



Under 7 through 12 Programs

Division	Length of Half	# of Players Including Goalie	# of Players to Avoid Forfeit	Ball Size	Field Size
Under 7	25 minutes	6	4	3	Minis- 8A, B, C
Under 8	25 minutes	6	4	3	
Under 9	25 minutes	7	5	4	Minis- F7 & 9
Under 10	25 minutes	7	5	4	
Under 12	25 minutes	9	7	4	3/4 Fields- F6 & 10

EQUAL TIME FOR PLAYERS

ALL PLAYERS MUST PLAY AN EQUAL AMOUNT OF TIME IN A GAME.

REFEREES

The referee is in complete control of the game and is the sole judge of all calls in the game. Coaches should not approach the referee except after the game. If you feel you need to get a situation clarified by the Referee-In-Chief, complete the Referee Comment Sheet in your workbook and submit it to your Convener.

START OF PLAY

All teams must be on the same side of the field and spectators on the opposite side of the field in order for the game to commence. Refusal to co-operate could result in a forfeit. The referee is to bring it to the attention of the coaches if this occurs and it must be corrected before the beginning of the game.

A coin toss with the captains of each team and the referee will determine possession of the ball. All players opposing the team taking the kick-off shall be at least 6 meters from the ball until it is kicked off. The ball must be kicked forward into the opponent's half of the field. The player kicking off may not touch the ball again until another player touches it.

PLAYING RULES

The playing rules shall be those set out in the latest available edition of the F.I.F.A. Laws of the Game and the OSA Laws of the Small Sided Game (7v7).

SUBSTITUTIONS

Substitutions can be requested on any stoppage.

Substitutions are only permitted after the referee has been asked and permission has been granted.

Substitutions may be denied to speed the flow of the game or near the end of each half.

Substitute players are to enter the field at center, only after the referee has acknowledged them.

THREE GOAL MAXIMUM

Each player can score up to three goals in one game. After three, any goals scored by that player do not count and the play resumes with a goal kick.



GOALKEEPER

The goalkeeper can leave the goal area but he/she forfeits the ability to touch the ball with their hands. Touching the ball outside the goal area with their hand results in an in-direct free kick from where the offence occurred. The referee must be informed if a goalkeeper is being changed.

The goalkeeper must wear a shirt or pinnie that is a colour different from the opposition and own team. The keeper may wear gloves. Only the keeper is allowed to wear a hat (soft peak only, pointed forward) on the field due to the sun shining in his/her direction.

GOAL AREA RULES FOR U7 to U12

1. The goalkeeper may pick up the ball anywhere within the 10 yard box.
2. Goal kicks will be taken from the edge of the 10-yard box.
3. A goal may be scored from inside the 10-yard box but not inside the 2-yard box.
4. Any goal scored in the 2-yard box will result in a goal kick.

GOAL KICK

During a goal kick all players must be in their respective halves of the field. This means the defending team or the goalie's team stays in their defensive half and will ultimately get possession of the ball. Once the ball is kicked, the attacking team can cross half and pursue the ball.

CORNER KICK

A corner kick is awarded when the whole of the ball has crossed the goal line, excluding that portion between the goal posts, having last been touched by a member of the defending team. All opponents must be at least 6 meters from the ball until it has been kicked. A goal may be scored directly from a corner kick.

THROW-INS/PASS-INS

For U7 through U10: When a ball is kicked out at sides, a pass in will result (instead of a throw in). Players will kick the ball from the sideline and opposing players will give 3m for the ball to be inbounded fairly. A goal can not be scored on a kick in.

For U12: Normal throw-in process will take place. The player who takes the throw-in faces the field of play and has both feet on or behind the touchline. Ensure the child is using correct form with both hands from behind and over the head. Throw in the ball while both feet remain on the ground. A goal may not be scored directly from a throw-in. This is the time to encourage proper technique. Please allow up to a maximum of three attempts until the player succeeds.

FOULS

In the event of a minor or major foul, the opposing team is awarded an indirect free kick from where the offence occurred. Major fouls are slide tackling, kicking or attempting to kick, tripping, jumping at, charging in any manner, striking or attempting to strike, spitting at, holding or pushing an opponent or touching the ball with hand or arm. Minor fouls are obstruction, dangerous play and unsporting play. Mini referees may issue yellow cards for serious fouls. In the event a child receives a yellow card, they must leave the field of play so the coach can discuss the foul with the player. They may be substituted back in at the next stoppage of play.

SLIDE TACKLING

Slide tackling is not permitted in mini soccer and is a cautionable offence (Yellow card). If in the referee's opinion a slide tackle has occurred, the player will be cautioned and the ref will issue a yellow card and the player will be substituted out of the game. The coach may substitute back into the game once the offence has been clarified with the player. A second yellow card given for slide tackling will result in ejection from the game.



LOPSIDED RULE

A team BEHIND by four (4) goals may add one player to the field until the score is at a three (3) goal spread to a maximum of three (3) additional players. Once a goal is scored, the team behind must remove the extra player from the field.

4 goals behind = 1 additional player

5 goals behind = 2 additional players

6 goals behind = 3 additional players

SHORT-HANDED RULE

If one team is playing short-handed, the opposing team will play with only one player more on the field.

OFFSIDE (U12 only)

The off side rule applies on 3/4 size fields only. A player is offside if he is behind the last defender when the ball is played by his own team. A player in an offside position is penalized if he is involved in the play or gains an advantage from being in an offside position.

POLICY NOTES

USING PLAYERS NOT ON YOUR ROSTER

BRINGING UP PLAYERS FROM A LOWER DIVISION or MOVEMENT in own division is prohibited. Any child that plays for a team (other than the one assigned by the Registrar) could face suspension.

COACHING POSITION

One coach from each team is permitted to be on the field in the Under 7 division only. The Coach may not enter the goal area, interfere with the play or coach from behind the goal. Under 8 to 12 coaches are not allowed on the field.

GAME PROTESTS

All protests and matters of dispute, within the jurisdiction of QWSC, shall be subject to the ruling of the Protest Committee.

Game protests shall be actioned within 48 hours by a Protest Committee of 3 QWSC Members formed at the direction of the House League Convenor. Protest Committee decisions on the protest are final.

Game protests must be received in writing to the Office Manager within 48 hours of the game, excluding Sundays. A twenty-five dollar (\$25.00) non-refundable fee must accompany all game protests.

The complainant will receive written electronic notification of the decision by the Committee within 24 hours (excluding Sundays).

Copies of the protest and the decision are to be submitted at the next sitting of the Executive Committee and be entered into the minutes.