

## **Mini Soccer League**

### **Entry Fee**

There is no entry fee for this league.

### **Home Facility**

The home facility for mini soccer is the Holland Bowl.

### **General Procedures:**

1. Each team shall elect a captain and possess a team name.
2. All team members must be listed on the team roster prior to participation.
3. Player additions may be made at any time during the regular season.
4. Each player is responsible for verifying their ID and student number with the official prior to each game.
5. All players MUST have a current, valid NC A&T SU ID in order to participate.
6. A WAIVER must be signed by every player
7. Any player that arrives late at the contest should present ID to score keeper upon arrival.
8. Teams are expected to notify the Intramural office if they are going to forfeit a game.
9. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes.
10. A T-SHIRT MUST BE WORN UNDER ALL JERSEYS. No cutoff shirts or tank tops! No part of the jersey is allowed to touch the skin at any time. Any player without the proper under shirt will NOT be allowed to participate in that game.
11. All official's calls are final!
12. Game officials shall eject from the game any player who commits a flagrant foul or displays any type of poor sports conduct (see sports conduct rule in the Intramural Sports Handbook). Yellow cards and Red cards may be given if the referee sees it fit.
13. All participants must wear rubber cleats AND SHINGUARDS. (NO steel or metal cleats)
14. It is encouraged to remove all jewelry for intramural competitions. All necklaces, rings, watches, barrettes, and bracelets must be removed. Any player wishing to wear piercings may do so at their own risk, however these must be taped if visible.
15. Team captains are responsible for knowing all rules on the rule sheet and in the Intramural Sports Handbook and relaying that information to all players on their team.

### **Questions**

Please feel free to contact Intramural Sports with any questions or concerns.



# RULES/REGULATIONS

## The Field, Players, and Equipment

1. The field of play will be a rectangle approximately 80 yards by 35 yards. Each penalty area will be a rectangle 25 yards (wide) by 15 yards. A goal (similar to lacrosse) will be placed 10 yards inside each penalty area. The crease is designated around each goal. The crease area extends in a 5 yard semi-circle in front of each goal. The crease area continues 3 yards behind the goal. The penalty spot is on the penalty area line directly in front of the goal.
2. Each team shall designate to the officials a field captain. The captain will speak for the team in all dealings with the officials.
3. Games shall be played by two teams of six players each. Teams must start and finish with a minimum of four players. (There are no Goal Keepers in this game.)
4. Each team must wear uniformly colored shirts, with permanent numbers. The team listed first on the schedule is the home team. The home team wears the white or lightly colored shirts. The rule applies if both teams wear the same color shirts.
5. All players must wear soft-bottomed (or rubber-molded) shoes. Screw-in cleats are prohibited. Players are prohibited from wearing hats (stocking caps are acceptable), any form of jewelry, cast, wooden or metal splints or braces of any kind (on any part of the body) unless approved in writing by the Department of Campus Recreation.

## III. Periods, Time Factors, and Substitutions

1. The game consists of two 20-minute halves with a 3-minute intermission.
2. There are no time-outs. The clock will stop only for goals, penalty shots and at the official's discretion.
3. Unlimited substitutions may be made at any time including during a "live" ball situation. All substitutions must be made at the designated substitution zone (within 10 yards from the mid field line) and the substitution may not enter the field of play until the outgoing player has touched (i.e. hand slap) the substitution. Violation of the substitution rule will result in an indirect kick from the spot of the dead ball and possibly a yellow card for unsportsmanlike conduct if this has been a persistent act throughout the course of the game by the offending team.

