

## Campus League Concept Summer Semester 2026 (as of 10.02.2025)

### 1. Mode

Up to 28 teams can register for the Campus League in the summer semester 2026. The teams will be divided into **two groups of 14** and will play against each other in a "free-for-all" mode on 13 matchdays from **13.04 - 13.07.2026**. **The final tournament will take place on 20.07.2026**. There, the champion of the Dortmund Campus League will be determined. If a matchday cannot take place due to weather conditions, this matchday will be made up. **Attention:** If fewer than 28 teams register, the number of match days and also the date of the final day may change.

It will be played with **six outfield players plus a goalkeeper**. Substitutions can be made as often as desired per game. The substitutes stand behind their own goal. A player may only enter the field when the other player has left the field.

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

### 2. Matchdays League

The league games take place every Monday from 16:15 – 22:00 on the artificial turf pitch on Otto-Hahn-Straße. The match days for the 2026 summer season are 13.04, 20.04, 27.04, 04.05, 11.05, 18.05, 01.06, 08.06, 15.06, 22.06, 29.06, 06.07 and 13.07. Kick-off times are at 16:15, 17:05, 17:55, 18:45, 19:35, 20:25 and 21:15. Each team provides a referee 6-7 times for the games of the other group. The games of Group A will take place on field 1 (front half of the pitch towards Otto-Hahn-Straße) and the games of Group B on field 2.

The **playing time is 2 x 20 minutes**, during the break the sides are only changed quickly. The referee will select a seat with the captains before the match. The two teams that play the first game of the day are responsible for setting up the pitch. The two teams that play the last game of the day are responsible for dismantling.

Postponements of matches are not possible!

### 3. Registration

Registration takes place exclusively online. **Registration for the summer season 2026 starts on 09.03.2026 at 09:00 a.m.** The person who registers for the team is listed as the team captain and serves as the contact person for the league management. To register, you must have a valid e-mail address, a valid sports card (winter semester 2025/ 2026 or holiday program 1 2026) and a German current account for debiting the participation fees. By registering, the entire team agrees to the terms and conditions of participation and the privacy policy.

#### **4. Participation fees**

The participation fee for the league in the summer semester 2026 is € 145.00 per team.

#### **5. Conditions of participation**

Each team appoints a team captain. This person must be registered with University Sports and have a sports card. Students from the Technical University and selected NRW universities (see HSP homepage for a list) are eligible as players. In addition, employees of TU Dortmund University and FH Dortmund can also participate in the league. Before the start of the season, participants must confirm their status by presenting their student ID or staff card.

#### **6. Binding preliminary meeting**

On **March 30, 2026 at 4:30 p.m.**, a binding preliminary meeting with all team captains will take place 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 also take over. If a team is not represented, the team will not be able to participate in the league and the starting place will be awarded 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 more information, see point 7).

#### **7. Squad**

The squad must comprise at least seven players and may consist of **a maximum of 20 players**. The squad must be registered by **13.04.2026 (10 a.m.)**. The squad list is kept online via our booking system. Each team receives 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 players by email. **Only all persons who are registered by 13.04.2026 at 10 a.m. are eligible to play.**

**Before the first matchday, there will be a check, during which all registered players will have to show their student or employee IDs. The control will also be carried out before the final day.**

There is also the possibility to register players later. If the squad size of 20 people has not been exhausted in the first registration phase by 13.10, players can still be registered between the 6th and 7th matchdays (19.05, 10:00 a.m., until 01.06, 10:00 a.m.). **No players can be cancelled or replaced!** Only players can be registered! The persons registered later will then be eligible to play from the 7th matchday (01.06).

#### **8. Referee**

Each team has to referee 6-7 games during the league. The teams in Group A referee the matches in Group B and vice versa. The referee receives the necessary utensils (yellow and red cards, whistle and referee card) from the match supervisor. The referee must wear a top that is clearly different from the colour of the playing clothes of the two teams.

## 9. Direct debit authorization

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

### Catalogue of penalties

<b>Do not appoint a referee</b>	<b>50 €</b>
<b>Don't run</b>	<b>25 €</b>
<b>Groundsman 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 deregisters and withdraws from the game before the end of the season, the entire €100 will be debited.**

## 10. Playing clothes

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

## 11. Playing field

The game is played on the half field (approx. 70 x 40 meters) with youth soccer goals (5 x 2m). The playing field is bordered on the one hand by the yellow lines (parallel to the center line) and on the other hand by the line of the 5m space. The latter is extended with cones for better marking.

## 12. Site service

Two teams, one team from Group A and one team from Group B, are responsible for pitch service per matchday. At the tournament management in the container you will receive garbage bags. It's about collecting and disposing of **EVERYTHING** that has been left behind after the matchday. In addition to forgotten plastic bottles, cigarette butts are also included. No butts must be left on the site!

## 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 trash 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 grounds.

## 14. Alcohol/ glass bottles

Glass bottles are prohibited on the entire sports grounds! This also applies to water bottles. Beer is only allowed in cans. The consumption of alcoholic beverages before one's own game is prohibited. The league management reserves the right to exclude drunk players from playing for the matchday. Please do not bring pallets of canned beer, but pack the cans in your bags.

## Overview of events

**Registration:** From Monday, 09 March, 09:00 a.m.

**Binding preliminary meeting:** 30 March, 4:30 p.m. SR 103 OH3. Match schedules will follow afterwards

**Registration of all players:** Monday, March 30, 5:30 p.m., to Monday, April 13, 10:00 a.m.

**Matchdays 1-13:** Monday, April 13, to Monday, July 13, 4:15 – 10:00 p.m.

**Late registration period for players:** Tuesday, May 19, 10:00 a.m., to Monday, June 1, 10:00 a.m.

**Final day:** Monday, July 20, from 4:00 p.m.