

Mini and U6 & U8 Rules and Regulations



Mini and U6

GAME FORMAT

MINI PLAYERS	TEAM SIZE	TIME OF GAME	BALL SIZE	FIELD SIZE	GOAL SIZE HXW
3 VS. 3	UP TO 12 PLAYERS	PRACTICE - 15 MINUTES GAME - 2 PERIODS OF 10 MINUTES	3	1/4 OF FIELD	3X5 FEET
U6 PLAYERS	TEAM SIZE	TIME OF GAME	BALL SIZE	FIELD SIZE	GOAL SIZE HXW
4 VS. 4 - 3 PLAYERS ON FIELD AND ONE GOALIE PER TEAM	UP TO 14 PLAYERS	PRACTICE - 15 MINUTES GAME - 2 PERIODS OF 10 MINUTES	3	1/4 OF FIELD	3X5 FEET

FIELD OF PLAY

DIMENSIONS: THE FIELD IS TO BE RECTANGULAR. THE SIDELINES ARE TO BE LONGER THAN THE GOAL LINE. 1/4 OF INDOOR SOCCER FIELD

FIELD LAYOUT: CENTER OF FIELD IS IN HALF WAY BETWEEN THE GOAL LINES. UPON KICK OFF, TIP IN, THE OPPOSING PLAYERS MUST BE BACK 4 METERS OF THE FRIST TOUCH.

LOCATION OF GOAL: MUST BE IN CENTRE OF EACH GOAL LINE.

THE BALL: SIZE 3

KIDS PLAYING TIME: TEAMS MAY BE COED AND ALL PLAYERS ARE TO BE PLAYED EVENLY WITH A MINIMUM OF 50% OF THE GAME TIME.

GAME TIME: PRACTICE STARTS FOR 15 MINUTES THEN THE GAME IS TWO PERIODS OF 10 MINUTES EACH PERIOD.

EQUIPMENT: PROPER FOOT WEAR IS TO BE OWNED AT ALL TIMES. NO SANDALS OR OPEN TOED SHOES. NO CLEATS ARE ALLOWED. SHIN PADS MUST BE WORN. AT THIS AGE OFTEN THE KID'S LEGS ARE KICKED MORE THAN THE BALL.

REFEREE: IS TO BE EITHER COACH, PARENT OR STUDENT REFEREE.

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TEAM SIZE: GAMES CONSIST OF TWO TEAMS WITH THREE PEOPLE PER TEAM. WITH A MANIMUM OF 10 KIDS PER TEAM. THERE IS NOT TO BE AN GOAL KEEPERS AT THIS AGE.

GAME PLAY

KICKOFF: TO BE DECIDED BY TOSS OF COIN OR ROCK PAPER SCISSORS. WINNER CHOOSES SIDE OR START. KICK IS TO BE TAKEN FROM THE MIDDLE OF THE FIELD, WITH THE OPPOSING TEAM BACK 5 METERS.

SUBSTITUTIONS: SUBSTITUTIONS ARE TO TAKE PLACE EVERY 3 MINUTES. AT THIS TIME ALL PLAYERS AND GOALIE MAY BE SUBSTITUTED.

CONTINUANCE OF PLAY FOLLOWING 1/2 TIME: KICKOFF FROM CENTRE LINE BY THE TEAM THAT DID NOT TAKE THE INITIAL KICKOFF.

BALL OUT OF PLAY: TO BE KICKED, FROM THE GROUND, IN FROM THE AREA THAT THE BALL LEFT THE FIELD BY THE POOSING TEAM OF THE PLAYER THAT TOUCHED IT LAST.

SCORING: MAY TAKE PLACE FROM ANY PLACE ON THE FIELD AND GOES THROUGH THE GOAL. GOALS FROM A FREE KICK MUST BE PASSED FIRST BEFORE THEY CAN BE COUNTED AS A GOAL.

OFFSIDE: THERE IS NO OFFSIDE IN INDOOR SOCCER.

FOULS: ALL FOULS OR PENALTIES MUST BE BRIEFLY EXPLAINED TO THE OFFENDING PLAYER. THERE ARE TO BE NO SLIDE TACKLES, GRABBING OR PUSHING OF ANY PLAYERS. NO HANDS ARE ALLOWED IN PLAY. UNINTENTIONAL HAND BALLS ARE ALLOWED. (SUCH AS BLOCKING THE BALL FROM HITTING THEMSELVES) FOLLOWING A FOUL A FREE KICK IS TO TAKE PLACE FROM WHERE THE FOUL TOOK PLACE.

