

# **RULES OF RECREATIONAL MINI-SOCCER**

Triangle Area Youth Soccer Association (TAYSA)  
*Outdoor - Ages 6-12 & Under*



## **RULE 1: THE FIELD OF PLAY**

1. Whenever possible Mini-Soccer should be played on a field designed for that purpose. In many instances, however, games will be played within or across standard soccer fields. **WHERE POSSIBLE** the measurements are as follows:
  - Field size for mini fields: 30m (100') X 60m (200')
  - Crease size: 12m deep X 24m wide (Used in larger mini fields and full fields where the keeper can handle the ball and the penalty kick is taken)
  - Goal area: 6m X 12m (Used in smaller mini fields and used as the "crease" in ages 6-12&U where the keeper kicks the ball from)
2. The size of the goals shall be 5 metres wide and 2 metres high.
3. Whenever possible, goal-nets shall be used.

## **RULE 2: THE BALL**

1. The ball shall be spherical and shall be constructed of material which is not dangerous to the players.
2. Ball size for 6 yr olds: size 3
3. Ball size for 8-12 yr olds: size 4 (some 12 yr olds may play with a size 5)

## **RULE 3: NUMBER OF PLAYERS & SUBSTITUTIONS**

1. The game shall be played by two teams. 6&U play 6 on the field and no keeper; 8-12&U play 7 on the field (6 and the keeper). Team size should be 10 -13 players.  
*Note: 14-18&U play 11 on the field (10 and the keeper). Team size should be NO LESS than 12. If less than the minimum number of players are registered in an age group, they should either move up an age group or move to another community.*
2. For 6-10&U, unlimited number of players may be substituted at a time during stoppage of play for both teams; for 12&U, unlimited number of players may be substituted at a time only on your possession or if the opposing team is subbing. It is encouraged to have players exchange at the halfway of the field.  
*Note: Please check before the game with the referee as to how (s)he will allow players to leave and enter the field on substitutions.*  
*Note: 14-18&U usually substitute 3 players at a time on your possession. (If a team is large, the coach can ask the opposing coach and referee if more can be substituted at one time.)*

## **RULE 4: PLAYERS' EQUIPMENT**

1. Equipment shall consist of shorts/sweatpants, socks over shin-guards, footwear, and a numbered shirt. Goalkeepers must wear colours which are distinguishable from those of other players and those of the referee. Goalkeepers may wear gloves and tracksuit-type pants.
2. NO JEANS ARE ALLOWED by any player.
3. ALL jewellery or piercings must be removed (medical alerts excluded).

## **RULE 5: DURATION OF THE GAME**

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1. The game shall be divided into two equal halves:
  - 6-8&U play two-20 minute halves with a 5 minute break (total game time of 45 minutes).
  - 10-12&U play two-25 minute halves with a 5 minute break (total game time of 55 minutes). Games MUST be finished by 7:25 pm regardless of when they start so older team games can start on time. Less time played per half will be adjusted by referee to enable game to finish on time. A grace period of 10 minutes will be allowed to accommodate late player(s) & coach(es), but the game MUST then be played as 2-20 minute halves.
  - 14-18&U play two-25 minute halves with a 5 minute break (total game time of 55 minutes). On longer evenings, 16-18&U may choose to play two-30 or 45 minute halves with a 5 minute break. Referee will determine game time played. Coaches to check with referee.

## **RULE 6: START OF PLAY**

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1. A grace period of 10 minutes will be allowed to accommodate late player(s) & coach(es) to meet the minimum number of players required to start and play the game. After 10 minutes, the game will be forfeited. Play may continue with the team that is short deciding whether to play short or borrow players.
2. 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 have choice of halves and the opposing team gets the kick-off. The order is reversed for the start of the second half.
3. 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 metres from the ball until it is kicked off. The game shall be started by the referee giving a signal. The ball shall be kicked forward into the opponents' half of the field. The ball is in play when it is kicked and moves. For any infringement of rule, the kickoff shall be retaken.
4. The player taking the kick-off must not play or touch the ball a second time before it has been played or touched by another player.
5. 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.
6. 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.
7. 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 that part of the penalty area line that runs parallel to the goal-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.
8. A goal may NOT be scored directly from a kick-off. The ball must be touched by another player first.  
*Note: This applies to 6-12&U only.*

## **RULE 7: BALL IN AND OUT OF PLAY**

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1. The ball is out of play
  - when the whole of the ball has crossed the goal-line/end of the field, or touch-line/sideline, whether on the ground or in the air
  - when the game has been stopped by the referee
2. The ball is in play at all other times.

