

Northumberland Soccer Club Micro Soccer Rules – Port Hope U6/U7 Revised May, 2023

The object of mini soccer is to provide young children with an activity which will be fun for them, while promoting their physical and emotional well-being. Northumberland Soccer Club policy is that all players' in house league soccer receive equal playing time. Soccer is important as a social outlet as well as for fitness. It is very important, therefore, that the youngsters be encouraged and respected in every aspect of the sport. Please show respect and support to all coaches, and never yell at or ridicule the players or allow other parents to do so. Encourage the adults to conduct themselves in a manner which sets a good example for the players.

All spectators MUST sit on the opposite side of the field from the teams.

- 1. Starting Time:** All teams will have a practice time from 6:00-6:30 pm. Games will begin at 6:30 pm. Games will consist of two 20 minute halves with a half time interval of 5 minutes – **6v6 including a goalkeeper.**
- 2. Number of Players:** The minimum number of players to start a game is four (4) with a maximum of 6 players on the field including the goalkeeper. If one team has fewer players than the other team, both teams should play with the same number of players. It is recommended that if one team is shorthanded the other team should loan them players for the game. If for some reason i.e. bad weather teams are all shorthanded, teams may join together to play a game.
- 3. Equipment:** Ball: A size 3 ball will be used.

Shin pads: All players must wear shin pads.

Footwear: Soccer shoes are recommended, but running shoes are permitted.
- 4. Field Size:** Approximately 30 m x 36 m with center marked.
- 5. Referee:** A Small Sided Referee will be assigned but if no one is there at the time of the game coaches/parents help to ref the game.
- 6. Playing Area:** Pitch Size: field is 35 m long x 20 m wide - goal size is 6' h x 16' w. Field Markings: 1 yd quarter circle in each corner for corner kicks. A 5yd box (goal area) extending from the goal line. The field will be divided in half by a centre line.
- 7. Goalkeeper:** Only the goalkeeper may play the ball with his or her hands within the goal area (5yrd box). The goalkeeper may take an unlimited number of steps within the goal area. The goalkeeper may punt or throw the ball back into play. When a ball goes into the goal area and enters the goal, it is a goal and play will restart with a kick off. Attacking team must retreat to their own half once the goalkeeper has picked up the ball and on goal kicks. They must remain in their own half until the defending team has a second touch after the goal kick.
- 8. Start of Play:** A coin will be tossed to determine which team “kicks off”. After the initial kick off, teams will alternate kicking off at the beginning of each period. The ball can be played forward or backwards at the kickoff. All players must be in their own half prior to kickoff and opponents must be 3 yards from the center mark before the ball is struck. Goals cannot be scored from kick off.
- 9. Kick-ins or Dribble-ins:** All throw-ins are kick-ins or dribble-ins. A kick-in is a pass to another player - kicker cannot touch the ball again until another player has touched it from any team. A player can also dribble-in

instead of kicking it. A goal can be scored from a dribble-in if the player touches the ball two or more times prior to the goal. Opponents must be 6 yards from the ball when the kick-in is taken.

10. Goal Kicks: When the ball is put out of play over the goal line by the attacking team, a goal kick is awarded to the defending team. The goal kick can be taken from anywhere along the goal line. The kicker may not touch the ball again until it has been touched by another player. **Attacking team must retreat to their own half until the ball is put back into play. The ball is in play when it leaves the Penalty Area and has been touched by a teammate. The kicker may not touch the ball a 2nd time until it has been touched by another player.**

11. Substitutions: Substitutions are allowed during any stoppage in play upon approval of the coaches.

12. Offside: There is no offside in Micro Soccer. Players should be encouraged to come back to the play and not cherry pick.

13. Slide Tackles and Heading: Neither slide tackles nor heading is permitted. No cards will be given. Players will be cautioned or sent off only in the most extreme situations.

14. Penalty Kicks: none

15. Drop Ball: The acting referee may restart the game with a "drop ball" for any infringement that does not call for a free kick. The ball will be dropped and only one player will be present for this drop ball. That player is from the team that last had possession prior to the play being stopped. The ball must touch the ground before it may be played by a player. Examples of infringements for which free kicks would not be awarded are: spectators or animals on the pitch, an injury etc.

16. Free Kicks: All free kicks are indirect. Opponents must be 6 yards away until ball is kicked. An indirect free kick will be awarded to the opposing team at the point of infraction, for the following intentional conduct:

- a. Kicking or attempting to kick a player
- b. Intentionally tripping a player
- c. Charging a player in a violent manner
- d. Striking or attempting to strike a player
- e. Spitting at a player
- f. Pushing or holding a player
- g. Blatant hand balls
- h. Slide tackles or heading the ball
- i. Tackles from behind.

17. Score Keeping: No scores or league standings will be kept

18. Team Parity: The objective is to have evenly matched teams in all divisions. Therefore, after all teams have played 3 games players may be reassigned to new teams at this time in order to even up the division.