FREE KICKS: ALL KICKS ARE TO BE INDIRECT FROM PLACE OF OFFENCE. INDIRECT MEANS THAT THE BALL CANNOT GO IN THE NET DIRECTLY FOLLOWING THE KICK. IT MUST BE PASSED TO ANOTHER PLAYER BEFORE GOING IN THE GOAL. IF THE OFFENCE OCCURRED WITHIN 5 METERS OF THE GOAL LINE, FREE KICK IS TO BE MOVED BACK 5 METERS AND MUST BE INDIRECT.

PENALTY KICK: NO PENALTY KICKS ARE TO BE MADE AT THIS LEVEL OF PLAY.

GOAL KICK: ALL BALLS THAT LEAVE THE GOAL LINE ARE TO BE CONSIDERED A GOAL KICK AND ARE KICKED FROM DEFENDING SIDE APPROX. 3 METERS FROM GOAL.

CORNER KICKS: THERE ARE NO CORNER KICKS AT THE AGE GROUPING. ALL BALLS THAT LEAVE THE FIELD OF PLAY BY THE GOAL END WILL BE CONSIDERED A GOALIE KICK.

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AGGRESSIVE BEHAVIOR: ALL BEHAVIOUR SUCH AS PUSHING, HITTING, SLAPPING WILL RESULT IN AN IN-DIRECT FREE KICK BY THE NON-OFFENDING TEAM. THE OFFENDING PLAYER WILL SIT OUT ONE SHIFT. APPROXIMATELY 3 MINUTES (COACH'S RESPONSIBILITY)

ROTATION OF PLAYERS: ALL PLAYERS ARE TO BE ROTATED IN THEIR POSITIONS SO THAT THE CHILDREN CAN GAIN EXPERIENCE.

THE COACHES: DURING GAMES EACH TEAM IS TO HAVE ONE COACH ON THE FIELD TO HELP WITH THE FLOW OF THE GAME. ON A SINGLE GENDER TEAM THERE MUST BE A COACH THE SAME GENDER AS THE PLAYERS (BENCH MOM OR DAD) IF THE TEAM IS A COED TEAM THERE SHOULD BE A PARENT HELPER TO SIT ON THE BENCH IN ORDER TO ASSIST WITH THE OPPOSING GENDER.

REFEREES: EACH OF THE COACHES ARE TO ASSIST IN BEING REF FOR A PORTION OF THE GAME.

U8

GAME FORMAT

PLAYERS	TEAM SIZE	TIME OF GAME	BALL SIZE	FIELD SIZE	GOAL SIZE HXW
6 VS. 6	UP TO 14 PLAYERS	PRACTICE - 20 MINUTES GAME - 2 PERIODS OF 20 MINUTES	3	1/2 OF INDOOR FIELD	GOALS ARE INDOOR SIZE WITH ONE BEING PORTABLE NET

FIELD OF PLAY

DIMENSIONS: 1/2 OF INDOOR FIELD.

FIELD LAYOUT: CENTER OF FIELD IS IN HALF WAY BETWEEN THE GOAL LINES. UPON KICK OFF, TIP IN, THE OPPOSING PLAYERS MUST BE BACK 4 METERS OF THE FIRST TOUCH.

LOCATION OF GOAL: MUST BE IN CENTRE OF EACH GOAL LINE.

THE BALL: SIZE 3

KIDS PLAYING TIME: PRACTICE STARTS FOR 20 MINUTES THEN THE GAME IS TWO PERIODS OF 20 MINUTES EACH PERIOD.

TEAMS MAY BE COED AND ALL PLAYERS ARE TO BE PLAYED EVENLY WITH A MINIMUM OF 50% OF THE GAME TIME.

GAME TIME: GAME CONSISTS OF TWO 20 MINUTE PERIODS WITH A 5 MINUTE BREAK IN BETWEEN. TEAMS ARE TO SWITCH SIDES FOLLOWING ½ TIME.

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EQUIPMENT: PROPER FOOT WEAR IS TO BE WORN AT ALL TIMES. NO SANDALS OR OPEN TOED SHOES. NO CLEATS ARE ALLOWED.

REFEREE: IS TO BE EITHER COACH, PARENT OR STUDENT REFEREE.

TEAM SIZE: GAMES CONSIST OF TWO TEAMS WITH SIX PEOPLE PER TEAM. WITH A MAXIMUM OF 14 KIDS PER TEAM. THERE ARE GOAL KEEPERS AT THIS AGE.

GAME PLAY

KICKOFF: TO BE DECIDED BY TOSS OF COIN OR ROCK PAPER SCISSORS. WINNER CHOOSES SIDE OR START. KICK IS TO BE TAKEN FROM THE MIDDLE OF THE FIELD, WITH THE OPPOSING TEAM BACK 5 METERS.

