

RULE 26. RULES FOR MINI-SOCCER

All districts shall administer Small Sided Games programming under the regulations stated herein (rules of play):

Field Sizes must conform to the table as set out below:

Age Group	Min Width	Max Width	Min Length	Max Length
Under 6	18 Meters	22 Meters	25 Meters	30 Meters
Under 7/8	20 Meters	25 Meters	30 Meters	36 Meters
Under 9/10	30 Meters	36 Meters	40 Meters	55 Meters
Under 11/12	42 Meters	55 Meters	60 Meters	75 Meters

Goal sizes must conform to the table as set out below:

Age Group	Goal Length	Goal Height	Option
Under 6	8 feet / 2.438	5 feet / 1.524	Anything smaller
Under 7/8	8 feet / 2.438	5 feet / 1.524	Anything smaller
Under 9/10	12 feet / 3.657	6 feet / 1.83	None
Under 11/12	18 feet / 5.486	6 feet / 1.83	None

Ball size must conform to the table as set of below:

Age Group	Under 6	Under 7/8	Under 9/10	Under 11/12
Ball Size	3	3	3 or 4	4

The duration of the games must conform to the table as set out below:

Age Group	Under 6	Under 7/8	Under 9/10	Under 11/12
Duration	2 x 15 Minutes	2 x 15 Minutes	2 x 25 Minutes	2 x 30 Minutes
Half Time	5 minutes	5 Minutes	5 Minutes	5 Minutes

Number of players:

Age Group	Under 6	Under 7/8	Under 9/10	Under 11/12
Game Format	3 v 3 No Goalkeeper	4 v 4 Including Goalkeeper	7 v 7 Including Goalkeeper	8 v 8 Including Goalkeeper

Squad sizes:

Age Group Format	Under 6 3 v 3	Under 7/8 4 v 4	Under 9/10 7 v 7	Under 11/12 8 v 8
Minimum	8	8	11	12
Maximum	12	12	14	16

Official Under 6 Playing Rules

The BCSA recommended age specific modifications to the FIFA Laws of the Game.

Law 1 – The Field of Play:

Length: 25 (min) 30 (max) Meters

Width: 18 (min) 22 (max) Meters

Field Markings:

Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of five (5) meters is marked around it.

NB: All field markings may be marked by the means of cones (woz-makers)

The Goal Area:

If 3 v 3 with no goalkeepers, there is no goal area.

If 3 v 3 plus a goalkeeper - A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line three (3) meters from the inside each goalpost. These lines extend into the field of play for a distance of three (3) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area:

None.

Flag posts:

None

The Corner Arc:

None.

Goal Posts:

Goals must be placed on the center of each goal line and must be no larger than 2.438 x 1.524 Meters or 8 foot wide by 5 foot high. The maximum size has been established however, smaller sized goals will be permitted; these could be in the form of portable goals, pug-goals or “witches hat cones”. Both goals however must be the same size and must be safe and secure. Flag poles and bicycle whip sticks are unacceptable due to safety concerns.

Law 2 – The Ball:

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications.

Size three (3).

Law 3 – The Number of Players:

If the goal is *smaller* than 2.438 x 1.524 Meters / 8 foot wide by 5 foot high, the match is played by two teams each consisting of not more than three (3) players. There is no goalkeeper.

If the goal is 2.438 x 1.524 Meters / 8 foot wide by 5 foot high the match is played by two teams, each consisting of three (3) plus a goalkeeper.

Players must take equal turns in all field positions including the goalkeeper position that must be rotated at half time. It is not necessary that all players play in the goalkeeper position during a single game.

Substitutions:

At any stoppage, substitutions are unlimited and must be done with the officials' permission.

Playing time:

All players SHALL play equal playing time.

Law 4 – The Players Equipment:

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

Law 5 – The Referee:

A Class 5 referee or nominated person may be used. The referee's role is to keep players safe and ensure that the game is played under the "fair play" code. A Class 5 or higher official can send a team official from the field if they fail to conduct themselves in a responsible manner.

Law 6 – The Assistant Referees:

None required, the referee or nominated person decides as to which team the kick in is awarded to.

