   d. Sliding or slide tackling is not allowed and is subject to remove from contest/league.
   e. All free kicks will be indirect, as there is no goalie.

4. FIELD:
   a. The maroon basketball sidelines extended to the wall will be in play. Once the ball has fully crossed the maroon line or make contact with the lighter paint it will be deemed out of bounds.
   b. The goalie box is allowed to have players in it but no shots are able to be scored while in the goalie box. Additionally, only goals scored in your offensive half will count as goals scored.

5. OTHER:
   a. Other than the above exceptions, official USSF rules will be followed.