



The University of Michigan  
Department of Recreational Sports  
*Intramural Sports Program*

## MINI-SOCCER RULES

### I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at [www.recsports.umich.edu/intramurals](http://www.recsports.umich.edu/intramurals).)

#### A. ROSTER AND ROSTER ADDITIONS

1. **Team Sports:** A team's roster is formed throughout the regular season. All players participating in a game must be listed on that game's scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. *The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard).* Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player's name as well as his/her ID number on the scorecard. A player must participate in at least one regular season game to be eligible to participate in the playoffs.

#### B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
  - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
  - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
  - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
  - d. The player must come in the next working day between 9:00am and 4:30pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Teams may not play with Intercollegiate Soccer players. Teams may play with a maximum of one individual who is on a Club Soccer team **AND** one Ex-Varsity Soccer athlete. Check the Intramural Sports Program Managers Manual for restrictions on these participants.

**C. FORFEITS:**

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.  
**NOTE:** Both teams are recommended to list the players present at the game site in order to have those players considered as having “participated” in that game.
3. A team may waive the right to forfeit and wait for the opposing team to arrive.
  - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes**.
  - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
  - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
  - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
  - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

**D. SPORTSMANSHIP RATINGS**

1. Each team in each contest shall be rated by the officials. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates. A contest will be terminated if the SRS Rating becomes zero or below.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. Playoffs: In order to be eligible for the playoffs a team must have a SRS score of 31 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

	<b>All-Inclusive</b>	<b>Mini Soccer</b>
<b>Level 1: Sportsmanship Infraction</b> (1 point deduction)	- Any verbal warning that addresses conduct	
<b>Level 2: Sportsmanship Penalty</b> (2 point deduction)	- Alcohol use by spectators - Spectator interference	- Yellow Card
<b>Level 3: Sportsmanship Ejection</b> (7 point deduction)	- Alcohol use by player - Physical contact with an official - Fighting - Intentionally injuring or attempting to injure an opponent - Threatening/Verbal abuse of an official - Use of an ineligible player - Use of a suspended player - Forfeiting a game	- Red Card (Straight Red Only)

## II. SPORT RULES

### A. FIELD OF PLAY

1. The Field of Play is a regulation basketball court.
2. The penalty area is defined by two 19 ft. radius arcs which intersect the endlines and free throw line.
3. The goal area is defined by two 13 ft. radius arcs which intersect the goal line and a line 13 ft. from, and parallel to, the goal line, directly in front of the goal.
4. The penalty kick restraining line is the half-court line.

### B. EQUIPMENT

1. The Ball used is an Indoor Soccer Ball.
2. Player's Equipment must include non-cleated soft soled shoes and correct colored scrimmage vests.
3. Black, carbon-soled running shoes are not allowed.
4. Scrimmage vests can be checked-out with a valid ID from the Supervisor on-duty.
5. Each player must wear a **numbered** jersey with a T-shirt underneath.

### C. PLAYERS

1. The Number of Players used in a game will be *four* (4), one of which must be a uniformed goalie.
2. *Three* (3) players are required to start and finish the game.
3. Substitutions may be made "on the fly" (hockey style).

### D. GOALIE

1. If the goalie is outside the penalty area, the goalie becomes a defensive player.
2. The goalie must be within the arc to play the ball with the hands

### E. OFFICIALS

1. Referees will operate in a dual system.
2. If play stops for an injury, the restart will be a kick to the team in possession.

### F. TIMING OF GAMES

1. The Duration of the Game shall be two (2) halves of 22 minutes.
2. The half-time shall be five minutes.
3. Teams will switch ends after each half.

### G. TIE GAMES

1. Ties in regular season will not be resolved, and both teams will be credited with a win.
2. During the playoffs, the following tie-breaker procedure for all games excluding the semi-final and final games:
  - a. At the end of the game, the players on the floor will be the first eligible group of kickers. All players on the court must kick before any substitutes can kick.
  - b. The captains will give the referee the order in which the four players (GK included) will kick.
  - c. The winner of the coin-toss will have the option of kicking first or second.
  - d. In Co-Rec games, men and women shall alternate kicks.
  - e. A round of 8 kicks (4 per team) will be taken per FIFA regulations. If the game remains tied after a round of 8 kicks, rounds of 2 kicks (1 per team) shall be taken until the game is resolved. A team must use everyone available on their roster before a player is to kick a second time.
  - f. If a team goes through their entire roster and there is still a tie, they will go through the roster again until the tie is broken. The second time through the roster the shooters do not need to shoot in the same order.
  - g. The goalkeeper may be any one of the four players who ended the game on the floor. Only because of an injury may the keeper be substituted for with one of the remaining players on the sideline.

- h. In semi-final and final games, a 12-minute sudden-victory overtime will precede the penalty kicks.

## **H. START OF PLAY**

1. The Start of Play will involve a kick-off administered by the officials, which may be played backward or forward for each half, overtime or following a goal by the team scored upon.
2. In the pre-game meeting the officials will administer a coin-toss. The winner of the coin toss will have the option of kicking off in the first or second half.
3. A kick off is an *indirect* restart.

