



The Mini Soccer Playing Rules

- The Mini Soccer Playing Rules Go Into Effect on January 31, 2006.
- **Rules 13.0 Free Kicks (amended to Indirect Free Kicks) and 15.0 Kick Ins (amended to Thrown Ins) and are specific to the Caledon Soccer Club.**
- These rules were approved by the OSA's Board of Directors on February 21, 2004 and two year's notice was given to all Member Organizations that these rules would be mandatory for Under-10 teams and younger aged teams, commencing with the 2006 season.

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Rule 1 - THE FIELD

A-Dimensions

The dimensions are contained in [Appendix A](#). You are also referred to the [illustration below](#).

Field markings shall be clearly visible, and of uniform width of approximately 5 inches. All lines are part of the area they encompass. The width of the goals shall be measured from the inside of one goal-post to the inside of the other goal-post, and the height from the ground to the underside of the cross-bar.

Whenever possible, goal-nets shall be used.

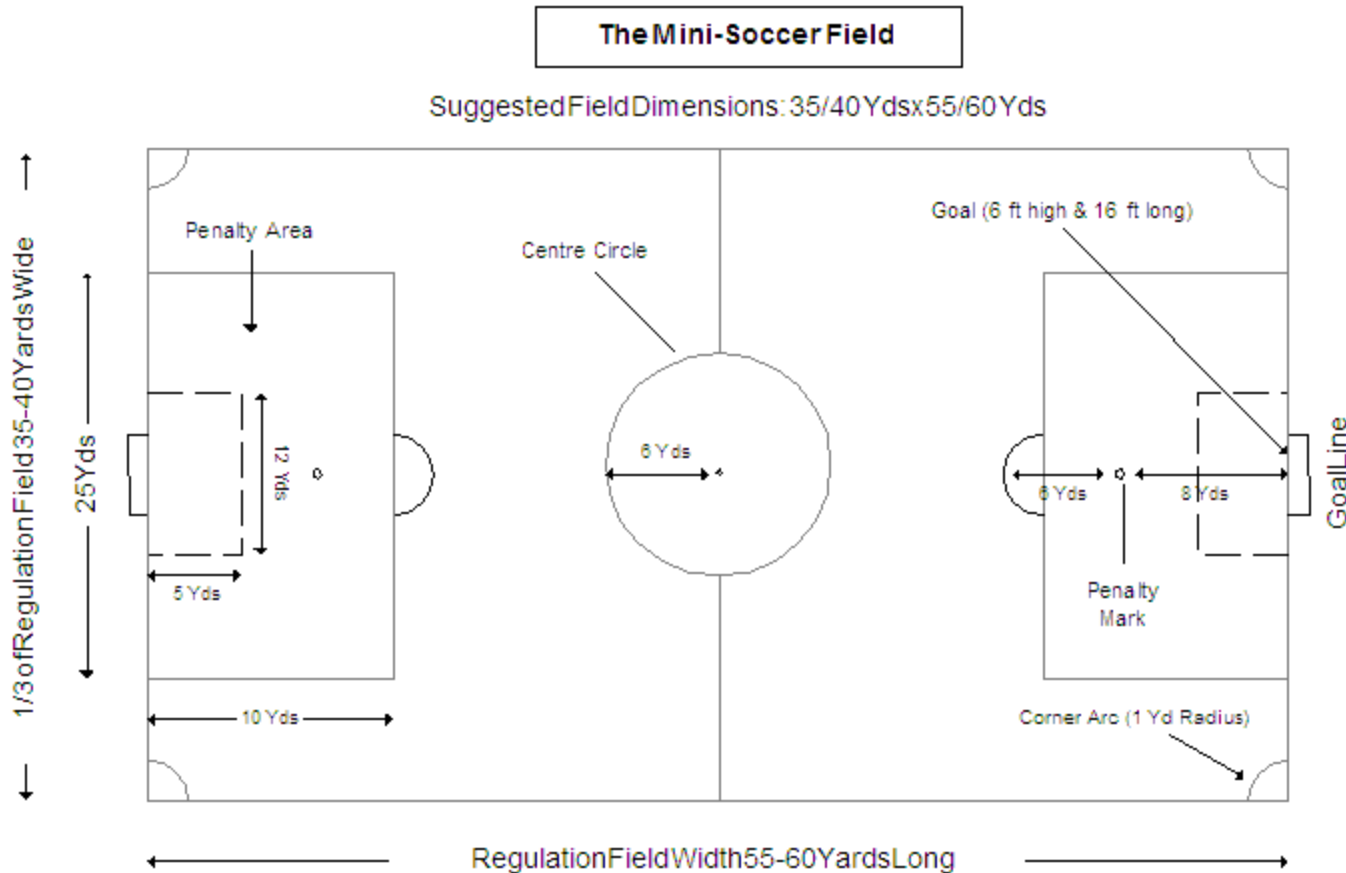
Corner-posts shall stand not less than 5 feet from the ground and shall be placed in each corner of the field of play.