Law 7 – The Duration of the Match:

The match shall be divided into two (2) equal fifteen (15) minute half's. There shall be a five (5) minute break between half's.

Law 8 – The Start and Restart of Play:

Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least five (5) meters from the ball until it is in play. Dropped balls are not part of Small Sided Games Program at this age group an indirect free kick will be awarded to the team who had possession when the play was stopped.

Law 9 – The Ball In and Out of Play:

Conform to FIFA.

Law 10 – The Method of Scoring:

Conform to FIFA.

Law 11 – Offside:

None.

Law 12 – Fouls and Misconduct:

Conform to FIFA with the exception that all fouls shall result in an indirect free kick. The referee or nominated person must explain ALL infringements to the offending player. An indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her goal area into the opponents goal area. No cards shown for misconduct.

If a player intentionally strikes, deliberately kicks or spits at an opponent, this player must be substituted and will not be permitted to participate further during the game. The coach should inform the player as to why and correct these actions.

Law 13 – Free Kicks:

Conform to FIFA with the exceptions that all free kicks are indirect and opponents are at least five (5) meters from the ball until it is in play.

Law 14 – The Penalty Kick:

None.

Law 15 – The Throw-In:

A kick-in will replace the official throw-in at this age group. A kick-in is to be considered as an indirect free kick with the opponents five (5) meters from the ball until it is in play.

Law 16 – The Goal Kick:

The goal kick should be taken within 3 meters off the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be five (5) meters away from the ball until it is in play. **Unlike FIFA a goal cannot be scored directly from a goal kick.**

Law 17 – The Corner Kick:

Conform to FIFA with the exception that opponents remain at least five (5) meters from the ball until it is in play. **Unlike FIFA a goal cannot be scored directly from a corner kick.**

Official Under 7 & Under 8 Playing Rules

Law 1 – The Field of Play:

Length: 30 (Min) 36 (Max) Meters

Width: 20 (Min) 25 (Max) Meters

Field Markings:

Distinctive lines not more than fifteen (15) centimetres wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of five (5) meters is marked around it.

NB: All field markings may be marked by the means of cones (woz-makers)

The Goal Area:

A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line three (3) meters from the inside each goalpost. These lines extend into the field of play for a distance of three (3) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

If 3 v 3 with no goalkeepers, no goal area is required.

The Penalty Area:

None.

Flag posts:

None

The Corner Arc:

None

Goal Posts: Goals must be placed on the center of each goal line and must be no larger than 2.438 x 1.524 Meters or 8 feet wide by 5 feet high. The maximum size has been established however, smaller sized goals will be permitted; these could be in the form of portable goals, pug-goals or “witches hat cones”. Both goal however must be the same size and must be safe and secure. Flag poles and bicycle whip sticks are unacceptable due to safety concerns.

Law 2 – The Ball:

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications.

Size three (3).

Law 3 – The Number of Players:

If the goal is 2.438 x 1.524 Meters / 8 foot wide by 5 foot high the match is played by two teams, each consisting of four (4) players, one of which is a goalkeeper. Players will take equal turns to play in all field positions including the goalkeeper position that must

be rotated at half time. It is not necessary that all players play in the goalkeeper position during a single game.

If the goal is *smaller* than 2.438 x 1.524 Meters / 8 foot wide by 5 foot high, the match is played by two teams each consisting of not more than three (3) players. There is no goalkeeper.

Substitutions:

At any stoppage, substitutions are unlimited and must be done with the officials' permission.

Playing time:

All players SHALL play equal playing time.

Law 4 – The Players Equipment:

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

Law 5 – The Referee:

A Class 5 referee or nominated person may be used. The referee's role is to keep players safe and ensure that the game is played under the "fair play" code. A Class 5 or higher official can send a team official from the field if they fail to conduct themselves in a responsible manner.

Law 6 – The Assistant Referees:

None required, the referee or nominated person decides as to which team the throw in is awarded to.

Law 7 – The Duration of the Match:

The match shall be divided into two (2) fifteen (15) minute half's. There shall be a five (5) minute break between half's.

