



Fall Indoor Rules of Play Under 9

SYSI rules are adapted from FIFA rules of the game based on the specifics of this age group as well as the conditions offered in the indoor venues available. Please see the comments section for detailed tips on each law.

LAW # 1 – INDOOR FIELD OF PLAY

- **Indoor facilities and surface:**
 - o SaskTel Sports Centre – STSC – turf and hardcourt
 - o Saskatoon Kinsmen Henk Ruys Soccer Centre – SKHRSC - hardcourt
- **Field size:** ½ of a ¼ field -- 28 (width) x 35 (length) (Approx.)
- **Field markings:**
 - o Existing lines on the field and additional cones if desired.
 - o The center divides the field of play in 2 halves with the center point (kick off) at the middle of the center (halfway) line.
 - o No Penalty Area.
 - o The goal crease which is the equivalent of a mini-goal area is introduced to indicate the goal area the goalkeeper can handle the ball with his hands.
- **The goals:** 10ft width x 5ft height (approx.)

LAW # 2 – THE BALL

- **U9 = Size 4**
- The ball must be appropriate for the age of the player. Size 4 ball is smaller and lighter allowing an easier kick, dribble or pass.
- Please ensure that the ball is pumped up, but with a small amount of “give” to assist players with ball control. Remember safety first.

LAW # 3 – THE NUMBER OF PLAYERS

- Format of play is U9 5 vs 5 on the field at any given time.
- Roster size for U9 - SYSI recommends 7-10 players for each team
- Roster size for U9-Dev – Minimum 7 Maximum 10
- Goalkeepers are allowed at U9: Goalkeepers will be rotated with regular players as well. Every kid that has a desire to be a keeper should be allowed to do that.
- Intermissions are called roughly every 5-10 minutes, which allows for substitutions of all players on the field.
- Substitutions are permitted at time-outs and at half-time.

LAW # 4 – THE PLAYERS EQUIPMENT

- An official “soccer kit” includes a jersey, shorts, socks and shin-guards.
- Each team should try to wear colors that differentiate clearly from each other. The goalkeepers should have a different bib or jersey that can identify them as the only players that can handle the ball in the goal crease.
- Equipment should be safe for all the players and distinctive between the 2 teams.
- Shirts should be tucked in and socks should be pulled up over the shin-guards. This is done in case the shin-guards have edges to them that may hurt their fellow players.
- Shoes should not be wet!! Don’t let players on the court with wet shoes as it creates a danger for everyone! Remember safety first!

LAW # 5 – THE REFEREES

- There are no referees.
- Coaches only facilitate the game.
- Coaches should stand outside the field of play in his/her own half of the field.
- Coaches are encouraged before each game to talk with their counterpart concerning rules of play. Let the players move the ball to the right spot for kick-offs, kick ins and goal kicks. This will allow a learning process for the players!
- Make sure that the rules are followed and that the Fair Play nature of the game is followed. Remember kids emulate adults all the time.
- **We are here to make the game enjoyable for the children, parents and fans! Watching the game come second!**

LAW # 6 – DURATION OF THE MATCH

- Coaches are encouraged to discuss length of game time at the start of their scheduled hour.
- Teams are recommended to play fun drills, games or warm up activities for the first 15 minutes. Overall recommended duration of the game is a total of 40 minutes with 2 x 20 min halves, with timeouts every 9 minutes.
- Estimated 4 x 9-minute substitution changes

LAW # 7 – KICK-OFF AND RESTART OF THE GAME

- Always takes place from the center point (visible or imaginary) of the halfway line (visible or imaginary) of the playing area.
- At the kick-off to start the game and after a goal is scored the opposing team will retreat to their own half and cannot move forward until the kick has been taken.
- Opposing players must be at least 3 meters (4 yards) away from the ball at the kick off after a goal and/or the start of the game and/or half time.
- The defending team must retreat to the half-way line only on goal kicks. The team may re-enter the opponent's half once the ball has left the penalty area of the defending team.