B-Markings

All lines shall be distinctively marked not more than five (5) inches wide.

C-Goals

The size of the goals shall be 16 feet wide and 6 feet high. As per illustration below.



Rule 2 - THE BALL

Mini Soccer Playing Rules

Page : B.5.2

**Revised:
21-February-2004**

The ball shall be spherical and shall be constructed of material which is not dangerous to the players.
Ball size for U'10 year old should be size 4.

Rule 3 - NUMBER OF PLAYERS

Mini Soccer Playing Rules

Page : B.5.3

**Revised:
21-February-2004**

The game shall be played by two teams, each consisting of not more than 7 players, one of whom shall be the goalkeeper.
A maximum of 14 players can be dressed for a game.
Unlimited substitution shall be allowed.
Substitutions shall be allowed at stoppages, under the control of the referee.
Both teams must have at least 5 players to start the game.
The game should not continue if a team has less than 5 players.
Players ejected by the referee must be replaced by team substitute.
Ejected players must not take any further part in the game.

Rule 4 - PLAYERS EQUIPMENT

Mini Soccer Playing Rules

Page : B.5.4

**Revised:
21-February-2004**

Players shall not wear anything which endangers themselves or other players.
Basic compulsory equipment shall consist of shorts, socks, shinguards, footwear, and a numbered shirt. Goalkeepers must wear colours which are distinguishable from all outfield players and the referee.
A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible.

Rule 5 - The Referee

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Revised:
21-February-2004

The Referee

The referee appointed to officiate a mini-soccer game will have the full authority to enforce the mini-soccer rules. Referee decisions regarding facts connected to play are final.

The referee shall:

1. Enforce the rules of the game.
2. Refrain from penalizing in cases where the offending team may gain an advantage.
3. 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.
4. Control who may enter or leave the field of play.
5. Stop the game immediately if a player appears to be injured, bleeding, or concussed.
6. Signal to start the game, and to restart it after a stoppage.
7. Decide if the field of play and all applicable equipment is suitable.

Rule 6 - Referee Assistants

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Page : B.5.6
Revised:
21-February-2004

Referee Assistant

Not Applicable

Rule 7 - DURATION OF GAME

Mini Soccer Playing Rules

Page : B.5.7
Revised:
21-February-2004

The game shall be divided into two equal halves, the length of which shall be 30 minutes. The half-time interval shall be 5 minutes. If for any reason, a game is terminated before full-time, the local organizers shall decide the outcome of the game.

Rule 8 - START OF PLAY

Mini Soccer Playing Rules

Page : B.5.8
Revised:
21-February-2004

At the beginning of the game, choice of halves and the kick-off shall be decided by the toss of a coin. The team which wins the toss shall decide which goal to attack in the first half. The other team will take the kick-off. At a kick-off, all players shall be in their own half of the field of play. All players opposing the team taking the kick-off shall be not less than 6 yards from the ball until it is kicked-off. The game shall be started by the referee giving a signal. The ball will be in play when it is kicked forward into the opponent's half of the field.

For any infringement of this rule, the kick-off shall be retaken.

Should the player taking the kick-off play or touch the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.

After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player of the team against which the goal was scored.

After the first half of play, the teams shall change halves and the kick-off shall be taken by a player of the team opposing that which started the game.

For any stoppage not mentioned elsewhere in these rules, the referee shall restart the game by dropping the ball at the place where it was when play was stopped, unless play was stopped in the penalty-area. In this case, the ball shall be dropped on the penalty-area line at the point nearest to where the ball was when play was stopped. The ball shall be in play as soon as it touches the ground.

A goal may be scored directly from a kick-off.