Law 8 – The Start and Restart of Play:

Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least five (5) meters from the ball until it is in play. Dropped balls are not part of Small Sided Games Program at this age group and an indirect free kick will be awarded to the team who had possession when the play was stopped.

Law 9 – The Ball In and Out of Play:

Conform to FIFA.

Law 10 – The Method of Scoring:

Conform to FIFA.

Law 11 – Offside:

None.

Law 12 – Fouls and Misconduct:

Conform to FIFA with the exception that all fouls shall result in an indirect free kick. The referee or nominated person must explain ALL infringements to the offending player. No cards shown for misconduct. An indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her goal area into the opponents goal area No cards shown for misconduct.

If a player intentionally strikes, deliberately kicks or spits at an opponent, this player must be substituted and will not be permitted to participate further during the game. The coach should inform the player as to why and correct these actions.

Law 13 – Free Kicks:

Conform to FIFA with the exceptions that all kicks are indirect and all opponents are at least five (5) meters from the ball until it is in play.

Law 14 – The Penalty Kick:

None.

Law 15 – The Throw-In:

Conform to FIFA.

Law 16 – The Goal Kick:

Conform to FIFA except that: it shall be taken from anywhere within the goal area.

Opponents must remain at least five (5) meters away from the ball until it is in play.

Unlike FIFA a goal cannot be scored directly from a goal kick.

Law 17 – The Corner Kick:

Conform to FIFA with the exception that opponents remain at least five (5) meters from the ball until it is in play. **Unlike FIFA a goal cannot be scored directly from a corner kick.**

Official Under 9 & Under 10 Playing Rules

Law 1 – The Field of Play

Length: 40 (Min) 55 (max) Meters
Width: 30 (Min) 36 (max) Meters

Field Markings:

Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) meters is marked around it.

NB: All field markings may be marked by the means of cones (woz-makers)

The Goal Area:

A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, ten (10) meters from the inside of each goalpost. These lines extend into the field of play for a distance of ten (10) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area:

None.

Flag posts:

None

The Corner Arc:

None

Goals Posts:

Goals must be placed on the center of each goal line and measure 3.657 x 1.981 Meters or 12 feet wide and 6.5 feet high.

Law 2 – The Ball:

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications.

Size three (3) or four (4).

Law 3 – The Number of Players:

A match is played by two teams, each consisting of not more than seven players, one of whom is the goalkeeper. Players will take equal turns to play in all field positions including the goalkeeper position that must be rotated at half time. It is not necessary that all players play in the goalkeeper position during a single game. A match may not start if either team consists of fewer than five players one of whom is the goalkeeper.

Substitutions: At any stoppage, substitutions are unlimited and must be done with the officials' permission.

Playing time: All players SHALL play equal playing time.

Law 4 – The Players Equipment:

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

Law 5 – The Referee:

A Class 5 referee or nominated person may be used. The referee's role is to keep players safe and ensure that the game is played under the "fair play" code. A Class 5 or higher official can send a team official from the field if they fail to conduct themselves in a responsible manner.

Law 6 – The Assistant Referees:

None, the referee or nominated person decides as to which team the throw in is awarded to.

Law 7 – The Duration of the Match:

The match will be divided into two (2) equal halves of twenty five (25) minutes each. There shall be a half-time interval of five (5) minutes.

Law 8 – The Start and Restart of Play: Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least eight (8) meters from the ball until it is in play. Dropped balls are not part of Small Sided Games Program at this age group and an indirect free kick will be awarded to the team who had possession when the play was stopped.

Law 9 – The Ball In and Out of Play:

Conform to FIFA.

Law 10 – The Method of Scoring:

Conform to FIFA.

Law 11 – Offside:

None.

Law 12 – Fouls and Misconduct:

Conform to FIFA with the exception that all fouls shall result in an indirect free kick. An indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her goal area into the opponents goal area. No cards shown for misconduct. If a player intentionally strikes, deliberately kicks or spits at an opponent, this player must be substituted and will not be

permitted to participate further during the game. The coach should inform the player as to why and correct these actions.

