

## Campus League concept winter semester 2024 (updated 21.08.2024)

### 1. Mode

Up to 24 teams can register for the Campus League in the winter semester 2024. The teams will be divided into **two groups of 12** and will play against each other on 10 match days from 7.10 - 9.12.2024 in an “each-against-each” format. Each team has a double matchday. **The final tournament will take place on 16.12.2024.** The champion of the Dortmund Campus League will then be determined there. If a match day cannot take place due to weather conditions, this match day will be rescheduled. **Please note:** If fewer than 24 teams register, the number of match days and the date of the final day may still change.

The game is **played with six outfield players plus a goalkeeper.** Any number of substitutions can be made per game. The substitutes stand behind their own goal. A player may only enter the field when the other player has left the field.

A team receives three points for every win, one point for a draw and zero points for a defeat. The standings are decided hierarchically: 1. the number of points, 2. the direct comparison, 3. the goal difference and 4. the number of goals scored. If all scores are identical for two teams competing for a place in the final tournament, there will be a penalty shoot-out with five shooters each.

### 2. Matchdays

The league matches always take place on Mondays from 4.15 pm to 10 pm on the artificial turf pitch on Otto-Hahn-Straße. The match days for the 2024 winter season are 7.10, 14.10, 21.10, 28.10, 04.11, 11.11, 18.11, 25.11, 2.12 and 9.12. On the first six match days, two teams per group have a double match day. The kick-off times are 16.15, 17.05, 17.55, 18.45, 19.35, 20.25 and 21.15. Matches at 9.15 pm only take place on the first six match days. Each team will provide a referee 5-6 times for the matches of the other group. Group A matches take place on pitch 1 (front half of the pitch towards Otto-Hahn-Straße) and Group B matches on pitch 2.

The playing time is 2 x 20 minutes, with only a quick change of sides during the break. The referee carries out a pitch selection with the captains before the game. The two teams playing the first game of the day are responsible for setting up the pitch. The two teams playing the last match of the day are responsible for dismantling the pitch.

Match postponements are not possible!

### 3. Registration

Registration is exclusively online. **Registration for the 2024 winter season starts on 2.09.2024 at 09:00 a.m.** The person who registers the team will be listed as the team captain and will serve as the contact person for the league management. To register, a valid e-mail address, a valid sports card (summer semester 2024 or vacation program 2 2024) and a German checking account for debiting the participation fees must be available. By registering, the entire team agrees to the conditions of participation and the privacy policy.

#### 4. Participation fee

The participation fee for the league in the winter semester 2024 is € 145.00.

#### 5. Conditions of participation

Each team appoints a team captain. This captain must be registered with university sports and have a sports card. Students of TU Dortmund University and selected NRW universities (see HSP homepage for list) are eligible to play. Employees of TU Dortmund University and Dortmund University of Applied Sciences and Arts can also take part in the league. Before the start of the season, participants must confirm their status by presenting their student ID card or employee ID card.

#### 6. Binding preliminary meeting

A mandatory preliminary meeting with all team captains will take place **on September 30, 2024 at 4:00 p.m.** in seminar room 103 (sports building, Otto-Hahn Straße 3). All registered teams must be represented by at least one person. If the team captain is unable to attend, another player from the team can take over. If a team is not represented, the team cannot take part in the league and the starting place will be given to a team on the waiting list.

At the end of the preliminary meeting, the groups will be announced and the access data for the squad registrations will be communicated (for further information, see point 7. Squads).

#### 7. Squad

The squad must include at least seven players and may consist of a **maximum of 20 players**. The squad must be registered by **7.10.2024 (10 a.m.)**. The squad list is managed online via our booking system. Each team will receive a course number and a password at the preliminary meeting. With this data, all players can then register themselves for the team. The team captain is entered as the "course leader" for the course and can see which players have already registered and can also contact all other players by email. **Only all persons who are registered by 10 a.m. on October 7, 2024 are eligible to play.**

**Before the first match day, there will be a check where all registered players will have to show their student or staff ID cards once. The check will also be carried out before the final day.**

There is also the possibility to register additional players. If the squad size of 20 people has not been exhausted in the first registration phase by 7.10, players can still be registered between the 5th and 6th match day (5.11, 10:00 a.m., to 11.11, 10:00 a.m.). **No players can be dropped or replaced!** Only players can be re-registered! The subsequently registered players are then eligible to play from the 6th match day (11.11).

#### 8. Referee

Each team must referee 5-6 matches during the league. The teams in group A referee the games in group B and vice versa. The referee receives the necessary equipment (yellow and red cards, whistle and referee card) from the match supervisor. The referee must wear a top that is clearly distinguishable from the color of both teams' clothing.

## 9. Deposit

All teams give us a direct debit authorization in the amount of 100€. This amount will be reserved. If a team commits one of the following violations, the penalty amount due will be debited.

### List of penalties

<b>Do not provide a referee</b>	<b>50 €</b>
<b>Do not compete</b>	<b>25 €</b>
<b>Field service (see point 11.) not carried out</b>	<b>25 €</b>

If the deposit is not sufficient for a team, a higher amount will be debited in case of doubt. **If a team withdraws before the end of the season, the entire €100 will be debited.**

## 10. Playing kit

The outfield players of each team should wear a uniform top. The color of the goalkeeper's jersey must be different from the color of the players' jerseys. Shirt numbers are not mandatory, but desirable.

## 11. Pitch

The game is played on a half-field (approx. 70 x 40 meters) with youth football goals (5 x 2m). The pitch is bounded by the yellow lines (parallel to the center line) and by the line of the 5m space. The latter is extended with cones for better marking.

## 12. Field service

Two teams per match day, one team from group A and one team from group B, are responsible for court maintenance. You will receive garbage bags from the tournament management in the container. The aim is to collect and dispose of ALL garbage left lying around after the match day. In addition to forgotten plastic bottles, this also includes cigarette butts. No butts may be left lying around on the grounds!

## 13. Smoking areas

Smoking is only permitted on the two benches outside the perimeter on the east side (towards the soccer boxes) of the artificial turf pitch. The two garbage cans on the benches also have an integrated ashtray in which the butts can be disposed of directly. Smoking is prohibited in all other places on the outdoor area.

## 14. Alcohol/ Glass bottles

Glass bottles are prohibited on the entire sports grounds! This also applies to water bottles. Beer is only permitted in cans. The consumption of alcoholic beverages before a match is prohibited. The league management reserves the right to exclude players under the influence of alcohol from the match day. Please do not bring pallets of canned beer, but pack the cans in your bags.

## **Schedule overview**

**Registration:** From Monday, September 2, 09:00 a.m.

**Binding preliminary meeting:** Monday, September 30, 4:00 p.m. SR 103 OH3. Match schedules will follow

**Registration of all player:** Monday, September 30, 5:00 p.m., until Monday, October 7, 10:00 a.m.

**Matchdays 1-10:** Monday, October 7, to Monday, December 9

**Late registration phase for players:** Tuesday, November 5, 10:00 a.m., until Monday, November 11, 10:00 a.m.

**Final Day:** Monday, December 16, from 4:00 p.m.