Rule 9 - BALL IN AND OUT OF PLAY

Mini Soccer Playing Rules

Page : B.5.9
Revised:
21-February-2004

The ball is OUT of play:

1. When the whole of the ball has crossed the goal-line, or touch-line, whether on the ground or in the air.
2. When the play has been stopped by the referee.

The ball is IN play:

When it rebounds into play from a goal-post, a cross-bar, or a corner flag post, or referee and remains in the field of play.

Rule 10 - METHOD OF SCORING

Mini Soccer Playing Rules

Page : B.5.10
Revised:
21-February-2004

A goal is scored when the whole of the ball has crossed over the goal-line, between the goal-posts and under the cross-bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking team, except by a goalkeeper from within his own penalty-area.

The referee shall be the sole judge as to whether a goal has been scored.

During the course of play, should any outside agent prevent the ball from passing into the goal or assist the ball into the goal, play shall be stopped. The referee shall restart the game by dropping the ball.

Rule 11 - OFFSIDE

Mini Soccer Playing Rules

Page : B.5.11
Revised:
21-February-2004

There will be no offsides.

Rule 12 - FOULS & MISCONDUCT

Mini Soccer Playing Rules

Page : B.5.12

Revised:
21-February-2004

A player who, in the opinion of the referee, intentionally commits any of the following offences, shall be penalized by the awarding of a free-kick to the opposing team:

- Spits at an opponent
- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Holds an opponent
- Pushes an opponent
- Handles the ball deliberately, (except a goalkeeper from within his own penalty area).
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

Should a player commit one of the above offences within his own penalty-area, a penalty-kick shall be awarded.

Rule 13 – INDIRECT FREE KICKS

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Page : B.5.13

Revised:
21-February-2004

For any infringement of the mini-soccer rules when the ball is in play, the referee may award an indirect free-kick to the non-offending team. The indirect free-kick shall be taken from the place where the infringement occurred, unless the free-kick is awarded to the attacking team within its opponents' penalty-area. In this case, the penalty-kick shall be taken from the penalty-mark. At the taking of a free-kick, the ball shall be stationary and all opponents shall be not less than 6 yards from the ball until it has been kicked. The ball shall be in play when it is kicked and moved..

A player taking a free-kick within his own penalty-area shall kick the ball into play beyond the penalty-area. The ball shall be in play when it has been kicked and moved and has passed outside the penalty-area. All opponents shall be outside the penalty-area and not less than 6 yards from the ball until it has been kicked. For any infringement of this rule, the indirect free-kick shall be retaken. A player taking an indirect free-kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, an indirect free-kick shall be awarded to the opposing team.

Rule 14 - PENALTY KICKS

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Page : B.5.14
Caledon Soccer Club –Specific
Revised:
14-March-2006

A penalty-kick shall be taken from the penalty-mark. All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty-area but within the field of play, not less than 6 yards from the ball until it has been kicked.

The goalkeeper shall remain on his own goal-line facing the kicker, and between the goal-posts, until the ball has been kicked.

The player taking the penalty-kick must kick the ball forward. The ball shall be in play when the ball is kicked and moves forward. The player shall not play or touch the ball a second time until it has been played or touched by another player.

If necessary, the time of play shall be extended to allow a penalty-kick to be taken.

For any infringement of this rule:

By a member of the defending team, the kick shall be retaken if a goal has not been scored.

By a member of the attacking team, if a goal is scored it shall be disallowed and a free-kick awarded to the defending team, to be taken from the place where the infringement occurred.

By a member of both teams, the kick shall be retaken whether a goal has been scored or not.

If, after the kick has been taken, the ball or the goalkeeper is interfered with by an outside agent, the kick shall be retaken.

Rule 15 - THROW-IN

Mini Soccer Playing Rules

Page : B.5.15
Caledon Soccer Club –Specific
Revised:
14-March-2006

When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be thrown, from the point where it left the field of play, by a member of the team opposing that of the player who last played it or touched it.

The player taking the throw-in shall face the field of play and part of both feet shall be on the ground and on or behind the touch-line. The thrower shall use both hands to deliver the ball from behind and over his/her head. The ball shall be in play immediately after it enters the field of play

The player taking the throw-in must not play or touch the ball a second time before it has been played or touched by another player.