Law 13 – Free Kicks:

Conform to FIFA with the exception that all free kicks are indirect. All opponents are at least eight (8) meters from the ball.

Law 14 – The Penalty Kick:

None.

Law 15 – The Throw-In:

Conform to FIFA.

Law 16 – The Goal Kick:

Conform to FIFA except that: it shall be taken from anywhere within the goal area. Opponents must remain at least eight (8) meters away from the ball until it is in play.

Unlike FIFA goal cannot be scored directly from a goal kick.

Law 17 – The Corner Kick:

Conform to FIFA with the exception that opponents remain at least eight (8) meters from the ball until it is in play. **Unlike FIFA a goal cannot be scored directly from a corner kick.**

Official Under 11 & Under 12 Playing Rules

The BCSA recommended modifications to the FIFA Laws of the Game.

Law 1 – The Field of Play

Length: 60 (Min) 75 (Max) Meters

Width: 42 (Min) 55 (Max) Meters

Field Markings:

Distinctive lines not more than fifteen (15) centimetres wide. The field of play is divided into thirds and by a centre spot that indicates a centre spot that is located at the midpoint. A circle with a radius of nine (9) meters may, but not mandatory be marked around it. An offside line parallel to the centre line should be marked from touch line to touch line at the attacking third mark.

NB: All field markings may be marked by the means of cones (woz-makers)

Goal Area

None

The Penalty Area:

A penalty area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, eleven (11) meters from the inside of each goalpost. These lines extend into the field of play for a distance of eleven (11) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made nine (9) meters from the midpoint between the goalposts and equidistant to them.

Flag posts:

Conform to FIFA if used, they however are not mandatory)

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The Corner Arc:

Conform to FIFA if marked, they however are not mandatory)

Goals Posts:

Goals must be placed on the center of each goal line and measure 5.486 x 1.981 Meters 18feet wide and 6.5feet high.

Law 2 – The Ball:

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications.

Size four (4).

Law 3 – The Number of Players:

A match is played by two teams, each consisting of not more than eight (8) players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven players one of whom is the goalkeeper. All players shall play equal playing time.

Substitutions: At any stoppage, substitutions are unlimited and must be done with the officials' permission.

Law 4 – The Players Equipment:

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

Law 5 – The Referee:

A Class 5 or higher official must be used. The referee's role is to keep players safe and ensure that the game is played under the "fair play" code. A Class 5 or higher official can send a team official from the field if they fail to conduct themselves in a responsible manner.

Law 6 – The Assistant Referee:

A nominated person.

Law 7 – The Duration of the Match:

The match will be divided into two (2) halves of thirty (30) minutes each. There shall be a half-time interval of five (5) minutes.

Law 8 – The Start and Restart of Play:

Conform to FIFA with the exception that opponents of the team taking the kick-off are at least nine (9) meters from the ball until it is in play.

Law 9 – The Ball In and Out of Play:

Conform to FIFA.

Law 10 – The Method of Scoring:

Conform to FIFA.

Law 11 – Offside:

Conform to FIFA with the exception of only occurring in the attacking third.

Law 12 – Fouls and Misconduct:

Conform to FIFA with the exception that an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponents penalty area. Cautionary and expulsion cards are used.

Law 13 – Free Kicks:

Conform to FIFA with the exception that opponents are at least nine (9) meters from the ball. An indirect kick awarded to the attacking team that occurs inside the penalty area,

shall be taken from the outside edge of the penalty area in line where the offense took place.

Law 14 – The Penalty Kick:

Conform to FIFA with the exceptions that the penalty mark is marked at nine (9) meters from the goal line. All players except the player taking the kick must be nine (9) meters from the ball.

Law 15 – The Throw-In:

Conform to FIFA.

Law 16 – The Goal Kick:

Conform to FIFA except that it shall be taken from anywhere within the penalty area. Opponents must remain at least nine (9) meters away from the ball until it is in play.

Law 17 – The Corner Kick:

Conform to FIFA with the exception that opponents remain at least nine (9) meters away from the ball until it is in play.