## **I. BALL IN AND OUT OF PLAY**

1. A ball which hits any part of the backboard or its supports is out over the goal line.
2. Balls which hit the roof or its supports are put in play with a free kick directly below the point of contact.
3. Balls which hit the roof or its supports directly above the opponent's penalty area shall result in a corner throw.

## **J. SCORING**

1. The Method of Scoring is the same as outdoor soccer.
2. A goal can not be scored if the last offensive touch was within the goal area.

## **K. OFF-SIDES**

1. Off-sides is deleted for Intramural Mini-Soccer.

## **L. FOULS AND MISCONDUCT**

1. Fouls and Misconduct include the following in addition to the Nine Penal and the 13 Technical Fouls:
  - a. The goalie may not be charged or obstructed. **Penalty:** FK and Caution.
  - b. Bicycle kicking is illegal. **Penalty:** FK and Caution
  - c. Slide Tackling is illegal. **Penalty:** Direct Kick. (NOTE: the keeper while within the penalty area may slide to the ground in an effort to play the ball. The ball must be touched first to avoid a foul.)
  - c. A high kicks is any kick above the waist of an opponent who is within playing distance. **Penalty:** Direct Kick
2. Restrictions on Goalkeepers
  - a. Once a goalkeeper has had hand possession, and then releases the ball into play, he/she may only handle the ball again if it touches an opponent, or becomes dead.  
NOTE: For simplicity, dribbling the ball with the hands, throwing it in the air and catching it, or fumbling the ball and picking it up **will not** be violations of this rule.
  - b. It is **legal** for a goalkeeper to throw a ball across the halfway line, but such a throw **cannot** score a goal against the opponent.
  - c. If he/she has played the ball with his/her hands, the goaltender may not kick the ball in the air across the half-court line without the ball first touching the floor or another player. Placing the ball on the ground does not remove this restriction. For purposes of the penalty (below), the violation occurs when the ball crosses the midfield line.
  - d. The goalkeeper has six (6) seconds to release the ball from hand possession.
  - e. It is **illegal** to pass a live ball to your own goalkeeper's hands (to the feet is **legal**).
  - f. It is **illegal** to throw any restart to your goalkeeper's hands.  
**Penalty:** Free kick at the nearest spot of the violation outside the penalty area.

## **M. FREE KICKS**

1. Free Kicks are all *direct*, from which a goal may be scored directly.
2. Any free kick awarded a team in its own penalty area may be taken anywhere in the area.
3. If a free kick is awarded a team in its opponent's penalty area, the penalty will be taken from one of two spots:
  - a. If the free kick was awarded as a result of a technical foul, the free kick shall be taken from the nearest point outside the penalty area.
  - b. If the free kick was awarded as a result of a penal foul, a penalty kick shall be awarded.
4. Players must be at least 10 feet from an opponent's free kick. All free kicks must be taken within 5 seconds of referee's signal. **Penalty:** Free Kick to opposition.

## **N. PENALTY KICKS**

1. Penalty Kicks will be taken when the defense commits a *penal offense* within its own penalty area.
2. The ball will be placed at the top of the basketball key, in front of the goal, and all players other than the kicker and the goalie must remain behind the restraining line until the kick is taken.

## **O. THROW-INS**

1. Throw-ins will be taken according to FIFA.
2. Intentionally throwing a ball at an opponent in an effort to score by deflection is unsportsmanlike conduct.
3. Players have 5 sec. to put the ball in play. **Penalty:** Turn over.
4. Players may not directly throw-in the ball to the goalie's hands

NOTE: A throw-in is an indirect restart.

## **P. GOAL KICKS**

1. Goal Kicks will be taken from anywhere on or inside the line defining the goal area.
2. Players have 5 sec. to put the ball in play. **Penalty:** Corner throw to opponent.
3. Anytime a referee stops play for outside interference or any other unusual situation, play will restart with a goal kick for the team in possession of the ball at the stoppage of play. **There will be no drop balls in Mini Soccer.**

NOTE: A goal kick is an indirect restart.

## **Q. CORNER THROW-INS**

1. Corner throws will be thrown in from within three feet of the corner, and are considered to be an indirect restart.
2. Players have 5 sec. to put the ball in play. **Penalty:** Goal kick to opponent.

## **R. MERCY RULE**

1. The game shall be ended with the goal differential is 6 goals in the last two minutes of play.

## **S. CO-REC MODIFICATIONS**

1. Teams shall play with 2 men and 2 women, or if shorthanded, 2 men and 1 woman or 1 man and 2 women.
2. If a foul results in a penalty kick, the person taking the penalty kick must be of the same gender as the person who was fouled.
3. If a shootout is required, males and females will alternate taking shots.

## **T. CO-REC "A" RULES**

1. All goals are worth one (1) point.

**U. CO-REC “B” RULES**

1. Goals scored by females are worth two (2) points.
  - a. A goal is scored by a female if the last offensive touch was by a female.
  - b. The rule applies to Penalty Kicks in regulation play.
2. In shootouts, all goals are worth one (1) point
3. The mercy rule is 10 points in the last two minutes.