

VYSA MINI LEAGUE RULES OF PLAY

October, 2009

1. Field Preparation and Maintenance: The Home team is responsible for lining the fields in accordance with the new BCSA measurements. Cones can be used instead of lines. The Home team is also responsible for ensuring that the playing field affords a safe environment. The team should organize a pre-game inspection crew of parents to remove any dangerous objects. *In addition, the Home Team is responsible for garbage and litter clean up after the game.* Litter has been a major irritant in the past for the Parks and School Boards from whom the fields are leased.

2. Uniforms & Equipment: All players must wear shin pads, regulation soccer boots and full club issue uniforms. The Home team will play in its usual colours unless there is a colour clash with the Visiting team. In that case the Home team will play in its alternate colour. The Club colours are:

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|--------------|--------------------------|
| Douglas Park | Yellow (blue reversible) |
| ICSF | Blue (yellow bibs) |
| Kerrisdale | Yellow |
| KLM | Red (yellow bibs) |
| Marpole | Blue (white bibs) |
| VGSC | Black |
| KIL | Green |

Goalkeepers **must** wear a distinguishing colour or jersey from **all** outfield players.

Scarves and baseball caps are **not** permitted. **Shirts must be tucked inside the shorts.** If pinnies are worn, they may hang outside of the shorts. Gloves, long track pants, ski toques and undershirts are permitted. If track pants are worn, they are to be worn **under** the club shorts and socks.

U8 will play with a size 3 ball. At U9 and U10, the Clubs may choose to issue either size 3 or size 4 balls, with the size of the game ball being decided by the home team.

3. Schedule: A schedule will be forwarded to the clubs as soon as possible after registration is closed and teams are confirmed. There is no tiering of teams based on results. Games are played on Saturday mornings **rain or shine.**

It is essential that the "Home" team coach call the opposing Coach the day before the game to confirm:

- Both teams have sufficient numbers;
- The kick-off time is as per the schedule;
- The visiting coach knows directions to the field;
- Alternative arrangements are made if necessitated by weather and field conditions;
- Postponement discussions are held if weather conditions are extremely adverse;
- There will not be a uniform colour clash.
- (At U9 and U10) the size of the game ball (see paragraph 2);

- The number of players to be played on the field (see paragraph13);
- Adjustments to be made in the case of uneven teams (see paragraph 10).

4. Parents/Supporters: Each team should establish a base for their supporters on the sidelines (not behind the goal). Where field configuration permits, team officials and their players must stand on one side of the field while both teams' spectators will stand on the opposite side of the field.

Coaches must continually remind parents that they should be giving positive encouragement to the players, and not criticizing or yelling at them, the referee or making negative comments about the other team. Please also advise your team's supporters not to approach the referee or any child on the opposing team.

5. Coaches: Coaches should make every effort to coach from the sidelines. Under unusual circumstances, such as the addition of a large number of new players, and with agreement from the opposing team, a coach may stay on the field. *However, coaches must stay away from the area of play and not interfere with the game.*

6. Excessive Physical Contact and Unsportsmanlike Conduct: While it is generally accepted that soccer involves physical contact, there have been reports of instances where tackling has been overly zealous. Elbowing and pushing are also becoming commonplace. It is important that coaches teach players that this is not acceptable play. Punching, kicking, spitting, and slide tackling from behind, are all examples of serious incidents that must be stopped by the coach by immediately taking the player off the field to teach him or her the unacceptable nature of what they have done. There have been serious injuries in the past. Coaches have the duty to make players aware that these sorts of tactics are **NOT** acceptable and that persistence with *this type of behaviour will result in the offending player being withdrawn from the game by HIS or HER coach.*

All complaints must be fielded by the Coach and dealt with as outlined in the "Disciplinary Action" section below.

Referees are instructed to talk to the coaches if there is any unnecessary rough play or distasteful behaviour.

7. Disciplinary Action: While we do not have any disciplinary measures in place at the Mini Soccer level, complaints are dealt with on a case-by-case basis by the VYSA Mini Coordinator , Maryann Gray maryann.gray@supernode.com who will make sure that the Clubs are aware of any problems with their teams. Any problems should be reported to her in writing, countersigned by at least two witnesses to the incident. This includes running up scores. Maryann will liaise with the VYSA Discipline Rep, Jackie Larson, about how to handle specific complaints based on BCSA guidelines and policies.

