

Oshawa N.A.S.C. Soccer - RULES FOR MINI SOCCER
UNDER 10
2013

Rule #1. All games shall be played in accordance with the Rules and By-Laws of the game under the jurisdiction of N.A.S.C. Soccer, unless superseded by the N.A.S.C. Rules for Mini Soccer.

No Stats will be kept for this age group, except for tournament games.

Rule #2. Soccer Cleats are mandatory, as well as, Shin Guards - which must be worn under the socks while on the field. NO casts or helmets are allowed during practice or game. The list of players and a copy of each player's waiver form must be at all games (this is necessary in case of injury)

Rule #3. All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are strictly prohibited and must be removed. The only exception is a Medic- Alert bracelet/necklace/watch. The chain portion must be taped down in order to secure the medic-alert. The symbol cannot be taped down. Using tape to cover any jewelry (except medic-alert) is not acceptable.

Rule #4. All players classified in the Under 10 will play Mini Soccer. This does not prevent an under 10 player from playing up for/on a 1 age division -older -team for a maximum of three (3) league games.

Rule #5. Maximum number of players on the field at any one time is seven (7) players including a goalkeeper. The maximum number of players per team is 14.

Rule #6. Each team must have a minimum of five (5) players for the game to start. Fifteen minutes grace period from scheduled kick-off time will be permitted for a team to assemble the required minimum number of players to start the game. After fifteen minutes has elapsed, the team that does not have the required minimum players will default the game.

Rule #7. The game will be divided into two (2) halves of 30 minutes each.

Rule #8. All players must be given a balanced amount of playing time in each game. This is the responsibility of the coach.

Rule #9. Substitution will be permitted during a stoppage in play for a goal kick, corner kick, kick in, kick off, or resumption of the second half.

Rule #10. No goals are allowed from kick off in Mini Soccer. The offside rule does not apply to Mini Soccer.

Rule #11. Kick in from normal throw in position will be used instead of throw ins.

Rule #12. The field size allowed will be 60 metres in length and 40 metres in width.

Rule #13. Maximum Goal Size is 1.83 metres by 4.88 metres. Nets must be in good condition, securely affixed to Goal posts and properly pegged at base.

Rule #14. The goal area will be rectangular, extending five (5) metres out from the goal line and five (5) metres along the goal line from the centre of the goal on either side.

Rule #15. The goalkeeper cannot handle the ball outside the five (5) metre goal area.

Rule #16. Any player may re-start play from a goal kick within the five (5) metre goal area.

Rule #17. Penalty shots to be taken from the eight (8) metre line directly in front of the mid-point of the goal.

Rule #18. The referee must explain infractions to the offending players.

Rule #19. Coaches, managers, team officials and parents shall not criticize game officials or each other at any time and shall encourage the same attitude among all players and supporters.

Rule #20. The ball is to be considered "frozen" immediately when the referee, at their discretion, considers that it is "in the possession" of the goalkeeper.

Rule #21. All players must be five (5) metres back during a goal kick.

Rule #22. Coaches are not permitted on the field of play without permission from the referee. No person will be allowed to stand behind the goal line at any time during the game.

Rule #23. The designated home team is to supply size four (4) game balls. Each team is to supply one complete goal net and two corner flags.

****** Each U10 Team pays the referee \$10.00 before the start of the game.

Rule #24. Corner flags must be 1.52 metres (5 feet) high and made of plastic/vinyl collapsible material meeting N.A.S.C. approved standards. A streamer or flag must be attached to the top of all corner flags.

Rule #25. Teams must have nets, corner flags setup and players ready to play by the 6:30pm start time. Teams not ready by game time will result in the game being shortened.

Rule #26. All spectators are to sit opposite of the teams at the game field.