Rule 16 - GOAL KICK

Mini Soccer Playing Rules

Page : B.5.16

**Revised:
21-February-2004**

When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts, having last been played or touched by a member of the attacking team, a goal-kick shall be awarded to the defending team. The ball shall be kicked into play from any point within the goal area by a player of the defending team.

At the taking of a goal-kick, all opponents shall be outside the penalty-area until it has been kicked into play. The ball shall be in play when it has travelled directly beyond the penalty-area.

If the player taking the goal-kick plays or touches the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.

A goal may be scored directly from a goal-kick.

Rule 17 - CORNER KICKS

Mini Soccer Playing Rules

Page : B.5.17

**Revised:
21-February-2004**

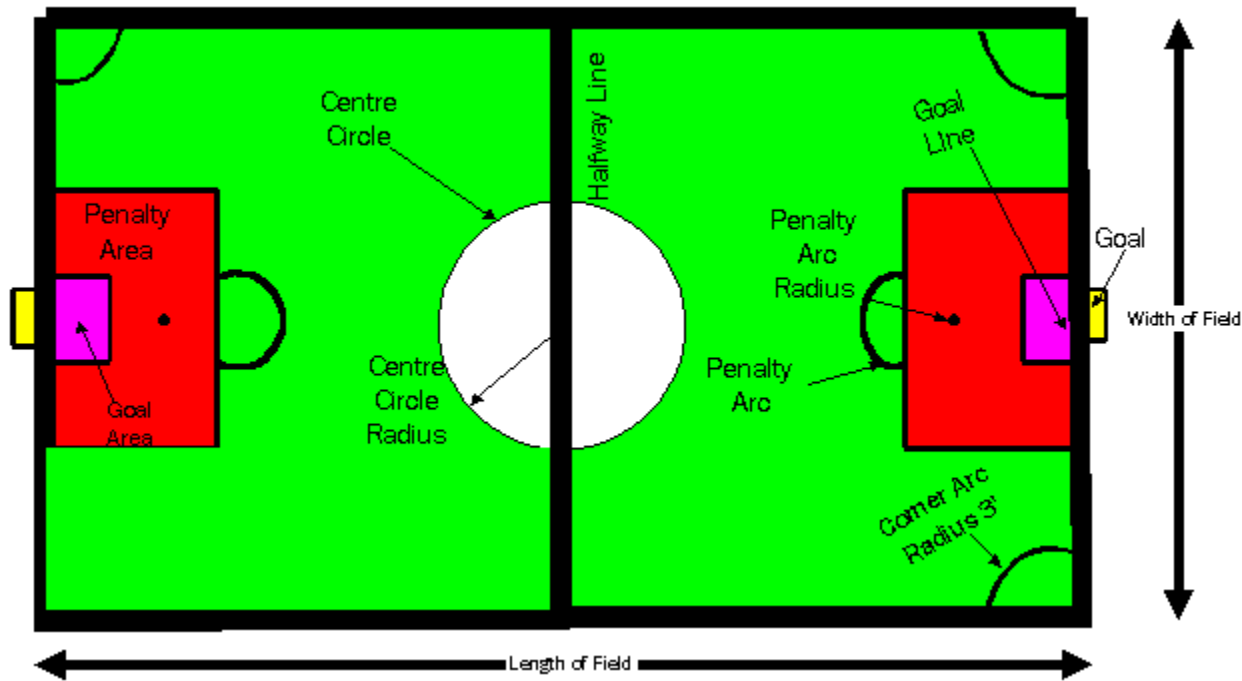
When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts, having last been played or touched by a member of the defending team, a corner-kick shall be awarded to the attacking team.

The corner-kick shall be taken from within the corner-arc nearest to where the ball crossed the goal-line. All opponents shall be not less than 6 yards from the ball until it has been kicked. The ball in play when it is kicked and moves.

If the player taking the corner-kick plays or touches the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.

A goal may be scored directly from a corner-kick.

Mini-Soccer Field Dimensions



	Length	Width	Height	Radius
Field Size	55 - 60 yards	35 - 40 yards		
Penalty Area	10 yards	25 yards		
Goal Area	5 yards	12 yards		
Goal		16 feet	6 feet	
Centre Circle				6 yards from centre spot
Penalty Area Arc				6 yards from penalty spot
Corner Arc				1 yard from corner
Penalty Spot				8 yards from goal line