

MJSA 2009 Outdoor Season Rules

U6 and U8

Rule# 1: The Field of Play

Games will be played on a mini-soccer field.

Rule# 2: The Ball

A #3 soccer ball.

Rule# 3: The Number of Players

Each team is allowed four players on the field at one time. There are **NO** goalkeepers. Players may defend their goal areas but may not use their hands or arms. There is unlimited substitution (“on the fly”, or at any stoppage in play.) Coaches are encouraged to make **frequent** shift changes.

Rule# 4: Players Equipment

All players must wear shinguards. Players must not wear anything that is dangerous to themselves or to other players. No jewelry with the exception of medic alert bracelets or chains.

Rule# 5: Referees

Team coaches will referee the games.

Rule# 6: Duration of the Game

The game consists of 2 twenty-minute halves. There is a five-minute half-time break. **Each team will have a twenty minute training session prior to the start of each game.** Therefore a start time scheduled for 6:00 PM means the game will kick off at 6:20 PM. The referee is the official timekeeper unless he delegates this task to a sideline parent. The clock is not stopped for routine out-of-bounds, fouls, goals, substitutions, etc. The clock should be stopped, however, for any serious injury or other potentially long delay (such as a “water break” on a hot day.)

Rule# 7: Start of Play

At the start of each half and after each goal there will be a kickoff at centre field. To start the first half the home team will kickoff and the visiting team will choose ends. Teams should switch ends at half-time. The visiting team kicks off the second half. The team scored upon kicks off after a goal is scored. A kickoff is just like a free kick (see rule# 12.) In addition to all the free kick rules, each team must be in their own defensive half of the field until the ball is kicked. Also the kickoff must go forwards.

If the game must be stopped for an injury (or for some other reason not covered elsewhere in these rules), the restart is a dropball (“face-off”.) The referee drops the ball between two opponents. Neither opponent may kick the ball until it touches the ground first.

Rule# 8: Ball In and Out of Play

The ball is out of play when the whole ball has crossed the whole endline or sideline, on the ground or in the air. Or when the referee has stopped play for any reason. The ball is in play at all other times including when it rebounds from a goalpost, crossbar or the referee.

Rule# 9: Method of Scoring

A goal is scored when the whole of the ball has passed over the whole endline between the goalposts and under the crossbar.

Rule#10: Offsides and Penalty Kicks

There are no off-sides or penalty kicks.

Rule# 11: Fouls

A free kick is awarded to the opposing team if a player kicks, trips, holds or pushes an opponent, plays in a dangerous manner or deliberately uses the hands or arms to play the ball.

Rule# 12: Free Kicks

All free kicks are indirect kicks (meaning: a goal can **not** be scored until the ball first contacts some other player on either team.) Free kicks are taken from the place where the infraction occurred. No free kick should be taken closer than 6 metres to either goal. On all free kicks the opponents of the team taking the kick must be at least 3 metres from the ball until it is kicked (often referred to as “the wall”.) The teammates of the player taking the kick may position themselves wherever they wish. The player taking the free kick may not contact the ball again until it contacts some other player from either team. If he does, the opponents receive a free kick.

Rule# 13: Kick-ins

There are **no** throw-ins, goal kicks or corner kicks. Instead they’ve all been replaced by a kick-in. It’s just a free kick (see rule# 12) taken at the point where the ball went out-of-bounds, by any player on the team opposite the team last contacting the ball before it went out. All the free kick rules apply.

When the ball goes over the end line, it is the defending team’s ball.