## **RULE 8: METHOD OF SCORING**

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1. A goal is scored when the whole of the ball has crossed over the goal line, between the goalposts and under the crossbar, 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 in his/her own penalty area.

## **RULE 9: FREE-KICK**

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1. For any infringement of the Rules of the Game when the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless the free kick is awarded to the attacking team within the opponents' penalty area. In this case, the kick shall be taken from that part of the penalty area line which runs parallel to the goal-line, at the point nearest to where the offence was committed.
2. At the taking of a free kick, the ball shall be stationary and all opponents shall not be less than 6 metres from the ball until it has been kicked. The ball shall be in play when it is kicked and moves.
3. A player taking a free kick within his/her own penalty area shall kick the ball into play beyond the penalty area. The ball is in play when it is kicked and moves and has passed outside the penalty area. All opponents shall be outside the penalty area and not less than 6 metres from the ball until it has been kicked.

*For any infringement of this rule, the free kick shall be retaken.*

4. A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player.

## **RULE 10: FOULS AND MISCONDUCT**

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1. A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding a free kick to the opposing team:
  - kicks or attempts to kick an opponent
  - trips an opponent
  - jumps at an opponent
  - charges an opponent in any manner
  - strikes, attempts to strike, or spits at an opponent
  - holds an opponent
  - pushes an opponent
  - handles the ball, i.e. strikes, carries or propels the ball with hand or arm, excepting a goalkeeper within his/her own penalty area.

Should a player commit one of the above offences within his/her own penalty area while the ball is in play, irrespective of the position of the ball, an indirect kick shall be awarded to the opposing team.

## **RULE 11: THROW-IN**

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1. When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be thrown in, from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
2. 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 head and must be thrown in the same direction the feet are pointing. The ball shall be in play immediately after it enters the field of play.
3. 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.

***Please note, in mini-soccer, repeatedly stopping the flow of the game to re-take incorrectly taken throw-ins should be avoided. Refs should instruct the player what was done wrong & allow the player a second chance to do it right.***

#### **RULE 12: GOAL KICK**

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1. When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goalposts 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 a point within that half of the penalty area nearest to where the ball crossed the goal line.
2. At the taking of a goal kick, all opponents shall be outside the penalty area and not less than 6 metres from the ball until it has been kicked into play. The ball shall be in play when it has travelled the distance of its own circumference and has left the penalty area.
3. The player taking the goal kick must not play or touch the ball a second time before it has been played or touched by another player.
4. A goal may be scored directly from a goal kick, but only against the opposing team.

#### **RULE 13: CORNER-KICK**

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1. 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.
2. 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 metres from the ball until it has been kicked. The ball must travel the distance of its own circumference to be in play.
3. The player taking the corner-kick must not play or touch the ball a second time before it has been played or touched by another player.

#### **RULE 14: CREASE**

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1. There is no crease called for 12&U and older.
2. For 6-10&U, an opponent may not enter the crease at any time (including follow through of a kick). This has been implemented to protect the young keeper.
3. Players may intentionally pass the ball to their keeper in the crease to handle with their feet ONLY. It is a penalty if the keeper uses their hands.
4. Once the keeper leaves the crease, they are considered another player and may not use their hands. In 12&U another player may fill in for the keeper if they should leave the area BUT MUST handle the ball ONLY with their feet. If they touch the ball with their hands this is a penalty.

#### **RULE 15: OFFSIDE**

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1. There is no off-side called for 6-10&U.
2. For 12&U and older, please note the following:

##### **Offside Position**

It is not an offence in itself to be in an offside position.

A player is in an offside position if:

- He is nearer to his opponents' goal line than both the ball and the second last opponent (the keeper is the last defender). He may not receive the ball if past the last two opponents/defence (defender + keeper = last 2 defence).

