Players
1. Teams consist of 5 players, but may start and/or play with 3 players.
2. All players must be checked in with the Intramural staff before they are allowed to participate.
3. The game will end if a team has to drop to less than 3 players due to injury or ejection, regardless of the score.
4. This is an “Open” tournament which means a team’s 5 players may be any numbered mix of different genders.

Playing Field
1. The playing field is modified to Engelmann Field.
   a. The main soccer field will be split into two fields with cones marking end zones on both sides and mid field.

Game Format
1. Games will consist of two 15 minute halves with running clock, separated by a 3 minute halftime period.
2. The clock will stop only for timeouts and injuries.
3. Each team receives 2 timeouts per game.
4. Team will flip a disk or Rock/Paper/Scissors to determine who will throw or receive the initial pull.
5. Mercy Rule: If a team is ahead by 10 or more points at halftime or any point beyond halftime, the game will end.
   a. At the same time, if a team is ahead by 8 points and is deemed to be stalling, IM Staff on site have the option to end the game and sportsmanship points may be deducted.
6. In the event of a tie, a tiebreaker will be conducted as follows:
   i. There will be one 5 minute overtime period. Disk toss or Rock/Paper/Scissors will determine possession.
   ii. If the game is still tied, there will be an additional sudden death overtime period.

Substitutions
1. Teams may substitute only:
   a. After a goal and before the ensuing accepted throw-off.
   b. Before the beginning of each half.
   c. To replace an injured player(s).

Equipment
1. A player shall not wear anything that is judged dangerous to another player. It is at the referee’s discretion to require the dangerous article/equipment be removed or remove the player from the field.
2. Cleats will not be permitted on the Engelmann Field.

Scoring
1. A point is awarded when the offense completes a pass in the defense’s end zone

Rules and Regulations
1. Pull
   a. Play starts at the beginning of each half and after each goal with a “pull” -- a player on the pulling team throws the disc toward the opposite goal line to begin play.
   b. Each time a goal is scored, the teams switch their direction of attack and the team that scored pulls to the opposing team.
c. On a pull, players must remain in their end zone (not cross the goal line) until the disc is released.
d. A pull may not be made until a player on the receiving team indicates readiness to play by raising a hand.
e. After the disc is released, all players may move in any direction.
f. No player on the pulling team may touch the pull in the air before a member of the receiving team touches it.
g. If a member of the receiving team catches the pull on the playing field, that player must put the disc into play from that spot.
h. If the receiving team allows the disc to fall untouched to the ground, and the disc initially lands inbounds, the receiving team gains possession of the disc where it stops if in-bounds or at the point on the playing field, excluding the end zone, nearest to where it crossed the out-of-bounds line.
i. If the pull lands out-of-bounds the receiving team puts the disc into play at the point on the playing field, excluding the end zone, nearest to where it crossed the out-of-bounds line.

2. Out of Bounds
   a. The perimeter lines themselves are out-of-bounds.
   b. A disc is out-of-bounds when it first contacts an out-of-bounds area or anything which is out-of-bounds.
   c. For a receiver to be considered in-bounds after gaining possession of the disc, the first point of contact with the ground must be completely in-bounds. If any portion of the first point of contact is out-of-bounds, the player is considered to be out-of-bounds.
   d. If a player makes a catch in-bounds and momentum then carries him/her out-of-bounds, the player is considered in-bounds (to continue play, the player carries the disc to the point where s/he went out-of-bounds and puts the disc into play at that point).
   e. The thrower may pivot in and out-of-bounds, provided that the pivot foot is in-bounds.

3. The Thrower
   a. Any member of the offensive team may take possession of the disc.
   b. The thrower must establish a pivot foot and may not change that pivot foot until the throw is released.
   c. The thrower may pivot in any direction, but once the marker has established a legal defensive position, the thrower may not pivot into him/her.

4. The Marker
   a. Only one player may guard the thrower at any one time; that player is the “marker.”
   b. The marker may not straddle the pivot foot of the thrower.
   c. There must be at least one disc's diameter between the bodies of the thrower and the marker at all times.
   d. The marker cannot position his/her arms in such a manner as to restrict the thrower from pivoting.
   e. Stall count: The period of time within which a thrower must release a throw.
      i. A player in possession of the disc has 10 seconds to release a throw.
      ii. The marker must be within 10 feet of the person with the disc before beginning the stall count.
      iii. The stall count consists of the marker counting to 10 audibly at one second intervals (e.g. “stalling one, two, three . . .”).
      iv. If the thrower has not released the disc by the count of 10, a turnover results. If this call is disputed, the thrower gets the disc back with the stall count coming in at “stalling 8.”
      v. If the defense switches markers, the new marker must restart the count at one.
5. Turnovers
   a. A turnover occurs when:
      i. A pass is incomplete (dropped, hits the ground, is caught out of bounds, blocked, intercepted). A receiver must retain possession of the disc throughout all ground contact related to the catch (if a player falls to the ground during a catch and drops the disc, it is incomplete).
      ii. The defender marking the thrower reaches the maximum count number (10) before the throw is released.
      iii. When a turnover has occurs, any member of the team becoming offense may take possession of the disc.
      iv. To initiate play after a turnover, the person picking up the disc must put it into play at the spot of the turnover. If the disc landed out of bounds, the offensive player puts the disc into play at the point where it crossed the out-of-bounds line.

6. Fouls
   a. A foul is the result of physical contact between opposing players; a violation generally is any other infraction of the rules. When an infraction (a foul or violation) occurs:
      i. The offending player loudly calls out the infraction (e.g., “Travel,” “Foul,” etc.).
      ii. A player called for an infraction may contest that call (by loudly calling “contest”), if that player believes that s/he did not commit the infraction.
      iii. After a call, play stops and players remain stationary until the parties involved have resolved the call.
      iv. If a call is not disputed, play resumes in a way simulating what most likely would have occurred without the infraction. E.g., 1) If a thrower was fouled while throwing and the pass was incomplete, the thrower gets the disc back with a new stall count, or 2) If a receiver is fouled on a reception attempt and the pass is incomplete, the receiver gets the disc at the point that the foul occurred.
      v. If a call is disputed and the players cannot come to a resolution, the play is redone with each player returning to the position s/he occupied when the disputed infraction allegedly occurred.
      vi. Infractions include:
          1. Foul: Contact between opposing players
          2. Fast count: When the marker counts at intervals of less than one second.
          3. Double-team: When more than one defensive player is guarding the thrower within 10 feet.
          4. Disc space: If the marker touches or is less than one disc diameter away from the thrower.
          5. Travel: When a thrower fails to establish a pivot foot at the appropriate spot on the field, and/or to keep in contact with that spot until the throw is released.
          6. Strip: When a defensive player knocks the disc out of a thrower’s hands.
          7. Pick: Obstructing the movement of a player on the opposing team.

For rule clarification and other questions, please contact:

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