LAW # 8 – THE BALL IN AND OUT OF PLAY

- The ball is considered out of play if:
 - o If the ball goes over the sideline (touch line), or if it hits the bleachers, goes into stands (stages), into player's benches, off of a parent, or off the ceiling, or any other amenity considered by both coaches to be "Out-of-Play" the game is restarted by:
 - A Kick-In or Dribble-In (considered an INDIRECT - Free Kick ~ means that the ball must be passed before scoring a goal) taken from the point where the ball went out of play over the touch line (visible or imaginary) by the team that did not touch the ball last. The player can also choose to Dribble-In (see Law 11) the ball from the point where the ball went out of play over the touch line. The ball is in play as soon as it passes the touch line.
 - o If it hits the bleachers, goes into stands (stages), into player's benches, off of a parent, or off the ceiling, or any other amenity considered by both coaches to be "Out-of-Play" the game is restarted by:
 - A Kick-In OR DRIBBLE-IN (considered an INDIRECT - Free Kick ~ means that the ball must be passed before scoring a goal), taken from the point where the ball went out of play over the touch line (visible or imaginary) by the team that did not touch the ball last.
 - o If the ball goes over the goal line anywhere outside the goals area, depending on which team has touched the ball last, the game will be restarted with one of the following two scenarios:
 - A Goal Kick (considered a DIRECT- Free Kick) if the attacking team was the last team to touch the ball, taken within 2-3 yards from the goal line anywhere across the width of play at the nearest point it went out of play (or it can be taken from the crease line). The defending team must retreat to the half-way line only on goal kicks. The team may re-enter the opponent's half once the ball has left the penalty area of the defending team.

- A Corner Kick OR DRIBBLE-IN (considered a DIRECT- Free Kick) if the defending team was the last one to touch the ball, taken from the corner of the field (intersection of goal line with touch line) on the side the field the ball went out of play. Opponents must be at least 4 yards away from the ball.

LAW # 9 – KICK-IN, GOAL KICK, CORNER KICK/DRIBBLE-IN

- There are three methods of restarting the play when the ball goes out of play:
 - THE KICK IN OR DRIBBLE-IN – considered INDIRECT free kick, the ball must be passed before a goal is scored. The kick in will be taken from the place the ball went out of play with the opponents at least 4 yards away until the ball is in play. The player can choose to Dribble-In the ball from the point where the ball went out of play over the touch line. The ball is in play as soon as the ball is touched.
 - THE GOAL KICK – considered a DIRECT free kick, a goal can be scored from it. The goal kick will be taken within 2-3 yards from the goal line anywhere from inside the crease area (goal area). The defending team must retreat to the half-way line only on goal kicks. The team may re-enter the opponent’s half once the ball has left the penalty area of the defending team.
 - A CORNER KICK OR DRIBBLE-IN (considered a DIRECT- Free Kick) if the defending team was the last one to touch the ball, taken from the corner of the field (intersection of goal line with touch line) on the side the field the ball went out of play. The player can choose to Dribble-In the ball from the point where the ball went out of play over the touch line. The ball is in play as soon as the ball is touched.

LAW # 10 – SCORING AND OFFSIDE

- There is no offside in mini soccer. Goals can be scored from anywhere on the field, but cannot be scored directly from a kick-off, kick-in or an indirect free kick.

LAW # 11 – FOULS AND MISCONDUCT

- Even though fouls in the game occur, they are almost always unintentional. Remember the age of these children in front of you. So, when fouls occur such as tripping, kicking, pushing, handling the ball intentionally, etc the opposing team is awarded an **INDIRECT FREE KICK**. This means that the ball must first be passed to another player before a goal can be scored.
- The coach/parent should explain all the infringements to EVERYONE including the player who committed the foul. This will assist in not alienating the player and gives everyone an explanation of what is not correct behavior on the soccer field.
- No caution of send off should be issued to the players.
- **SLIDE TACKLES ARE NOT ALLOWED** in indoor soccer. Players are not allowed to leave their feet or “go to ground” to win the ball from the opponent. If any coach is found to be allowing this from their players, Disciplinary Action will be taken.

Team Practices & Player Equipment/Jerseys

- Saskatoon Youth Soccer is not responsible for providing team equipment or jerseys for the teams as well as booking practice times.
- Practices are scheduled and determined between the team coaches and the Community Soccer Coordinator or Zone. Player equipment will be picked up by the coach from your Community Soccer Coordinator or Zone.