A player is not in an offside position if:

- He is in his own half of the field of play, or
- He is level with the second last opponent, or
- He is level with the last two opponents

### **Offence**

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

- Interfering with play, or
- Interfering with an opponent, or
- Gaining an advantage by being in that position

### **No Offence**

There is no offside offence if a player receives the ball directly from:

- A goal kick, or
- A throw-in, or
- A corner kick

**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.**

## **Infringements/Sanctions**

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**TAYSA supports a safe and fun soccer interaction for all players and coaches. Our policy is ZERO TOLERANCE on Dangerous Play, Serious Foul and Violent Conduct.**

**Players, Coaches and Spectators may receive a Yellow card (caution/warning) or Red card as determined by a referee, depending on the severity of the foul.**

**Fouls include, but are not limited to:**

### **YELLOW CARD -**

- Unsportsmanlike behaviour (eg. overly aggressive play, unsportsmanlike behaviour)

### **RED CARD -**

- Persistent misconduct after receiving a caution during regular league play and tournament play
- Foul or abusive language during regular league play and tournament play (offence uttered loudly, addressed to self or circumstance, or against a player, spectator, coach or official)
- Violent conduct – serious foul play – serious foul with no intent to injure the opponent – Offence against the spirit of the game rather than an opponent.

**On a first RED CARD offence, a member of the TAYSA Board should be contacted. Upon further investigation of the complaint, it may be warranted that further sanctions be given where a member of the TAYSA Board contact that person and a warning will be given. On a second RED CARD offence, the person will be contacted by the TAYSA Board and required to withdraw from the soccer league.**

**REMEMBER, this is a Recreational league. Our goal is to teach basic soccer skills, promote fair play, teamwork and for ALL to have fun.**

If you have any questions, comments or feedback about this document please [contact your local board member](#).

## Players Code<sup>1</sup>

1. Play the game for the game's sake.
2. Obey the laws of the game.
3. Conduct yourself with honour and dignity.
4. Accept the decision of the officials with good grace.
5. Honestly and wholeheartedly applaud the efforts of your teammates and your opponents.
6. Work for the good of your team.
7. Believe in the honesty of your opponents.
8. Be gracious when you lose.
9. Be generous when you win.

<sup>1</sup> Regina Soccer Association, Codes of Conduct, Appendix XV

## Officials Code<sup>2</sup>

1. Apply rules and regulations to match the level of the players. Explain briefly the decisions if necessary.
2. Use common sense to ensure that the "spirit of the game" for children is not lost by overcalling the game.
3. Actions speak louder than words. Ensure both on and off field behaviour is consistent with the principles of good sportsmanship.
4. Compliment both teams on their good plays and at the end of the game.
5. Be consistent, objective and courteous in calling all infractions, fouls & misconduct.
6. Act to promote fair play at all times.
7. Create a positive and constructive environment to help the participation and enjoyment of the children.
8. Make a personal commitment to keep yourself informed on the sound officiating principles and the principles of growth and development of children.
9. Enjoy the game, be friendly and try to improve your skills every game.

<sup>2</sup> The Canadian Soccer Association, Laws of the Game Made Easy, 2004/2005

## Coaches Code<sup>3</sup>

1. I will try to be a coach that children can respect. I will be generous with praise and set a good example.
2. I will teach my athletes to play fair and respect the rules, officials, and opponents.
3. I will ensure that all athletes get equal instruction, support and fair playing time.
4. I will not ridicule or yell at my athletes for making mistakes or performing poorly. I will remember that children play to have fun and be encouraged to have confidence in themselves.
5. I will be responsible when scheduling games and practices, remembering that young players have other interests and obligations.
6. I will ensure that equipment and facilities are safe and match the athlete's age and abilities.
7. I will try to obtain proper training and continue to upgrade my own coaching skills.

<sup>3</sup> Indoor and Outdoor Recreation Soccer Rules, North Zone Soccer, Revised 2002

## Parents Code<sup>4</sup>

1. Make athletic participation for your child and others a positive experience.
2. Children have more need for encouragement than criticism.
3. Attempt to relieve the pressure of competition not increase it. A child is easily affected by outside influences.
4. Applaud good plays by your team and by members of the opposing team.
5. Accept the results of the each game. Encourage them to:
  - a. Be gracious in victory, and
  - b. Turn defeat into victory by helping the child work towards improvement.
6. Be kind to your child's coach and officials. The coach is a volunteer giving personal time to provide a recreational activity for your child. The coach is providing a valuable community service, often without reward other than the personal satisfaction of having served his/her community.
7. The opponents are necessary friends. Without them your child could not participate meaningfully.
8. Between the exuberance of the winner and the disappointment of the loser we find the person called the official. All of them follow the same creed - to watch every move of every player and to call the game to the best of their ability. Do not openly question their judgement and never their honesty. They are a symbol of fairplay, integrity and sportsmanship.

<sup>4</sup> Regina Soccer Association, Codes of Conduct, Appendix XV

**IF CHILDREN ENJOY THE GAME WE ARE ON THE RIGHT TRACK**