

COYSA Mini Soccer Rules Summary 2005

All FIFA laws of the game apply with the following exception:

- All fouls are punished with INDIRECT free kicks. An indirect free kick awarded to the defending team in their own goal area may be taken from anywhere in the goal area. An indirect free kick awarded to the attacking team in their opponent's goal area is taken from the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
- A player sent off (red card) may be replaced with a substitute.
- A size 3 1/2 or 4 ball is used.
- Opponents must be 6 yards from the ball at kick offs, goal kicks, corner kicks and free kicks.
- Unlimited substitution is allowed at stoppages of play. The referee's permission must be obtained before a substitution is made. The following parameters depend on the age group:

	U7	U8	U9	U10
Number of players	4 v 4	6 v 6	6 v 6	8 v 8
Coach on field	Yes		No	
Offside called	No		Yes	
Duration of game	4 x 10 min.		4 x 12 min.	
Attackers allowed in goal area	No		Yes	
Foul throw-ins	2 attempts, same player		1 attempt only	
Goal area size	6 yds. x 12 yds.		10 yds. x 20 yds.	
Goal size	6' x 10'		6' x 14'	
Kick back to goalkeeper by team mate	May be played with hands		May not be played with hands (IFK)	
Goalkeeper 6 seconds	Not called		Called (IFK)	

Some discretion is required when judging attackers in the goal area. The intent is to protect the keeper and to encourage them to get loose balls in the goal area. Therefore if an attacker cuts across a corner of the goal area with or without the ball and the keeper is not going for the ball, play should not be stopped. However, if the keeper is going for the ball and an attacker chases the ball into the penalty area, play should be stopped with an assertive whistle signal before there is a collision. In no case can a goal be scored while an attacker is in the penalty area in U7 or U8 games.

Time Keeping.

Mini games are generally given a one-hour time slot. The U7 & 8 games generally do not run over their allotted time but the U9 & U10 often do. If you allow 48 minutes of playing time (4 x 12 minutes) plus a 5-minute half time interval, plus two 1-minute quarter time intervals you need a total of 55 minutes. This does not leave much room for a delayed start or long intervals. It is not uncommon for 12:00 games to start 20 minutes late. Teams do **not** have a right to an on field warm up and cleat checks can be performed off field while waiting for the previous game to finish.