## **MINI SOCCER**

Draft Date: March 4, 2019 As per ASA Regulations for U7, this draw will now be played in a festival format.



Date: Wednesday, July 3 and Thursday, July 4, 2019

Time: See Schedule when posted

Note: **60 minutes before the team's first game**, there will be a **MANDATORY** coaches, Field Marshal, referee, and SARA board meeting to discuss the Code of Conduct and Rules.

### Locations:

U7 – Canyon Elementary School (408 Victoria Crescent, Pincher Creek AB)
U9 – Spray Park Field (behind swimming pool building – 895 Main St., Pincher Creek, AB)
U11 – Pincher Creek Agricultural Grounds (289 Canyon Dr., Pincher Creek, AB)

Events and Age Groups: All ages as of December 31st of current year

Co-Ed: Under 7 years - Born in 2012/2013 Co-Ed: Under 9 years - Born in 2010/2011 Co-Ed: under 11 years – Born in 2008/2009

Age Division	Game Time	Half Time	Ball Size	Goal Frame
Under 7	2- 20 min halves	5 min	#3	4 feet x 8 feet
Under 9	2- 25 min halves	5 min	#4	6 feet x 12 feet
Under 11	2 – 30 min halves	5 min	#4	6 feet x 12 feet

Note: U11 will play 8 v 8

### Field and Goal Frame Size:

Playing area will be 30-36 meters wide by 40-55 meters long. Goal standards will be approx. 6 feet high by 12 feet long. Note: goal sizes may vary, but they must be the same for both teams.

### **Regional Representation:**

Two teams per region per age group.

U11 teams must register a minimum of 8 players and a maximum of 13 players.

### Format:

- U7 Guaranteed 3 games festival style format.
- U9 tournament format guaranteed 3 games.
- U11 tournament format guaranteed 3 games.

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## **Rules and Regulations:**

- 1. Rules to be governed by the Alberta Soccer Association unless otherwise stated.
- 2. Every athlete must be able to produce appropriate identification at all times.
- 3. 60 minutes before the team's first game, there will be a MANDATORY coaches, Field Marshal, referee, and SARA board meeting to discuss the Code of Conduct and Rules.
- 4. All participants must be present at least 30 minutes prior to the event starting time indicated on the schedule. Any team late or not present for their event shall be eliminated by default.
- 5. For expediency, the coach is required to provide a roster of players, including scratches, before each game to the referee. This document is to be signed, dated and timed.
- 6. Each team will require a Field Marshal. The Field Marshal will be identified to the referee and is expected to act on behalf of the referee by reminding parents/spectators to keep their comments to themselves, diffusing potential problems before they arise, and dealing with unsportsmanlike conduct.
- 7. Each team shall provide a linesperson.
- 8. Coaches are only allowed to midpoint of the field.
- 9. Spectators are to be on the opposite side of the field from the players. No coaches are allowed on the field with the exception of an injured player(s).
- 10. Referees must write down the start time on the game sheet so as to avoid any discrepancies.
- 11. A team must register a minimum of 7 players and a maximum of 13 players, as well as a coach and a manager or trainer.
- 12. The games shall be played by two teams, each consisting of 7 players, one of whom is a goalie for U7 and U9, and 8 players, one of whom is a goalie for U11.
- 13. A minimum of 2 boys and 2 girls must be on the playing field at all times.
- 14. Prior to each game, referees will check each players equipment.
- 15. Hard casts and knee braces with any metal are considered to pose a danger to both the wearer and other players and are not permitted to be worn. The practice of padding a hard cast or knee brace with metal does not reduce the element of danger.
- 16. All players must wear shin pads covered with socks. Metal cleats on shoes are not allowed.

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- 17. At the referee's discretion, substitutions may be allowed during a stoppage in play, by either side.
- 18. No off-side rule to apply for U7 and U9 but WILL apply for U11.
- 19. The retreat line rule will come into effect for two situations during game play: a goal kick, and a free kick to the defending team within its own goal area. At these two restarts, the opposing team is required to move beyond the retreat line. He player taking the kick can then pass the ball to one of his team-mates without the pressure of an opposing player nearby. When the ball has left the penalty area, the play will resume as normal and the opposing team can move inside the retreat line.

The retreat line will be the halfway line in mini soccer. If a member of the opposing team comes inside the retreat line before the ball has left the goal area and interferes with play, the Referee will stop play and the restart will be retaken. Players cannot play the ball long over the retreat line from a goal kick or free kick from within their own goal area – they must play the ball short to a teammate.

Goalkeepers cannot drop kick the ball from their hands beyond the retreat line. If the ball goes beyond the retreat line without previously touching the ground, a free kick should be awarded to the opposing team at the point where the ball crossed the retreat line.