8. Punctuality: Kick off times as per the schedule **MUST** be adhered to. Failure to do so results in games backing up and possible delays and re-scheduling of later games. It is recommended that *players arrive at the field, in full uniform, no later than 30 minutes before kick off.*

Regardless of how late a game starts, it must be ended on time so that the next match can start as per the schedule.

9. Duration of Games: At the U8 level, halves are 15 minutes each (may be extended to 20 minutes by mutual agreement); U9 and U10 shall play 25-minute halves. There is a five-minute half time break.

10. Uneven Teams: Every effort must be taken to avoid discouraging defeats. Consequently, the recording of goals will be stopped once a 4-goal margin is reached and the score will be reported as such. At this point, *the winning coach will call a time-out* to make suitable arrangements for the remainder of the game with the opposition's coach. The game can either be concluded or play can continue with some adjustments made to the number of players on each team and/or any other method that will maintain a balance. Any further scoring will not be recorded.

If the VYSA Mini Coordinator receives two complaints against any one team for running up the score, there will be action taken to ensure that it doesn't happen again. Moving up an age group may be the solution.

11. Referees: Each Club's referee scheduler assigns a referee for all **HOME GAMES** based on the internal procedure used by each Club. **In the event there is a change of venue or the game is cancelled, it is the responsibility of the Home Club to advise the referee accordingly.**

Young referees will make mistakes. It is very important to be supportive and patient with them, and prevent sideline criticism by supporters. Direct competency or judgment complaints to the Referee Scheduler. Coaches should make a special effort to thank the referee for his or her work after the game.

12. Start of the Game: The game should start with a player representative from each team and the Referee meeting at the centre of the field. The Referee will toss a coin and the winner decides which end his team will defend. (In practice sometimes the coaches do it with the referee).

13. Number of Players: FIFA Mini Rules and BCSA Mini rules mandate 4-aside (including the goalie) for U8 and 7-aside (including goalie) for U9 and U10. An exception can be made at U9 and U10 to play 8-aside **if prior to the beginning of a game both coaches and the referee agree** (because of such things as an exceptionally large field, large team rosters or players getting cold on the sidelines). If there isn't agreement the teams should default to playing 7- aside.

14. Rules of the Game: Following are the Mini Soccer Rules for each age group. They should be kept in the coaching bag for reference should a dispute arise. In the event of a dispute the referee's decision is final.

Official BCSA Playing Rules for U6

Law 1 –

The Field of Play: Length (min) 25 (max) 30 meters Width (min) 18 (max) 22 meters Distinctive lines not more than 15 centimeters wide. The field of play is divided into 2 halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 5 meters is marked around it. All field markings may be marked by means of cones (woz-markers).

The Goal Area: If 3 v 3 with no keeper, there is no goal area. If 3 v 3 plus a keeper, a goal area at each end is defined as follows: Two lines are drawn at right angles to the goal line 3 meters from inside each goal post. These lines extend into the field of play for a distance of 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.

Penalty Area, Corner flags, Corner area – There are none.

Goal Posts – Goals must be placed at the center of each goal line and must be no larger than 2.438 X 1.524 meters (8 feet by 5 feet). Smaller sized goals will be permitted in the form of portable goals, pug-goals or “witches hat cones”. Both goals must be the same size, be safe and secure. Flag poles and bicycle whip sticks are not acceptable due to safety concerns.

Law 2 – The Ball must conform to FIFA standards and inflation specifications for Size 3.

Law 3 – The Number of Players

If the goal is smaller than 2.438 X 1.524 (8 by 5 feet), the match is played by 2 teams each consisting of not more than 3 players. There is no keeper.

If the goal is 2.438 X 1.524, the match is played by two teams each consisting of 3 players plus a keeper.

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

Subs – At any stoppage, subs are unlimited and must be done with the ref’s permission.

Law 4 – Player’s Equipment – Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but the uniform must still distinguish the teams. The keeper must wear a colour that distinguishes himself/herself 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 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 ref can send a team official from the field if they fail to conduct themselves in a responsible manner.

Law 6 – None required. The ref decides as to which team the kick in is awarded to.

Law 7 – Duration of the Match – The match shall consist of two equal 15 minute halves with a 5 minute break between the halves.

