

MINI SOCCER RULES



The following are mini-soccer game rules for use within the Lambeth Youth Soccer Club House League Program. The Under 10 games will be governed by the Official FIFA Rules as stated in the "Laws of the Game". The Under 6 and Under 8 games will be governed by the mini soccer rules that are listed below.

There are no offsides for the Under 6, Under 8, and Under 10 games.

There are penalty kicks for Under 10 games, but not for Under 6 and Under 8 games.

Law 1: The Field of Play

Fields are to be rectangular, marked by longer lines called touch lines, and shorter lines known as the goal lines.

Center Line, Goal Area and Penalty areas, should be clearly marked.

Law 2: The Ball

The ball is spherical in shape and made of leather or other suitable material, properly inflated; **size will be appropriate to the age of players.** Under 6, and Under 8 all use size 3 balls.

Law 3: Number of Players

A match is played between two teams, each consisting of:

- **7 players one of which is the goalkeeper**
- **One coach from each team are permitted on the field of play for the Under 6 games only as required**
- **Teams must dress a minimum of 5 players**

Any number of players may be substituted at a stoppage of play. Stoppage of play includes goal kicks, kick offs, a restart after a goal or injury (note only the injured player may be substituted) and when a throw-in has been awarded. Stoppage of play does not include corner kicks. The referee must be notified of a substitution, and the player may enter only after the referee has acknowledged the substitution. **When one team is permitted to make a substitution, then the opposing team may also substitute players.**

Law 4: The Player Equipment

A player must not use equipment or wear anything which is dangerous to himself/herself or another player (including any kind of jewellery or metal cleats). Earrings are not permitted.

Basic equipment includes: soccer shoes, shin-guards (to be covered by official soccer socks), socks, shorts, team coloured shirts.

Each goalkeeper must wear colours which distinguish him or her from the other players and the referees.

Law 5: The Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been assigned.

The decisions of the referee are final.

Law 6: The Assistant Referee

The assistant referees assist the referee to control the match in accordance with the Laws of the Game.

Law 7: The Duration of the Match

For Under 8 and Under 10 leagues, the match consists of two equal halves of 25 minutes, unless otherwise mutually agreed to between the referee and the two participating teams.

For Under 6 leagues, the match consists of two equal halves of 20 minutes with set "shift changes" as indicated by a whistle every 5 minutes (unless otherwise mutually agreed to between the referee and the two participating coaches).

Half time interval must last no more than 5 minutes. No allowance shall be made for lost time.

Law 8: The Start and Restart of Play

A coin is tossed and the team which wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team that wins the toss takes the kick off to start the second half of the match. In the second half, the teams change ends and attack the opposite goals. Drop ball is the way

to start the match after a temporary stoppage (ie. player injury) or for any reason not mentioned elsewhere in the Laws of the Game.

Law 9: The Ball In and Out of Play

The ball is out of play when it has completely crossed the goal line or the touch line whether on the ground or in the air.

Law 10: Goal Scored

A goal is scored when the entire ball passes over the goal line between the goal posts and under the crossbar.

Law 11: Offside Position

See Law 11 of FIFA Rules. Not to be enforced in Under 6, Under 8 and Under 10 mini soccer games.

Law 12: Fouls and Misconducts

For mini-soccer, all fouls and misconducts shall be taken by the opposing team as an indirect free kick, except for awarding a penalty kick for Under 10 games. There are no penalty kicks to be awarded in Under 6 and Under 8 games. A foul or misconduct occurs when a player:

1. Kicks or attempts to kick an opponent.
2. Trips or attempts to trip an opponent.
3. Jumps at an opponent.
4. Charges an opponent.
5. Strikes or attempts to strike an opponent.
6. Pushes an opponent.
7. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
8. Holds an opponent.
9. Spits at an opponent.

10. Handles the ball deliberately (except the goalkeeper within his own penalty area).
11. Plays in a dangerous manner.
12. Impeded the progress of an opponent.
13. Prevents the goalkeeper from releasing the ball from his or her hands.
14. Commits any other offence, not previously mentioned in Law 12.
15. If a goalkeeper:
 - takes more than 6 seconds while controlling the ball with his hands, before releasing it from his possession.
 - Touches the ball again with his hands after it has been released.
 - Touches the ball with his hands once it has been deliberately kicked to him by a teammate.
 - Touches the ball with his hands after he has received it directly from a throw-in taken by a teammate.
 - Wastes time.

Indirect free kick: a goal can only be scored if the ball touches a second player before entering the goal. All opponents must be a safe distance from the ball – at least 5 metres.

Law 13: Penalty Kicks

A penalty kick is awarded if any of the first ten offences is committed by a player inside his own penalty area. This applies in under 10 games only.

The ball is placed on the penalty mark (8 metres from goal). The player who is taking the kick must be identified. The defending goalkeeper remains on the goal line facing the kicker until the ball has been kicked. The other players must be on the field of play at least 3 metres from the penalty mark.

Law 14: Throw Ins

A throw-in is awarded when the whole of the ball crosses over the touch line (either on the ground or in the air). It is taken from the point where the ball crossed the touch line. It is awarded to the opposing team of the player who last touched the ball. A goal cannot be scored directly from a throw in.

At the moment of releasing the ball, the thrower:

- faces the field of play.
- Has part of each foot either on the touch line or on the ground outside the touch line.
- Uses both hands.
- Delivers the ball from behind and over his head.
- The thrower may not touch the ball again until it has touched another player.

At the discretion of the referee, a player may re-take a throw in if the above procedures are not followed. A player will be allowed no more than two attempts following which the opposite team will take the throw in.

Law 15: The Goal Kick

A goal kick is awarded when the whole of the ball, having last touched a player on the attacking team, passes over the goal line either in the air or on the ground without scoring a goal.

The ball is kicked from any point within the goal area by a player of the defending team.

The kicker cannot play the ball again until it has touched another player. The ball is in play when it has travelled forward at least three metres. A goal may be scored directly from a goal kick but only against the opposing team.

Law 16: The Corner Kick

Awarded when the whole of the ball, having last touched a player on the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10.

The ball is placed inside the corner arc at the nearest flag post. The opponents must remain at least 5 metres from the ball. The ball is kicked by a member of the attacking team. The ball is in play when it is kicked and moves. The player cannot kick the ball a second time until it is touched by another player. A goal may be scored directly from a corner kick.

EMERGENCY/CLIMATE CONDITIONS

STORMS

Thunder and Lightning storms may occur. Caution is necessary at all times. **At the first sight of Lightning**, the Ref will blow the whistle and stop play, inform the coaches that all players and parents are to immediately leave the field. The referee is not to determine if the game is to be replayed; that decision is made by the convener.

HEAT AND HUMIDITY

Later in the summer season the hot humid weather will become a factor. Conditions become most critical if the temperature is above 30 degrees C. or the humidex is above 34 degrees. The referee has the discretion to either:

- **-Shorten the length of each half. Notify each coach prior to the initial kick-off**
- **-Have a short two minute water break in the middle of each half**