- 20. Goals can be scored from anywhere on the field but must pass under the height of the crossbar and between the posts.
- 21. A penalty spot will be marked 7 yards from the goal line. Penalty shots will only be taken if needed to determine the outcomes of the game. Penalty shots will not be awarded during regular play. Indirect kicks will be awarded for infractions. Ball must be placed a minimum of 10 yards from the goal line.
- 22. All fouls are indirect. This means that the ball must be first passed to another player before a goal can be scored.
- 23. Goal kicks may be taken by the goal keeper or any other person on the team.
- 24. When the goal keeper takes possession of the ball inside the goal crease, the keeper may put the ball back in play by kicking or throwing the ball. In the event of a goal kick the ball must be placed on the ground and kicked from inside the goal crease area and can be taken by any player.
- 25. Mercy Rule will be in effect: If a 7 goal or more lead exists after the first half or anytime during the second half, the current score will be recorded as the final game score. It will be

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left up to the discretion of the coaches if the rest of the game time will be played for fun and in the name of good sportsmanship.

- 26. The referee has the final decision. Good sportsmanship is expected of all coaches, parents and players. ABUSE OF ANY REFEREE WILL NOT BE TOLERATED! One warning from the referee may be given; ejection will result if a second offence occurs.
- 27. The Southern Alberta Summer Games has a Zero Tolerance Harassment Policy. If a competitor, coach, parent, or spectator is abusive in any way towards officials, other competitors, or volunteers, they will immediately be ejected from competition.

### **U11 Specific Rules:**

The retreat line rule will come into effect for two situations during game play: a goal kick, and a free kick to the defending team within its own penalty area. During these two restarts the opposing team is required to move beyond this line. When the ball has left the penalty area, the play will resume as normal and the opposing team can move inside the retreat line.

U11 will have offside rules at the retreat line.

If a member of the opposing team comes inside the retreat line before the ball has left the penalty area, and interferes with play, the referee will stop play and the restart will be retaken. Players can choose to play the ball long if they wish.

Each team must provide a lines-person for each game.

### TOURNAMENT DRAW (U9 and U11 only)

Points will be awarded for wins/losses and ties. Regular games will be allowed to end in a tie.

Points will be awarded for the following:

- Win 3 points
- Tie 1 point
- Loss 0 points

In the event of a **points tie** between teams, **to determine playoff spots or ranking**, points tie breaker will be decided on the following:

- (a) Previous Match Results the most points gained in the match(es) between the teams concerned shall be used to determine the final standing.
- (b) Goal Difference for any team still tied, by deducting goals against from goals for, in all games, the highest goal difference shall be used to determine the final standings

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- (c) Fewest Goals Conceded for any teams still tied, the fewest goals conceded, in all games, shall be used to determine the final standings.
- (d) Highest Goals Scored for any teams still tied, the total of goals scored in all games shall be used to determine the final standing.
- (e) For any teams still tied, penalty kicks shall be taken to determine which team advances to the next stage of the competition. A.S.A. Penalty kick rules shall apply.
- (f) In any three (3) team round-robin, whether part or whole of the competition, the third game of the competition shall be played to a decision if the team not participating has zero points, has been suspended or has withdrawn. Any third game of a three-team round robin that requires a result will go directly to penalty kicks.

## Playoff Tie-Breaking Procedure

No playoff games will be allowed to end in a tie. The games will follow this tie-breaking procedure:

- (a) During medal round games, if the game is tied, teams shall play an additional 10 minutes consisting of 2 five minute halves. If the game is still tied after the extra time has been played, penalty kicks shall be used as outlines below.
- (b) If penalty kicks are needed to break a tie in medal games, the procedure shall be: Penalty kicks shall be taken alternately by 5 different players of each team. Only the players on the field at the end of the game are allowed to take the initial penalty kicks, and one of the penalty kicks must be taken by a female. The goalie may take a penalty kick. A coin toss will determine which team will kick first.
- (c) If then the game is still undeclared, a sudden death shoot out shall occur. Teams shoot alternatively using different players each round. Cannot repeat shooter until all players on the team have had a turn. Goalies must remain on the goal line until the ball is struck. Only one goal will be awarded to the winning team from the shootout.

### **Registration Deadline:**

### Registration Deadline as designated by your Regional Director

All registrations are done through your Regional Director, who will determine the Regional Deadline. The registration fee must also be submitted to your Regional Director. *Signed consent forms must accompany the waivers.* 

### No late registrations will be accepted.

Events will be cancelled if there are one or less individuals or teams registered. Should any event be cancelled due to lack of registrations, the athletes being affected by the cancellation will be given an

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opportunity to re-register in another suitable category provided the event is scheduled to run.

