

## Mini Rules

### Summary

Total Time	60 minutes; 7:15-8:15 p.m.
Warm Up/Drills	15 minutes; 7:15-7:30 p.m.
Halves	7:30-7:50 p.m. and 7:55-8:15 p.m.
Half Time Referees	5 minutes; 7:50-7:55 p.m.
Size of Ball	Size 4
Number of Players	5, including goalie
Goalkeepers	Yes
Substitutions	~3 minutes
Offside	No



### Basic Rules

#### THE BALL

Size 4 soccer ball.

#### PLAYING AREA (FIELD)

The Fields span two micro fields and measure minimum 25m x 30m, maximum 30m x 36m.

#### DURATION OF GAME

15 minute practice; 7:15-7:30 p.m.

20 minute half; 7:30-7:50 p.m.

5 minute break; 7:50-7:55 p.m.

20 minutes half; 7:55-8:15 p.m.

*\*If additional practice time is desired, coaches may take possession of their field at 7:00 p.m.*

#### PLAYERS

Teams play 5 per side, one of which must be a goalkeeper. If a team is shorthanded, coaches are encouraged to share players to ensure a game can be played. Each player should participate on an equal time basis and be given the opportunity to try all positions

#### START AND RESTART OF PLAY

Kick-off is taken at the center of the playing field to start the game and after each goal has been scored.

#### GAME CANCELLATIONS

Games are played come rain, snow or shine. Cancellation typically only occurs in the event of extreme weather (lighting) and hazardous field conditions (soaked fields). Lightning must be present in the area, not simply forecast.

The RRCC.Soccer website and twitter page will announce cancellations by 5 p.m. If no cancellation is indicated by 5pm, players should proceed to the field and cancellation will be determined on location, jointly by coaches/refs.

# Referee Calls

We want to keep the game flowing with the least amount of stoppages as possible. As such, there are only 5 calls where mini soccer referees should blow the whistle:

1. **Sideline/Out of Bounds:** The team who did not touch the ball last before it went out takes the THROW-IN.

During a throw-in, the player must:

- face the field
- have two feet on the ground
- use both hands
- deliver the ball from behind and over his/her head
- not touch the ball again until it has touched another player

If any of the above is not correct, the ref should show the player the correct method and allow one re-throw. If the second throw is not correct, let the play go on.

2. **End of field/Out of Bounds:**

- If the defending player touched it last, put the ball back in play by a **CORNER KICK**. Point in direction that team is moving and blow the whistle and call their colour (i.e. "Black Corner"). Place the ball at corner.
- If the attacking player touched it last, put the ball back in play by a **GOAL KICK**. Point in direction of the goalie and blow the whistle, and call Goalie Kick. Goalie kicks ball from goal line.

**\*\*\*Important:** For **GOAL KICKS**, please instruct attacking players to move back to half line. (Goalie development is part of mini soccer so goalies should be given space to learn).

3. **Player in Goalie Crease:** Only the Goalie can touch the ball once it enters the crease. Goals scored from within the crease will not be counted.
4. **Player Substitutions:** Substitutions may be made during any stoppage of play. Referees must know in advance that a substitution is being made. Shifts should be approximately 3 minutes; however, the game is not to be stopped just for a shift change.
5. **Rough Play:** Pushing, shoving, kicking (including take out slides) is not allowed.
  - 1st offence: Ref warns offending player
  - 2nd offence: Ref advises coach they have warned the player already. Coach warns player.
  - 3rd offence: Coach instructs player to sit out remainder of game. Substitutions will be allowed for the ejected player.

*Note: In mini soccer, the referees will not whistle for off sides or hand violations (unless purposeful). However, players should be coached not to cherry pick, e.g. "You need to get back on Defense") or use hands.*