

**NEWFOUNDLAND and LABRADOR SOCCER ASSOCIATION**

[**www.nlsa.ca**](http://www.nlsa.ca)

**Rules and Regulations Manual**

**Mini Soccer Guidelines for U10 Jamborees**

**2018**

**9.0 Mini Soccer Guidelines for U-10 Jamborees**

**Mini Soccer Rationale**

**All NLSA mini soccer guidelines and rules are based on the philosophy and recommendations of Canada Soccer’s Long Term Player Development plan, entitled *Wellness to World Cup*. For more information on *Wellness to World Cup*, please go to [http://www.canadasoccer.com/wellness-to-world-cup-s14682](http://www.canadasoccer.com/wellness-to-world-cup-s14682%22%20%5Co%20%22blocked%3A%3Ahttp%3A//www.canadasoccer.com/wellness-to-world-cup-s14682%22%20%5Ct%20%22_blank)**

Common sense must prevail in terms of getting kids kicking a ball in an area that will allow them to interact within a game situation. They must be able to touch the ball allowing them situations that will guarantee them the opportunity to grow into the regulation game of full field and 11 v 11. That can only be done by educating them to make decisions, execute a skill, understand their role and enjoy learning this enjoyable game.

As you can appreciate triangles are the basic shape for all passing and support movements and so you can understand why it is important to encourage play within a relative environment that will allow children to execute passing and receiving the ball with successful results. Mini soccer will guarantee that our players will understand depth and width naturally which is conducive to the progression into the 11 v 11 game.

Mini soccer is encouraged because

* Small-sided games on a smaller field will allow more contacts on the ball
* The field is long enough for these young defenders to pass the ball forward past pressure (Long Passing).
* Strikers have the opportunity to support deep with width capabilities and lateral support (Near and Far Support).
* Goalkeepers have a reduced size of goal allowing most to reach the crossbar.
* Allows for possession of the ball in a supporting environment for positions (triangles). (short Passing and Receiving)
* Laws/structure simplified – throw-ins, offsides, etc.

**Mini Soccer Code for Coaches**

* Your responsibility is to ensure that players are having fun. Remember that children are not miniature professionals.
* Never ridicule or scold a child for a mistake. Remember no child intentionally makes a mistake.
* Applaud loudly a good effort by your team and the opponent.
* Coaching at this level is a collective collaboration. If we all work together, all our players will improve.
* Encourage all players to develop basic skills but remember to be reasonable in your demand on their energy and enthusiasm.

**Rules for Mini-Soccer**

1. Regions and clubs shall form teams from all registrants each year in a manner which is “non-selective”.

2.           Clubs at the U6 – U12 levels may request permission to use overage players when a club's technical director has deemed it is in the player’s best interest to play at a lower level than his/her age group. This could be deemed appropriate based on the player’s date of birth, physical size, technical ability, etc. Permission must be granted by the Vice President Youth based on the Technical director’s recommendation and reasoning.

3. All games are to be played with an emphasis on fun, sportsmanship, development, education and respect for teammates, opponents, and referees and shall be non results oriented.

4. **Unless otherwise stated, FIFA Laws of the game apply.**

5. Game Structure:

|  |  |  |
| --- | --- | --- |
|  | Field Sizes |  |
| Game format | Squad Size | Game Duration | Ball Size | Min/Max width | Min/Max length | Goal Sizes recommended |
| 6 v 6(including GK) | Ideal 12 | 2 x 30 min(10 min shifts) | 4 | 30 to 36 m |  40 to 55 m | 12-14 ft x 6 ft |

**Official Playing Rules**

**Law 1 – The Field of Play**

Length and width of the field as noted above

**Field Markings (if possible)**

Under 10:

Distinctive lines not more than fifteen (15) centimetres wide. The field of play is divided into two halves by a halfway line. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) meters is marked around it.

**NB: All field markings may be marked by the means of cones (woz-makers)**

**The Goal Area:**

Under 10: 8 meters from the goal posts and goal line

**The Penalty Area:**

Under 10: None

**Corner Flags:**

Under 10: Optional but must be safe if used.

**The Corner Arc:**

Under 10: None

**Goal Posts:**

Goals must be placed on the centre of each goal line and must be no larger than indicated in the table above. The maximum size has been established; however, smaller sized goals will be permitted; these could be in the form of portable goals, pug-goals or witches hat cones. Both goals must be the same size and must be safe and secure.

**Retreat Line:**

Under 10: the Retreat Line will be approximately 1/3 distance from either end of the field.

**Law 2 – The Ball**

The ball must conform to FIFA standards and must conform to FIFA inflation specifications. Sizes are indicated in the table above.

**Law 3 – The Number of Players**

Under 10: 6 x 6 including goalkeeper

***Note: When playing with a goalkeeper at the U-10 age group, all players should take turns in all field positions including goalkeeper***

**Substitutions:**

Each half is divided into (6), 5-minute shifts. The whistle goes at the end of each shift and the players change. There is no double shifting unless the team has less than 12 players. Under no condition is a player permitted to play 3 shifts in succession.

**Playing time:**

Under 10: All players should have equal playing time with shift changes at regular internal in the game.

**Law 4 – The Players Equipment**

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a color that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewellery is not permitted.

Jewelry is not permitted, taped or not, apart from medic alert bracelets. Players who cannot remove jewelry cannot play.

In addition, no player may play with a cast of any kind, whether padded or not.

