

Mini Soccer Rules

There are two components to the mini soccer program: a practice component and a game play component. Most sessions are structured to have a warm-up/practice followed by a game. The total time allocated for our Under 7 program is 60 minutes: 15-minutes for warm-up/practice, followed by two 20-minute halves between a 5-minute half time. The total time allocated for our U8-U10 programs is 70 minutes: 25-minutes for warm-up/practice, followed by two 20-minute halves between a 5-minute half time. In the U8, U9 & U10 divisions, sessions denoted "G" on the schedule will follow the aforementioned structure. At the U8 level and above, approximately every fourth session will be a full practice (denoted "P" on the schedule) rather than a game. All practices are 70 minutes in duration, as well.

RULE 1: PARENTS AND SPECTATORS

1. Parents must sit on the opposite side of the player's bench. Absolutely NO parents are allowed on the player's side of the field. Only registered volunteers are permitted on the player's bench.

RULE 2: COACHING AND REFEREEING

1. Ages 7 & 8 - a maximum of one coach from each team is permitted on the field but must stay in their own team's half and out of the penalty area.
2. Ages 7 & 8 - each team will designate one referee for each half of the game (the designate may change from game to game, if desired). If no referee can be found by a team, either the opposing team's designated referee officiates the entire game, or the coach is permitted to referee the game. Please ensure this is communicated prior to the start of every match.
3. Ages 9 & 10 - coaches will not be allowed on the field of play. Certified, 'mini referees' will be provided for these age groups. In the event a referee fails to show for their shift, the game must be played; thus, please designate an official.

RULE 3: THE BALL

1. KSC has provided each player with a size 3 ball (U7) or a size 4 ball (U8, U9 and U10). It is the responsibility of every player to bring their soccer ball to each game. The coach will choose one ball to be used as the game ball.
2. Players and parents, please ensure the ball is properly pumped during the season. It is also advised that each player print his/her name on the ball, so it is not lost. Finally, KSC will replace any faulty ball.

RULE 4: NUMBER OF PLAYERS AND PLAYING TIME

1. The game shall be played by two teams, each consisting of 7 players, one of whom shall be the goalkeeper (6 out players plus one goalkeeper). Each team will have a maximum of 14 players and needs a minimum of 5 players to play the game (4 out players and one goalie).
2. All players will receive equal & fair playing time.
3. Time outs are called approximately every 5 minutes for substitutions (this time is not cast in stone). It is important for both coaches to decide upon substitution timing prior to the start of each game.

RULE 5: START OF PLAY

At the beginning of the game, choice of halves and kick-off shall be decided by a coin toss. The team who wins the toss shall have choice of halves and the opposing team shall be awarded first ball during kick-off. The order is reversed for the start of the second half. After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player on the team against which the goal was scored. After the first half of play, the teams shall change halves and a player of the team opposing, which started the game, shall take the kick-off.

RULE 6: BALL IN AND OUT OF PLAY

The ball is out of play when:

- It has fully crossed the goal line or touch line whether on the ground or in the air
- Play has been stopped by the referee

The ball is in play at all other times, including when:

- It rebounds off a goalpost, crossbar or corner flag post and remains in the field of play
- It rebounds off either the referee or an assistant referee when they are on the field of play

RULE 7: METHOD OF SCORING

1. A goal is scored when the whole ball has crossed over the goal line, between the goalposts and under the crossbar, provided the ball has not been thrown, carried, or intentionally propelled by hand or arm, by a player of the attacking team, excluding the goalkeeper in his/her own penalty area.

2. A goal may be scored directly from a kick-off. When the whole ball has crossed the goal-line, or touch-line, whether on the ground or in the air, a goal has been scored.
3. Mini soccer is a non-competitive age group, both during regular season and Soccerfest. As a result, game scores and standings are not recorded.

RULE 8: RAINOUTS

1. It is the call of the referee to cancel a game. In the case where officials are not present or a referee doesn't show, then both coaches must agree to cancel a game. This decision will be made at the time of kick-off either by the game official or both coaches.
2. The office will only cancel games if the City of Kitchener announces the fields are unplayable and closed. Visit the homepage of our website, as all cancellations will be posted on the main page; otherwise, please report to the field as scheduled.

RULE 9: FREE KICK

1. For any infringement of the rules of the game when the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless the free kick is awarded to the attacking team within the opponents' penalty area. In this case, the kick shall be taken from that part of the penalty area line, which runs parallel to the goal line, at the point nearest to where the offence was committed.
2. All free kicks are indirect, so a goal may not be scored directly from a free kick.

RULE 10: FOULS AND MISCONDUCT

1. A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by awarding a free kick to the opposing team (this may also be considered a carded offense): Kicks or attempts to kick an opponent, trips an opponent, jumps at an opponent, charges an opponent in any manner, strikes, attempts to strike, or spits at an opponent, holds an opponent, pushes an opponent and/or handles the ball.

RULE 11: THROW-IN

1. When the whole of the ball has crossed the touch line, either on the ground or in the air, the ball shall be thrown in, from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
2. The player taking the throw-in must not play or touch the ball a second time before it has been played or touched by another player.

RULE 12: GOAL KICK

1. Occurs when the whole ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goalposts. The ball must have been last played or touched by a member of the attacking team for a goal kick to be awarded to the defending team. The ball shall be kicked into play from a point within that half of the penalty area, nearest to where the ball crossed the goal line.
2. The player taking the goal kick must not play or touch the ball a second time before it has been played or touched by another player.
3. A goal may be scored directly from a goal kick, but only against the opposing team.

RULE 13: CORNER-KICK

1. Also occurs when the whole ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts. The ball must have been last played or touched by a member of the defending team for a corner-kick to be awarded to the attacking team.
2. The player taking the corner-kick must not play or touch the ball a second time before it has been played or touched by another player.
3. A goal may be scored directly from a corner-kick.

RULE 14: OFFSIDE

1. There is no offside rule in mini soccer. To promote fairness of play, coaches shall not take advantage of this rule by intentionally playing players in an offside position to gain a positional advantage.

RULE 15: PENALTY KICKS & OVERTIME

1. There will be no penalty kicks or overtime.
2. Games will be kept as a tie.