## IV. The Game

1. The team winning the coin toss will have the choice of ends of the field or the kickoff.
2. If play is stopped by the official for any injury, unusual delay or when the goal becomes dislodged, the ball shall be put back into play by a drop ball. If a team has clear possession of the ball when play is stopped, they shall be awarded an indirect kick. In all cases, the ball is put back into play from where it was when play was stopped. However, the ball is not to be dropped inside the penalty area, but at the nearest spot outside the area.
3. There are no throw-ins. Instead, a ball crossing the sideline (whole ball over the whole line) will be put back into play via a "kick ball". The ball is placed within a yard of the sideline at the spot where the ball exited the field and the team "kick in" is awarded an indirect kick.
4. In the instance where a corner kick would normally be awarded, the offensive team will be awarded a "kick in" from the spot where the ball crossed the end line.
5. In goal kick situations, the defensive team will be awarded an indirect free kick from anywhere inside it's own goal crease. The kick must clear the penalty area before another player may touch the ball.
6. All shots must be taken from a team's offensive half of the field. (Penalty: Discount goal if scored. Opponent's indirect kick from the mid-field line).
7. On all free kicks, the kicker's opponent must remain at least 7 yards from the ball until it is put into play, i.e. travels 27 inches. Any motion toward the ball by a defender before the offense puts the ball into play is considered encroachment. Failure to heed an official's warning will result in a yellow card for Unsportsmanlike conduct.
8. THE OFFSIDE RULE IS NOT IN EFFECT.

9. NO SLIDE TACKLES! Any player using a slide tackle (in the judgment of the official) will receive a yellow card.
10. A player receiving a yellow card must sit out for two minutes of playing time. The entire two minutes of playing time must be served regardless of the developments on the field. The player serving the penalty period cannot be substituted, therefore his/her team plays short handed. The official will note the time of the infraction and release the penalized player when the penalty period has expired.
11. If the ball comes to rest inside the crease, but not inside the goal, the defensive team will be awarded a goal kick.
12. No player on either team is allowed to contact the ball while he/she or the ball is inside the crease. (The line defining the crease is considered part of the crease). If a defensive crease violation occurs, the offensive team is awarded a penalty shot. If an offensive player commits a crease violation, no goal can be scored and the defense will be awarded a goal kick.
13. Penalty shots are unobstructed direct free kicks taken from the penalty spot, 10 yards from the goal. All players other than the designated kicker must be behind the shooter. A missed penalty shot will be a dead ball and play is restarted from mid-field with an indirect free kick for the team that missed the penalty shot.

## **V. Tie Games**

1. All tie games will result in a "SUDDEN DEATH" five minute overtime period. A coin toss will determine which team will kick off/defend goal of choice. If the game is still tied a "shoot-out" will determine the winner. A coin toss will determine which team kicks first. Each team will receive the number of penalty shots equal to the number of players it had left "playing on the field" at the end of the overtime. Ejected players or players out during penalty minutes are not eligible to participate in any portion of the "shoot-out". Teams will alternate shooters (co-rec. will be male, female). If the first series of kicks does not determine a winner then the penalty spot will be moved forward 2 yards until a winner is determined. NOTE: The Intramural Sports Program reserves the right to act or decide on any issue not covered in sport specific rules, policies/procedures or the handbook. CO-REC. MODIFICATIONS 1. Each team must begin and end each match with members of both sexes represented on the playing field. Teams must begin and end with equal numbers of both men and women on the field. To start a game, there must be a minimum of 2 men/2 women ready to play.

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## **Basic Soccer Rules**

Point System — Points shall be awarded for each game on the following basis:

Win 2 points  
Tie 1 point  
Loss 0 points

End of Season Tie-Breakers — At the end of the season, if any number of teams in a division are tied in points, the following procedure shall be used to determine the final standings:

Overall Record  
Head-to-Head Competition  
Goals Against  
Goals For

Playoff Overtimes — League playoffs and championship games:

After completing regulation time and the score is tied. The teams will play two 3.5 minute periods (not sudden death). If still tied, one set of five penalty kicks per team taken alternatively. If score tied, each team shall kick one penalty kick in a sudden-death fashion.

## School Championships

After a tied game, the team will play two 5 minute periods (not sudden death). If still tied, then penalty kicks. Remember, Only the players on the field at the end of regulation time may participate in the kicks. Each player kicks once, then if necessary go through the order again. Goalkeepers do participate in the kicks. Any player who is on the field may change places with the goalkeeper at any time during the kicks. If the goalkeeper is injured during the kicks, he may be replaced by an off-the-field substitute. Clock Regulation time is two 20 minute halves. In case of suspension due to bad weather, a game played through half time shall be considered complete. The head referee on the field is responsible for the time.

