

# Dauphin Soccer Association Mini & Youth Soccer Rules 2009

## 2009 Season Overview

- The 2009 season is tentatively scheduled to commence Tuesday May 5, 2009 and end Thursday June 25, 2009.
- All games are played on Tuesday and Thursday at the Vermillion Ball/Soccer Complex
- All sessions for pre – Kindergarten begin at 5:30, with teams practicing for 15 minutes and a short 15 minute game ending by 6:00.
- All sessions for Kindergarten (under 6), Grades 1–2 (under 8) commence at 6:00pm, with teams practicing for 20 minutes followed by a 30 minute game and ending by 7:00pm.
- All sessions for Grades 3-4 (under 10) commence at 6:00pm, with teams practicing for 20 minutes followed by a 30 minute game and ending by 7:00pm.
- All sessions for Grades 5-6 (under 12) commence at 7:00pm with teams practicing for 20 minutes followed by a 50 minute game and ending by 8:15pm.
- Shin guards are not required to be worn by players in Pre-Kindergarten, Kindergarten and Grades 1-2 (U6 and U8), although it is recommended. Shin guards are mandatory for all other age groups.
- **Fair play:** All children playing Mini soccer are to participate in a minimum of 50% of the total playing time if possible, regardless of their ability. Coaches will make every effort to ensure all players are given equal opportunity to play.

## Mini soccer rules

### Pre – Kindergarten , Kindergarten (under 6) and Grades 1-2 (under 8)

#### 1. The Ball

- Pre-K and U6 use a size 3 ball.
- U8 use a size 4 ball.

#### 2. Players

- The number of players on the field shall be 6 (5 outfield players plus 1 goalkeeper).
- Minimum number of players shall be 5, one of which must be a goalkeeper.
- Unlimited substitutions shall be allowed during a stoppage in play at the discretion of the referee.

#### 3. Offside

- There is no offside, however players should not be encouraged to deliberately stand in what would normally be an offside position.

#### 4. Method of Scoring

- No goal can be scored by an opponent from a kick taken from inside the goal area. For a goal to count, the kick must originate outside the goal area.
- An attacking player may retrieve the ball from within the goal area; play the ball back outside the goal area and then score.

#### 5. Goalkeepers possession

- The ball is considered 'frozen' immediately the referee considers that it is in the possession of the goalkeeper.
- The goalkeeper shall be allowed to handle the ball within own goal area only.
- When the ball goes over the back line it is considered to be in the possession of the goalkeeper.

#### 6. Goalkeeper restart

- The goalkeeper has the choice, at every goalkeeper restart, of putting the ball into play by punting, throwing or placekicking the ball from within the goal area.
- The goalkeeper may put the ball into play from anywhere within the goal area.
- The ball is not in play until it has crossed outside the goal area.
- Only the goalkeeper may restart play once he/she is in possession of the ball.
- Attacking players must remain outside the goal area until the ball is put in play.

#### 7. Fouls and Misconduct

- No pushing, no hitting, no kicking, no tripping, no pushing an opponent.
- No "uncivilized conduct", rough play or playing in a manner considered dangerous. (If the player continues to play in the same manner, the referee will ask the coach to sit the player out for a couple of minutes).
- No deliberate handball (except goalkeeper within own goal area).
- All fouls will result in an indirect free kick taken from where the offence took place.
- The referee will explain infractions when necessary.
- Note: At this level it is not an offense for a player to kick the ball back to the goalkeeper and the goalkeeper to pick up the ball.

8. Free Kicks

- Opponents must be five (5) yards away from the ball.
- A goal cannot be scored until the ball has been played or touched by a second player of either team.

9. Penalty Kicks

- There are no penalty kicks

10. Kick In (Kindergarten only)

- A “kick in” is taken when the ball leaves the field of play over one of the sidelines and is awarded to the opposite team that put the ball out of the field of play.
- The player taking the “kick in” must be behind the sideline and facing the field of play.
- In the case of a foul kick, one (1) re-kick shall be allowed to the same player.
- The player taking the kick in shall not play or touch the ball a second time until the ball has been played or touched by a second player of either team.
- A kick in is considered to be an indirect free kick

11. Throw In

- A throw in is taken when the ball leaves the field of play over one of the sidelines and is awarded to the opposite team that put the ball out of the field of play.
- In the case of a foul throw, one (1) re-throw shall be allowed to the same player.
- The player taking the throw in shall not play or touch the ball a second time until the ball has been played or touched by a second player of either team.

12. Coaches on field

- At pre-K coaches (and some parents if needed) are permitted to be on the field to assist and encourage players.
- At Kindergarten level, coaches may need to be on field to assist and encourage players. Coaches should allow ref to call the game though. Coaches should attempt to coach from sideline as they see fit later in the season.
- At 1-2 level coaches should try to coach from the sideline as early as they can from the sideline. Coaches are expected to act as a sideline officials to indicate if the ball has passed out of bounds

**Grades 3-4 (under 10)**

1. The Ball

- U10 use a size 5 ball.

2. Players

- The number of players on the field shall be 8 (7 outfield players plus 1 goalkeeper).
- Minimum number of players shall be 7, one of which must be a goalkeeper.
- Unlimited substitutions shall be allowed during a stoppage in play at the discretion of the referee.

3. Goal Kick

- A goal kick is awarded when the whole of the ball crosses the goal line, excluding the area between the goal posts, having last been played or touched by the attacking team.
- The ball shall be put back into play by an in-direct kick taken by the goalkeeper from anywhere inside the goal/penalty area.

- The ball must pass out outside the goal/penalty area before it can be touched by another player.

#### 4. Corner Kick

- A corner kick is awarded when the whole of the ball crosses the goal line, excluding the area between the goal posts, having last been played or touched by the defending team.
- The ball shall be put back into play by a direct free kick taken by an attacker from inside the corner arc.

#### 5. Offside

- Offside is enforced for U10 age group.
- It is not an offence in itself to be in an offside position. A player is in an offside position if:
  - He is in the opponent's half of the pitch, and
  - Is nearer to his opponent's goal line than both the ball and the second last opponent.
- A player is only penalized if he is in an offside position at the moment the ball touches or is played by another member of his team and, in the opinion of the referee, is involved in active play by:
  - Interfering with play, or
  - Interfering with an opponent, or
  - Gaining an advantage by being in that offside position.
- There is no offside offence if a player receives the ball directly from:
  - A goal kick, or
  - A corner kick, or
  - A throw-in.
- For any offside offence, the referee awards an indirect free kick to the opposing team, to be taken from the place where the infringement occurred.

4. Coaches not permitted on the field. Coaches are asked to act as sideline officials to indicate if the ball has passed out of bounds.

All other mini soccer rules noted above apply

## **Youth Soccer Rules**

### **Grades 5-6 (under 12)**

#### 1. The Ball

- U10 use a size 5 ball.

#### 2. Players

- The number of players on the field shall be 11 (10 outfield players plus 1 goalkeeper).
- Minimum number of players shall be 8, one of which must be a goalkeeper.

#### 3. Laws of the Game

- All regular laws of the game apply