

# MINI SOCCER RULES

**This is a non-competitive Play-Day.**

## **Tournaments**

**Grade 5: Mixed Team:** No more than 5 boys may be on the field at any one time

**Grade 6:** A playday will be run for Grade 6 boys and Grade 6 girls.

### **Cancellation:**

The tournament may be cancelled due to inclement weather. A decision to cancel will be made by 7:00 a.m. the day of the tournament. It is understood that weather being unpredictable, may cause the tournament to be cancelled after 7:00 a.m. If possible the tournament will be rescheduled.

## **RULES**

1. **NO CLEATS ALLOWED. Footwear is to be running shoes.**
2. Every team must have a coach.
3. There are 9 players on the field.
4. There shall be 2 halves of 10-15 minutes running time.
5. To permit as much play as possible and avoid wasting time there will be no off-sides;
6. There will be no penalty kicks.
7. There is no crease.
8. All free kicks are to be indirect – that is the ball must be touched by someone else before scoring.
9. A throw in will take place for all out of bounds calls.
10. A goal kick will be taken from the goal line.
11. Goals - Traffic cones will mark the goals. The scoring of a goal will of necessity be a judgment call by the referee, with guidelines for the goal height to be within the reach (i.e. extended arm) of the goalie.
12. Coaches & spectators must stand on sidelines & not behind the goal line.
13. Every school must have their students clearly and easily identifiable with the school name in order to play. Schools will be sent home without playing if they do not wear an identifiable uniform.

## **Rules of the Day**

- a) Be on the field and ready at your scheduled playing times.
- b) Do not leave garbage on the field.
- c) Only the locker rooms are to be used in the host school & only for changing. Students are forbidden to be in any other part of the host school.
- d) Any student who questions a referee's call or swears on the field or makes any obscene gestures or talks back to the referee will be put out of the game.
- e) All members of a team must be identified by a distinctive pinnie

**EQUIPMENT: BRING: 2 balls**

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