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 5 meters from the ball until it is in play. Dropped balls are not part of Small Sided Games Programs. 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 game official 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 keeper punts or drop-kicks the ball in the air from his/her goal area into the opponents' goal area. No cards are 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 must inform the player as to why and how to correct these actions.

Law 13 – Free Kicks – Conform to FIFA with the exceptions that all free kicks are indirect and opponents are at least 5 meters from the ball until it is in play.

Law 14 – The Penalty Kick – There are none.

Law 15 – The Throw-In – A kick-in will replace the throw-in at this age group. A kick-in is to be considered as an indirect free kick with the opponents 5 meters from the ball until it is in play.

Law 16 – The Goal Kick :

The goal kick should be taken within 3 meters of 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 5 meters away from the ball until it is in play. **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 5 meters from the ball until it is in play. **A goal cannot be scored directly from a corner kick.**

Official BCSA Playing Rules for U7 and U8

Law 1 –

The Field of Play: Length (min) 30 (max) 36 meters Width (min) 20 (max) 25 meters
Distinctive lines not more than 15 centimeters wide. The field of play is divided into 2 halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 5 meters is marked around it. All field markings may be marked by means of cones (woz-markers).

The Goal Area: If 3 v 3 with no keeper, there is no goal area. If 3 v 3 plus a keeper, a goal area at each end is defined as follows: Two lines are drawn at right angles to the goal line 3 meters from inside each goal post. These lines extend into the field of play for a distance of 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.

Penalty Area, Corner flags, Corner area – There are none.

Goal Posts – Goals must be placed at the center of each goal line and must be no larger than 2.438 X 1.524 meters (8 feet by 5 feet). Smaller sized goals will be permitted in the form of portable goals, pug-goals or “witches hat cones”. Both goals must be the same size, be safe and secure. Flag poles and bicycle whip sticks are not acceptable due to safety concerns.

Law 2 – The Ball must conform to FIFA standards and inflation specifications for Size 3.

Law 3 – The Number of Players

If the goal is smaller than 2.438 X 1.524 (8 by 5 feet), the match is played by 2 teams each consisting of not more than 3 players. There is no keeper.

If the goal is 2.438 X 1.524, the match is played by two teams each consisting of 4 players, one of which is a keeper.

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

Subs – At any stoppage, subs are unlimited and must be done with the ref’s permission.

Laws 4 through 15 – are the same as for U6.

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 5 meters away from the ball until it is in play. . **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 5 meters from the ball until it is in play. **A goal cannot be scored directly from a corner kick.**

Official BCSA Playing Rules for U9 and U10

Law 1 –

The Field of Play: Length (min) 40 (max) 55 meters Width (min) 30 (max) 36 meters
Distinctive lines not more than 15 centimeters wide. The field of play is divided into 2 halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 8 meters is marked around it. All field markings may be marked by means of cones (woz-markers).

The Goal Area: The goal area at each end is defined as follows: Two lines are drawn at right angles to the goal line 10 meters from inside each goal post. These lines extend into the field of play for a distance of 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.

Penalty Area, Corner flags, Corner area – There are none.

Goal Posts – Goals must be placed at the center of each goal line and must be no larger than 3.66 X 1.83 meters (12 feet by 6 feet).

Law 2 – The Ball must conform to FIFA standards and inflation specifications for Size 3 or 4.

Law 3 – The Number of Players

The match is played by 2 teams each consisting of not more than 7 players one of which is a keeper.

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

Subs – At any stoppage, subs are unlimited and must be done with the ref’s permission.

A match may not start if either team consists of fewer than 5 players, one of whom is the keeper.

Laws 4 and 5 – are the same as for U6.

Law 6 – The Assistant Referee – Not required. The game official will decide as to which team the throw in is awarded to.

Law 7 – The Duration of the Match – The match will be divided into 2 equal halves of 25 minutes each with a half-time interval of 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 8 meters from the ball until it is in play. Dropped balls are not part of Small Sided Games Programs. At this age group, an indirect free kick will be awarded to the team who had possession when the play was stopped.

Laws 9 through 12 – are the same as for U6, U7 and U8

Law 13 – Free Kicks – Conform with FIFA with the exception that all free kicks are indirect. All opponents are at least 8 meters from the ball.

Laws 14 and 15 – are the same as for U6, U7 and U8

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 8 meters away from the ball until it is in play. . **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 8 meters from the ball until it is in play. **A goal cannot be scored directly from a corner kick.**