SUBSTITUTIONS: MAY TAKE PLACE AT ANY STOPPAGE OF PLAY AND IS UNLIMITED. OR SUBSTITUTIONS MAY TAKE PLACE EVERY 3 – 5 MINUTES. INDOOR SOCCER SUBSTITUTIONS MAY TAKE PLACE AT ANY TIME. ONCE A PLAYER LEAVES THE PLAYING AREA THE COACH MAY PUT IN ANOTHER PLAYER. ALL PLAYERS NOT PLAYING MUST BE ON THE BENCH WITH EITHER AN ASSISTANT COACH OR A BENCH PARENT TO ASSIST WITH THE OPENING OF THE DOORS TO ALLOW KIDS ON AND OFF. PLAYERS ARE NOT TO LEAVE BENCH UNTIL THEIR SUBSTITUTE COMES OFF THE FIELD.

CONTINUANCE OF PLAY FOLLOWING ½ TIME: KICKOFF FROM CENTRE LINE BY THE TEAM THAT DID NOT TAKE THE INITIAL KICKOFF. TEAMS ARE TO CHANGE SIDES FOLLOWING ½ TIME.

BALL OUT OF PLAY: TO BE KICKED IN FROM THE AREA THAT THE BALL LEFT THE FIELD BY THE OPPOSING TEAM OF THE PLAYER THAT TOUCHED IT LAST.

SCORING: MAY TAKE PLACE FROM ANY PLACE ON THE FIELD AND GOES THROUGH THE GOAL. GOALS FROM A FREE KICK MUST BE PASSED FIRST BEFORE THEY CAN BE COUNTED AS A GOAL.

OFFSIDE: THERE IS NO OFFSIDE. OFFSIDE BEGINS AT U12 OUTDOORS. THERE IS NO OFFSIDE FOR INDOOR SOCCER.

FOULS: ALL FOULS OR PENALTIES MUST BE BRIEFLY EXPLAINED TO THE OFFENDING PLAYER. THERE ARE TO BE NO SLIDE TACKLES, GRABBING OR PUSHING OF ANY PLAYERS. NO HANDS ARE ALLOWED IN PLAY. UNINTENTIONAL HAND BALLS ARE ALLOWED. (SUCH AS BLOCKING THE BALL FROM HITTING THEMSELVES) FOLLOWING A FOUL A FREE KICK IS TO TAKE PLACE FROM WHERE THE FOUL TOOK PLACE.

FREE KICKS: ALL KICKS ARE TO BE INDIRECT FROM PLACE OF OFFENCE. INDIRECT MEANS THAT THE BALL CANNOT GO IN THE NET DIRECTLY FOLLOWING THE KICK. IT MUST BE PASSED TO ANOTHER PLAYER BEFORE GOING IN THE GOAL. IF THE OFFENCE OCCURRED WITHIN 5 METERS OF THE GOAL LINE, FREE KICK IS TO BE MOVED BACK 5 METERS AND MUST BE INDIRECT.

PENALTY KICK: NO PENALTY KICKS ARE TO BE MADE IN THIS LEVEL OF PLAY.

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GOAL KICK: SHOULD BE TAKEN WITHIN 3 METERS OF THE GOAL ACROSS THE WIDTH OF THE FIELD NEAREST TO WHERE THE BALL WENT OUT OF BOUNDS. OPPOSING PLAYERS MUST BE AT LEAST 4 METERS FROM BALL UNTIL IT IS KICKED.

CORNER KICKS: FOR INDOOR THERE ARE NO CORNER KICKS.

AGGRESSIVE BEHAVIOR: ALL BEHAVIOUR SUCH AS PUSHING, HITTING, SLAPPING, WILL RESULT IN AN IN-DIRECT FREE KICK BY THE NON- OFFENDING TEAM. THE OFFENDING PLAYER WILL SIT OUT ONE SHIFT. APPROXIMATELY 3 MINUTES. (*COACH'S RESPONSIBILITY*).

ROTATION OF PLAYERS: ALL PLAYERS ARE TO BE ROTATED IN THEIR POSITIONS SO THAT THE CHILDREN CAN GAIN EXPERIENCE

THE COACHES: DURING GAMES EACH TEAM IS TO HAVE ONE COACH ON THE FIELD TO HELP WITH THE FLOW OF THE GAME. ON A SINGLE GENDER TEAM THERE MUST BE A COACH THE SAME GENDER AS THE PLAYERS. (BENCH MOM OR DAD) IF THE TEAM IS A COED TEAM THERE SHOULD BE A PARENT HELPER TO SIT ON THE BENCH IN ORDER TO ASSIST WITH THE OPPOSING GENDER.

REFEREES: EACH OF THE COACHES ARE TO ASSIST IN BEING REF FOR A PORTION OF THE GAME.

**REMEMBER THIS IS A GAME...
KEEP IT FUN!!!!!!**