

Intramural FIFA Rules

The following set of rules addresses gameplay for FIFA. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Eligibility: All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

Ladder Scheduling: Both players will be given their opponent's email, gamertag, and the deadline for completing the match.

It is the responsibility of the players to communicate via email to set up a time to play.

Should a match not be played by the deadline, it will be considered a 0-0 tie. However, if a player can show that they attempted to communicate with their opponent and did not receive a response, that player will be awarded a victory by forfeit.

Game Settings: Unless specified below, all standard settings should be used:

- Half Length: 6 minutes
- Game Speed: Normal
- Difficulty Level: Professional

All matches will be 1-on-1, using Friendly Mode.

Both club and national teams are allowed, using the updated online squads.

Game Report: Both players must complete the [Game Report](#) by the specified deadline.

The game report will ask the score, date and time played, any connection issues, and any sportsmanship issues.

Player Pause: A player may only pause the game due to an unintentional disconnection, software, or hardware issue. Once a player has paused the game, they should make all others aware of the reason.

Before the game can be resumed, both players should confirm they are ready.

Voice Chat:

Players may opt to use a voice chat function. If voice chat is used, players must abide by the St. Olaf College Code of Conduct while on the chat. Any player who is acting in an inappropriate manner should be reported on the Game Report.