



Whitby Iroquois Soccer Club

Mini Indoor Playing Rules

MINI SOCCER RULES

RULE 1: THE FIELD

- Field markings shall be clearly visible and of uniform width of approximately 5 inches (12.7cm). All lines are part of the area they encompass.
- The size of the goals shall be 16 feet (4.9M) wide and 6 feet (1.8M) high.
- 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.

Off-side: Not applicable

RULE 2: THE BALL

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

RULE 3: NUMBER OF PLAYERS

For U6 and U8 - the game shall be played by two teams, each consisting of 5 players, one of whom shall be the goalkeeper.

- **Substitutions shall be made at the end of each 5 minute period. Play shall not be stopped for the substitution until the ball is out of play**
- Unlimited substitution shall be allowed

For U10 – the game shall be played by two teams each consisting of 7 players, one of whom shall be the goalkeeper

- Unlimited substitution shall be allowed
- Players ejected by the referee must be replaced by a team substitute
- Ejected players must not take any further part in the game.



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RULE 4: PLAYER'S EQUIPMENT

- Players shall not wear anything which endangers themselves or other players.
- Basic compulsory equipment shall consist of shorts, socks, shin guards, footwear, and a numbered shirt. Goalkeepers must wear colors 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

- 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:

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

Referee Assistant: Not Applicable

RULE 6: DURATION OF THE GAME

- The game shall be divided into two equal halves, the length of which shall be 20 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.



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RULE 7: START OF PLAY

- 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 (5.5M) from the ball until it is kicked-off. The game shall be started by the referee giving a signal. The ball maybe kicked in any direction (ie., forwards, sideways, or backwards) on the field of play.

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 **NOT** be scored directly from a kick-off.

RULE 8: BALL IN AND OUT OF PLAY

The ball is OUT of play:

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

The ball is IN play:

- At all other times including 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.



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RULE 9: METHOD OF SCORING

- 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 10: FREE-KICK

- All free kicks shall be classified as "indirect" (ie a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal)
- For any infringement of the mini-soccer rules when the ball is in play, the referee may award a free-kick to the non-offending team. The 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 5 metres 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 5 metres from the ball until it has been kicked. For any infringement of this rule, the free-kick shall be retaken.
- 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. For any infringement of this rule, a free-kick shall be awarded to the opposing team.
- A goal may **NOT** be scored directly from a free-kick



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RULE 11: PENALTY-KICK

- 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 5 metres 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 12: FOULS AND MISCONDUCT

A free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

- 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
- Slide tackles or attempts to slide tackle

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



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RULE 13 – THROW-IN /KICK-IN

U6 and U8 – KICK-IN

When the whole of the ball passes over the touch-line, either on the ground or in the air, a free kick shall be awarded the team opposing that of the player who last touched or played the ball. The free kick shall be taken from the point that the ball crossed the touch-line. Players of the team opposing that of the player taking the kick-in shall not approach within five metres of the ball until it is in play, i.e., it has been kicked and moves, nor shall the kicker play the ball a second time until it has been touched or played by another player.

A goal may **NOT** be scored directly from a kick-in.

U10 – THROW-IN

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- holds the ball with both hands
- delivers the ball from behind and over his head
- delivers the ball from the point where it left the field of play

All opponents must stand no less than 5 m (5 metres) from the point at which the throw-in is taken.

The ball is in play when it enters the field of play.

After delivering the ball, the thrower must not touch the ball again until it has touched another player.

A goal may **NOT** be scored directly from a throw-in.

RULE 14 - GOAL KICK

When the whole of the ball passes over the goal-line excluding that portion between the goal-posts, either in the air or on the ground, having last been played by one of the attacking team, it shall be kicked from any point within the goal-area (penalty area), by a player of the defending team. A goalkeeper shall not handle the ball from a goal-kick in order to kick it into play. If the ball is not kicked beyond the penalty area, i.e., directly into play, the kick shall be retaken. The kicker shall not play the ball a second time until it has touched or been played by another player. Players of the team opposing that of the player taking the goal-kick shall be at least five metres from the ball and shall remain outside the penalty-area until the ball has been kicked out of the penalty-area.

A goal may **NOT** be scored directly from a goal-kick.

Infringements/Sanctions

If the player taking a goal-kick plays the ball a second time after it has passed beyond the penalty-area, but before it has touched or been played by another player, an indirect free kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred, subject to the over-riding conditions imposed in Playing Rule 13.



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RULE 15 - CORNER-KICK

When the whole of the ball passes over the goal-line, excluding that portion between the goal-posts, either in the air or on the ground, having last been played by one of the defending team, a member of the attacking team shall take a corner-kick. Depending upon the facility either the whole of the ball shall be placed on, or within, the corner arc (ie., quarter circle at the nearest corner-flag post), which must not be moved, or the ball will be placed on the corner- mark. and it shall be kicked from that position. Players of the team opposing that of the player taking the corner-kick shall not approach within five metres of the ball until it is in play, i.e., it has been kicked and moves, nor shall the kicker play the ball a second time until it has been touched or played by another player.

A goal shall **NOT** be scored directly from a corner-kick.