## Officials

The officials shall be in charge of: Players Coaches Spectators Ball Score and records of the game

## Substitutions

A team may substitute (after notifying the official):

- At halftime
- After a goal
- Own throw in

A team may not substitute:

- On a goal kick
- Corner kick

## Penalties

Drop Ball (except after injury)

Second Whistle

There will be no second whistle on free kicks, corner kicks, or throw ins except when the official deems it necessary.

Sliding Tackles

Sliding tackles shall be illegal. BALL TURNED OVER ON SLIDE TACKLES.

Advantage — When the official refrains from whistling for an offense, it is important that he clearly indicate by voice and gesture that he is using "advantage" so that everyone knows that the offense has not escaped his/her notice.

Goalkeeper — The goalkeeper shall be allowed 4 steps while in possession of the ball. The goalkeeper may bounce the ball as this is considered in possession. He may also roll the ball while in the penalty area, but he should note that once he places the ball on the ground (except for bouncing) it is considered live and may be played by an opposing player. Once the ball has been placed on the ground it must be played by a member on either team before the goalie may obtain possession. An opposing player may stand stationary in front of the goalkeeper while the goalkeeper is in possession of the ball. The player can not in any way interfere or distract the goalkeeper while the goalkeeper is throwing or kicking the ball. If a player plays the ball back to his keeper intentionally with his foot, then the keeper may not use his hands to play the ball. Same is true if the ball is thrown in to the keeper. A player can use his head, chest etc. to play the ball back to his keeper, and the keeper is then allowed to use his hands to play the ball. If this is violated, an indirect kick from the spot of the foul is given.

## Ball In and Out of Play

The ball is out of play when:

The ball has wholly crossed the goal line or touch line whether on the ground or in the air. The official stops the game.

The ball is in play:

At all other times. If the ball rebounds off the goal posts into the field of play. If the ball rebounds off an official into the field of play.

Fouls — The awarding of a direct free kick, or penalty kick, should the offense occur in the penalty area, shall be given to the opposing team if a player:

- Kicks an opponent
- Trips an opponent
- Jumps into an opponent
- Charges
- Charges from behind
- Strikes, hits, elbows
- Holds or pushes
- Touches the ball with his hands
- An indirect free kick shall be awarded when an opponent:
  - Plays in a dangerous manner
  - Charges fairly, but when the ball is not in playing distance
- Obstruction
- Charges the goalkeeper
- A goalkeeper takes more than 4 steps
- Delays the game
- Caution (Yellow Card)
- Illegal substitution
- Persistent infringing of the rules of the game
- Dissent by action or word
- Ungentlemanly conduct
- Intentionally sliding into an opposing player
- Ejection (Red Card)
- Violent conduct
- Foul / Abusive language

Persistent misconduct after receiving caution — Two successive games with yellow cards will disqualify that player for the next game. One game with a red card will disqualify that player for the next game. Three yellow cards, or one red card and two yellows, will disqualify that player for the rest of the season.

Free Kicks — When a player is taking a goal kick, a direct free kick or an indirect free kick while in his penalty box: All opponents must remain outside the penalty box until the ball has left the box. The ball must travel beyond the box before it may be touched by another player.

**Direct Free Kicks and Corner Kicks**

A goal may be scored directly (played by only one player).

**Indirect Free Kicks, Goal Kicks, and Kick Offs**

A goal may be scored only after the ball has touched two players of either team. Throw In Both feet must be on the ground. Throw the ball straight over the head. The ball must touch another player before entering the goal.

Player Equipment—Goalkeepers must wear a distinguishing jersey color. No screw-in cleats allowed on the turf. No watches or jewelry (including earrings). No hats with hard bills or bandannas. Stocking caps are allowed when weather is extreme. No player will be allowed to play with splints, casts or padded casts. No team animals allowed.

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