



# Mint Hill Soccer

## Micro Soccer Rules

**BALL SIZE:** Size 3

**NUMBER OF PLAYERS ON THE FIELD:** 3 per team – 3v3

**TEAM ROSTER SIZE:** Min. 4 Max. 5

**MINIMUM PLAYERS TO START GAME:** 3

**GAME LENGTH:** Four 5-minute periods  
2-minute break between each period  
5-minute half between period 3 & 4

**SUBSTITUTIONS:** Substitutions shall be allowed prior to the beginning of the 2nd, 3<sup>rd</sup> and 4th periods OR on the fly as needed. Each and every player MUST play at least TWO FULL periods or 10 minutes.

**START OF PLAY:** To start a match, a team must have the minimum amount of players to start. This is 3 players.

### **BASIC RULES OF THE MICRO SOCCER GAME:**

- No offsides – no intentional “Cherry Picking”
- No Keepers – no player allowed to be left back on defense – all players are field players
- When the ball goes out of bounds over the sidelines, it is put back into play by a kick-in from the spot it went out of bounds. The kick-in cannot be shot directly into the goal.
- When the ball goes over the end line, it is put back into play by either dribbling or a kick-in from the spot where it went over the end line. There are no corner kicks.
- After a goal has been scored, play shall begin by a restart at mid-field.
- The coaches and/or parent volunteers act as field supervisors or managers instead of referees.
- Players can score from anywhere on the field.
- All fouls are penalized by an indirect free kick. The opponent must be three yards away from the ball at the time of the kick.
- No slide tackles are allowed.
- No penalty kicks are allowed.
- Equal time shall be allowed for all players.

### **Score:**

No scores or standings will be kept.

### **Sportsmanship:**

All players, coaches and parent volunteers should shake hands at the conclusion of the match. Parents and spectators are asked to form a tunnel for players to run through.