



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

## **SOCCKER 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 play 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. **Number of Teams:** Each individual is only allowed to play on 1 Co-Rec Team and 1 Non Co-Rec team. If an individual plays on additional teams, that person will be suspended from further contests for All teams for that sport.
3. **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.
4. **Club Sport Members and Intercollegiate Athletes:** Teams may not play with any 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 IM Manager's Manual for more information regarding the definitions of a Club Sports' member and Intercollegiate Athlete.

**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>Soccer</b>
<b>Level 1: Sportsmanship Infraction</b> (1 point deduction)	- Any verbal warning that addresses conduct	
<b>Level 2: Sportsmanship Penalty</b> (3 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

NOTE: The Official Rules of the National Federation of State High School Athletic Association apply to Intramural contests except for the local modifications listed below. Copies of the Official rules may be checked out at the Main Office of the Intramural Sports Building. In addition, the Floor Supervisor will have a copy at all times.

### A. TIMING OF GAMES

1. Each half will be 22 minutes.
2. There will be a 5-minute half-time.
3. All games will be timed from a central clock.

### B. NUMBER OF PLAYERS

1. The number of players used in a game shall be nine (9), one of which shall be a uniformed goalkeeper.
2. Six (6) players are required to start and finish a game.
3. Substitutions may be made "on the fly" (hockey style).

### C. PLAYER'S EQUIPMENT

1. Soccer shoes and tennis shoes are the only shoes permitted.
2. Shin guards are highly recommended.
3. Each team must check out jerseys from the supervisor.
4. Every member of the team must wear a jersey while playing.
5. Shirts must be worn underneath the jerseys.
6. Casts are illegal.
7. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

### D. START OF PLAY

1. The designated captains shall meet with the referees at mid-field for a coin toss.
2. The winning captain may elect to kickoff or choose which goal his/her team will defend during the first half.
3. At the start of each half, and after each goal, the ball shall be put in play at midfield.
4. Tie games during the regular season will remain as ties, and both teams shall be credited with a win.
5. During the playoffs (excluding semi-finals and finals) the following tie-breaking procedure will be used:
  - a. At the end of the game, the players on the field will be the first eligible group of kickers. All players on the field must kick before any substitutes can kick.
  - b. The winner of the coin toss has the option of kicking first or second.
  - c. Kicks will be taken from the penalty spot.
  - d. The winner will be the team with the most goals after three kicks by each side (six kicks total).
  - e. If the score is still tied after three kicks, then the teams will alternate kicks until a team is ahead.
  - 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.
3. The following tie-breaking procedure will be used during semi-final and final games:
  - a. Two 7 1/2 minute periods of SUDDEN VICTORY OVERTIME will be played.
  - b. Teams will change sides after the first 7 1/2 minutes.
  - c. If no victor is decided after the two 7 1/2 minute overtimes then the above procedure will be used.

### F. METHOD OF SCORING

1. A goal is scored when the entire ball has passed over the goal line, between the goalposts and under the crossbar provided it has not been thrown, carried or propelled by hand or arm, or carried by a player of the attacking side.

