



Fair Play Soccer Day

Rule Package

LOCATION: Nipawin Bible College Gymnasium
 South of Nipawin on Highway 35
 Two Rivers Drive

TEAM REGISTRATION: U9, U11 and U13.

Age Group	U9	U11	U13
Game Format	6v6	6v6	5v5

NIPAWIN YOUTH SOCCER			
	U9	U11	U13
play time per day	72 minutes	90 minutes	120 minutes
	Playing format	Playing format	Playing format
	5 min warm up	5 min warm up	5 min warm up
	12 min half	15 min half	20 min half
	3 min break	3 min break	3 min break
	12 min half	15 min half	20 min half
Time Slot (internal use)	35 mins	40 mins	50 mins
Ball Size	4	5	5

U9 CONFIRMED MATCH RULES

Teams will play 6v6 (including goalkeepers).

There are no offside. **Use kick ins. No retreat line.**

No Penalty Kicks, instead use a Direct Free kick from outside of the Penalty Area (place the ball on the parallel penalty area line from the goal line from the spot of the infraction) for all Penalty Kicks.

One match Official will be provided.

U11 CONFIRMED MATCH RULES

Teams will play 6v6 (including goalkeepers).

There are no offside. **Use kick ins. No retreat line.**

One match Official will be provided.

U13 CONFIRMED MATCH RULES

Teams will play 5v5 (including goalkeepers)

There are no offside. **Use kick ins. No retreat line.**

One match Official will be provided.

GOVERNING RULES. When not otherwise specified, playing rules shall be the current IFAB LAWS OF THE GAME **(see Disciplinary Procedure below for more information).**

EQUIPMENT. **Goalkeeper jersey must be different color to team jersey or a different colored bib.** Shin guards **MUST** be worn and socks must cover shin guards. No watches, jewelry, rings, hard hair bands, etc. allowed with the exception of medic alert bracelets/tags and insulin pumps (if secured in a safe manner). **Only water** in plastic or metal containers (no glass) is permitted on the field.

START OF GAME. Choice of halves and the kick-off shall be decided by the toss of a coin. The team that wins the toss shall decide which end they have in the first half, or take the kick off. The other team will either receive the kick off or choose which end they will take in the first half. **Teams will switch ends to start the second half. At the start of the second half teams WILL switch technical areas (benches).**

DURATION OF THE MATCH. As per described above. Unlimited substitutions. Substitutions are permitted "on the fly", at a place within 5 yards of the halfway line and players should be fully off the field before the substitution is allowed to enter. The goal keeper can only be substituted at stoppage of play with the permission of the referee.

BALL "IN AND OUT OF PLAY". The ball is "out of play" when: a) when the whole of the ball has crossed the goal-line, or side-line, whether on the ground or in the air; b) when the game has been stopped by the referee. **NOTE:** The ball is "in play" at all other times.

RESTARTS. When the ball goes out of play, the game is re-started by one of the following methods: a) after a goal is scored, re-start the game with a kick-off at center mark. **A goal cannot be scored directly from a kick-off at center mark for U11 and under.** This practice should be discouraged in all games. b) Over the sidelines, with a kick-in. The ball must be placed on or outside the field. At least one foot must be on the ground and behind the line. The kick-in is taken from the side line. c) Over the goal line or end line, with a goal kick if the attacking team last touched the ball; or a corner kick if the defending team last touched the ball (unless stated above in the rules for each age group). **Goal kicks can be taken from anywhere inside the goal area. Goal kicks can be taken by any player not only the goal keeper.** Corner kicks are taken from the corner arc. d) An indirect free kick awarded to the attacking team in its opponents' goal area is taken from the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

SLIDE TACKLING is NOT allowed.

SAFETY is of primary importance. Coaches are expected to stop reckless or dangerous play. Coaches should discuss fair play practices and what player actions would constitute a foul and encourage appropriate behavior.

FAIR PLAY SOCCER DAY DISCIPLINARY PROCEDURE

Purpose: To establish a clear and fair process for addressing disciplinary issues that may arise during the event.

1. This procedure applies **to all players, coaches, team officials, and spectators involved in the event.**
2. Code of Conduct: All participants must adhere to the tournament's code of conduct, which promotes sportsmanship, respect, and fair play.

[Nipawin Youth Soccer - Code of Conduct \(rampinteractive.com\)](http://rampinteractive.com)

Or see our website nipawinyouthsoccer.ca, under the heading Parent's Toolkit, Code of Conduct.

3. Reporting Incidents: Any incidents of misconduct must be reported to the tournament officials immediately.

Initial Assessment: Tournament officials will conduct an initial assessment to determine the severity of the incident.

4. Minor Offenses: For minor offenses, such as unsportsmanlike behavior or dissent or reckless play, the following steps will be taken:

First Offense: Verbal warning **(on discretion of the match official can be upgraded to a cautionable (YC) offence).**

Second Offense: Cautionable offence (Yellow card).

5. Major Offenses: For major offenses, such as violent conduct or abusive language or extreme force plays, immediate ejection (Red Card) from the game will occur. The incident will be reviewed by the Disciplinary Committee for further action.

The offending team official/coaches are responsible to make sure an ejected player has proper supervision once removed from the playing area.

6. Disciplinary Committee: A Disciplinary Committee will be formed prior to the next schedule match, consisting of at least three impartial members.

7. Review Process: The Disciplinary Committee will review all major offenses and any appeals within 30 minutes of the incident.

8. Sanctions: Possible sanctions include, but are not limited to:

- Suspension from subsequent games
- Fair Play Soccer Day expulsion
- Future bans

9. Appeals: Teams or individuals may appeal decisions of the Disciplinary Committee. Appeals must be submitted in writing within 15 minutes of the decision.

10. Final Decision: The decision of the Disciplinary Committee, following an appeal, is final and binding.

11. Communication: All decisions will be communicated to the relevant parties as soon as possible.

12. Record Keeping: The tournament will keep a record of all disciplinary actions taken.

This procedure is designed to be adapted as needed for the specific rules and regulations of your youth soccer tournament. It's important to ensure that all participants are aware of these procedures before the tournament begins.