A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter until the referee is satisfied that the equipment has been repaired.

**Law 5 – The Referee**

Only referees who have successfully completed the NLSA small-sided (formerly youth) course or entry level course, and are currently registered with the NLSA, can be used. The referee’s role is to keep the players safe and ensure that the game is played under the “fair play” code.

The referee shall:

* enforce the rules of the game
* refrain from penalizing in cases where the offending team may gain an advantage
* report in writing to the appropriate authority, any misconduct by players, parents, spectators or other persons which takes place on the field of play or its vicinity at any time during the game
* control who may enter or leave the field of play
* stop the game immediately if a player appears to be injured
* signal to start the game and to restart it after stoppage
* decide if the field of play and all applicable equipment is suitable.

**Law 6 – The Assistant Referee**

None required.

**Law 7 – The Duration of the Match**

As set out in the table above

**Law 8 – The Start and Restart of Play**

Under 10: Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least 8 meters from the ball until it is in play. Dropped balls are used to restart play if play is stopped for injury or other reason as per FIFA. A goal cannot be scored in the opponent’s goal directly from a kick-off, goal kick or corner kick.

**Law 9 – The Ball In and Out of Play**

Conform to FIFA

**Law 10 – The Method of Scoring**

Conform to FIFA with the exception:

Under 10: No scoring from a dead ball kick of any sort.

**Law 11 – Offside**

None - Coaches will be informed that positioning players in opponent’s goal area to take advantage of long balls is unsporting and contrary to principles of player development. The referee will report the use of such tactics to the competition authorities and/or field marshals but will take no action on the field.

**Law 12 – Fouls and Misconduct**

Under 10: Conform to FIFA with the exception that all fouls shall result in an indirect free kick. Fouls in the penalty/goal area are indirect kicks taken from the edge of the penalty area.

**Misconduct**

No cards shown for misconduct. Player is warned verbally in hearing of the coach for offences normally cautionable (reckless challenges, dissent, persistent infringement). It is particularly important to warn player if their fouls are likely to cause injury to other players.

For offences that require dismissal, the player is asked to leave the field and the coach is told they cannot return (foul and abusive language, serious foul play, violent conduct, second caution). The referee must report this to the competition authorities. Teams can replace the player thus dismissed.

Denying an obvious goal scoring opportunity is considered cautionable only.

If misconduct is by the coach, or the coach refuses to support the referee in terms of cautions or dismissals, the game is halted and the referee informs the field marshal who will take appropriate action. The game should only be restarted after the field marshal is satisfied that the situation has been dealt with.

**Law 13 – Free Kicks**

Under 10: Conform to FIFA with the exceptions that all free kicks are indirect and opponents are at least 8 meters from the ball until it is kicked.

**Law 14 – The Penalty Kick**

Under 10: None

**Law 15 – The Throw-In**

Under 10: Conform to FIFA with the exception that at the U-10 age group if the player fails to throw the ball in correctly, s/he shall be permitted a second attempt. If the second attempt is unsuccessful, a throw-in shall be awarded to the opposing team.

**Law 16 – The Goal Kick**

Under 10: Conform to FIFA except that it shall be taken from anywhere within the goal area. Opponents must remain at least 8 meters away from the ball until it is in play. A goal cannot be scored from a goal kick.

 The retreat line will be applied. See Law 18

**Law 17 – The Corner Kick**

Under 10: Conform to FIFA with the exception that opponents remain at least 8 meters from the ball until it is in play. A goal cannot be scored directly from a corner kick.

**Law 18 – The Retreat Line**

Under 10: When a goal kick is called or when the goalkeeper has the ball in his or her arms, the opposing team members must drop back behind the retreat line. Once those players have retreated to the line, the goalkeeper may play the ball to a teammate without the pressure of an opposing player nearby. When the goalkeeper’s teammate touches the ball, play will resume as normal and the opposing players can apply pressure once more.

Should a member of the opposing team enter inside the Retreat Line too soon (and interfere with play), OR touch the ball inside that area before the goal keeper’s teammate, the Referee must blow their whistle and the initial distribution must be retaken (ie. Re-take the goal-kick).

Should the ball leave the field of play prior to the goalkeeper’s teammate touching the ball, play will resume from a throw-in or corner kick as appropriate according to the Law.

The Retreat Line will be marked by off-field pylons, circle cones, flags or other appropriate markers. The Retreat Line will be set up by the Field Marshall prior to the start of the game.

For U10 and U12 games, the retreat line will be set up at approximately 1/3 distance of the field from each end.

Coaches should not coach his or her players to delay touching the ball after the goalkeeper has passed it to them to waste time or to gain an unfair advantage. This rule has been introduced to aid the technical development of players and should not be used as a time wasting tactic. Coaches that allow this to take place will be spoken to by the field marshal and may be dealt with further by the NLSA.

After a save, goalkeepers may lay the ball on the ground in order to pass to their teammate. This does not make the ball in play and the opposing team must still wait until the teammate touches the ball.

Goalkeepers may choose not to “play out of the back” and instead to kick the ball directly over the Retreat Line. This is not against the rules and the game should not be stopped. Once the ball crosses the Retreat Line, it can be touched by any player on the field and can be deemed “live and in play.” Goalkeepers may also choose to play the ball quickly from a goal kick or after making a save. In this case it is permissible for the goalkeeper to play quickly without having to wait for all players to retreat as this supports the development of decision making skills in young players.