## **G. OFFSIDE**

1. Offsides is not in effect for Intramural Soccer.

## **H. FOULS AND MISCONDUCT**

1. A player shall be penalized if:
  - a. He/she intentionally kicks, strikes, attempts to kick or strike or jumps at an opponent.
  - b. The goalkeeper either intentionally strikes an opponent by throwing the ball vigorously at him/her, or pushes him/her with the ball while holding it.
  - c. A player handles the ball, i.e., carries, strikes, or propels it with the hands or arm. (This does not apply to the goalkeeper within his/her own penalty area).
  - d. Holds or pushes an opponent with his/her hands, or with his/her arms extended from his/her body, or uses his/her knee in any way against an opponent.
  - e. Charges in a violent or dangerous manner.
  - f. Charges a goalkeeper in the penalty area unless the goalkeeper is obstructing an opponent.
  - g. Kicks or attempts to kick the ball when it is held by the goalkeeper.
  - h. Obstructs an opponent when not playing the ball.
  - i. Commits a dangerous play which is likely to cause injury.
  - j. A player who intentionally stops an opponent on a breakaway, who has an obvious chance of scoring a goal, will be ejected for serious foul play. The foul does not need to be one involving physical contact.
  - k. A player who stops an obvious goal scoring opportunity by his opponent through illegal use of the hands will be ejected for serious foul play. This includes the goalkeeper outside the penalty area.
  - l. Intentional passes from a teammate's foot to a goalkeepers hands are **ILLEGAL**.
2. The referee shall stop the play as soon as a foul is committed by signaling with his/her whistle; he/she will then order the ball to be placed on the spot of the infraction, (unless it is a penalty kick) and the opposing team shall set the ball in play upon the signal of the referee.
3. When an infraction is committed by a team, the referee shall award the opposing team with:
  - a. An indirect free-kick, from which a goal cannot be scored unless the ball has been played or touched by any player other than the kicker before passing through the goal.
  - b. A direct free-kick, from which a goal may be scored directly against the offending side. All free-kicks may be kicked in any direction from the point of the infraction. If a player of the opposing team is within 10 yards of the ball and intentionally interferes with the kick, the kick shall be retaken and the player shall be cautioned.
  - c. Penalty-kick: Any infringement of rules which ordinarily requires the awarding of a direct free-kick shall be punished by a penalty-kick if the foul is committed by a defending player within the penalty area. A penalty-kick shall be taken from any place on the penalty mark line. (12 yards from the goal line). When it is being taken, all players, with the exception of the player taking the kick and the opposing goalkeeper shall be within the field of play, but outside the penalty area, and at least 10 yards from the penalty mark.  
The opposing goalkeeper shall stand on the goal line, between the goal posts, until the ball is kicked. Lateral movement is allowed, but the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play.
4. If a player is issued a Red Game Card, the individual is ejected from the game. The team can continue to play the game "full strength" rather than losing a player, as specified in the NFSHSAA Rules.

## **I. THROW-IN**

1. When the ball passes completely over a touchline, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it.
2. The throw-in shall be taken on the touch line from the point where the ball left the field. If taken from the wrong place, the ball shall be turned over to the opposition.
3. This is an INDIRECT restart.
4. It is ILLEGAL to throw the ball to your own goalkeepers hands.

**J. GOAL KICK**

1. When the ball passes completely over the goal line, excluding that portion between the goalposts, either in the air or on the ground, having last been played by one of the attacking team, it shall be kicked into play, in any direction beyond the penalty-area from a point within the goal area, by any player of the defending team.

**K. CORNER KICK**

1. When the ball passes completely over the goal line, excluding that portion between the goalposts, whether in the air or on the ground, having last been played by one of the defending team, a member of the attacking team shall take a kick from within the quarter-circle at the nearest corner.
2. Players from the opposing team shall not approach within 10 yards of the ball until it is in play.
3. A corner kick is a direct kick.

**L. GOALKEEPER**

1. The goalkeeper shall be distinguished from the rest of his/her team by wearing a different colored jersey than his/her teammates or opposing team.
2. The goalkeeper, when in possession of the ball may not carry for more than 8 seconds.
3. When the goalkeeper has possession of the ball, he/she must not be interfered with or impeded in any manner by an opponent until he/she clears the ball.

**M. MERCY RULE**

1. The game will be ended when the goal differential is 5 goals or more in the final two (2) minutes of the game.

**N. CO-REC PLAY**

1. Number of Players
  - a. The minimum number of players required to start or continue a game is three women and three men.
  - b. Either gender may play with a majority, however not greater than one.

Possible combinations include:

Male Players	Female Players
5	4
4	5
4	4
4	3
3	4
3	3

2. Penalty kicks must be taken by a member of the same sex as the person who was fouled.
3. Tie games
  - a. In playoffs, if the score is tied and shootouts are required, males and females will alternate kicks according to the line-up established by the manager.
  - b. Scoring for shootouts: Males and females will each receive one point for each shootout goal.

**N. CO-REC "A" PROVISIONS**

1. Scoring
  - a. All goals are worth one (1) point.

**O. CO-REC "B" PROVISIONS**

1 Scoring

- a. Goals scored by females, against the opponent, count as two (2) points.
- b. A goal is counted as a female goal if the last offensive touch was by a female.
- c. A goal scored by a female from a penalty kick during regulation time counts as two (2) points.  
The foul must be committed directly against a female.

2. Mercy Rule

- a. The mercy rule will be 8 points in the last two minutes of the game.