



**North Fraser Youth Soccer Association
Small Sided Game Rules
Updated August 29, 202**

GUIDELINES FOR MINI-SOCCER

Field size guidelines:

Age Group	Min Width	Max Width	Min Length	Max Length
Under 8	30 Meters	35 Meters	40 Meters	45 Meters
Under 9	30 Meters	36 Meters	40 Meters	55 Meters
Under 10	30 Meters	36 Meters	40 Meters	55 Meters
Under 11/12	42 Meters	55 Meters	60 Meters	75 Meters

Goal size guidelines:

Age Group	Goal Length	Goal Height	Option
Under 8	12 feet / 2.438	6 feet / 1.83	Anything Smaller
Under 9/10	12 feet / 2.438	6 feet / 1.83	None
Under 11/12	18 feet / 5.486	6 feet / 1.83	None

Ball sizes guidelines:

Age Group	Under 8	Under 9	Under 10	Under 11/12
Ball Size	3	4	4	4

Game duration guidelines:

Note: Shorter game option is available for in-house games only.

Age Group	Under 8	Under 9/10	Under 11/12
Duration	2 x 25 Minutes	2 x 25 Minutes	2 x 30 Minutes
	2 X 20 Minutes		
Half Time	5 Minutes	5 Minutes	5 Minutes

Game Format guidelines:

Note: U8 has different options for in-house games only

Age Group	U 8 In house only	Under 8 District Interlock Rec/Development	U 9/10	U 11/12
Game Format	4 v 4 No Goalkeeper	5 v 5 including goalkeeper	7 v 7 Including Goalkeeper	8 v 8 Including Goalkeeper
	5 v 5 including goalkeeper			
	6 v 6 including goalkeeper			

****In addition to the FIFA Laws of the Game, these additional guidelines set out by the North Fraser District should be followed:**

Under 8 Division

Coaches on Field

One coach is allowed on the field per team until Christmas Break. Beginning in January, no coaches should be on the field.

Goalkeeping Instruction

One designated person can be behind the net assisting the goalie. The purpose of this parent/coach is to assist the goalie only. They should not be coaching the team.

Teams & Parents during the Game

When at all possible, teams should be on one side of the field with parents on the other side. If teams are on the same side, coaches should only coach from their own half of the field. They should not cross in front of the opposing team bench.

Pass/Dribble from side

- The ball must be dead before restart
- Indirect – cannot score from pass in
- Can dribble to goal and score
- The opponent must stand 2m distance away

Retreat Line

When a team has a goal kick or the goalkeeper has ball in his/her hands, opposing team must retreat to half and cannot pursue the ball until:

- The ball is received by a teammate OR,
- The ball travels over the retreat line OR,
- The ball leaves the field of play

Encroachment of Retreat Line

If the defending team encroaches across the retreat line before an opposition player touches the ball then the referee blows the play stopped and issues a re-take of the goal kick.

If the opposing team repeatedly infringes the retreat line, an indirect free kick shall be awarded from the place where the offence occurred for not respecting the restart.

Under 9 & Under 10 Division

Goalkeeping Instruction

One designated person can be behind the net assisting the goalie. The purpose of this parent/coach is to assist the goalie only. They should not be coaching the team.

Teams & Parents during Game

When at all possible, teams should be on one side of the field with parents on the other side. If teams are on the same side, coaches should only coach from their own half of the field. They should not cross in front of the opposing bench.

Retreat Line

When a team has a goal kick or the goalkeeper has ball in his/her hands, opposing team must retreat to half and cannot pursue the ball until:

- The ball is received by a teammate OR,
- The ball travels over the retreat line OR,
- The ball leaves the field of play

Encroachment of Retreat Line

If the defending team encroaches across the retreat line before an opposition player touches the ball then the referee blows the play stopped and issues a re-take of the goal kick.

If the opposing team repeatedly infringes the retreat line, an indirect free kick shall be awarded from the place where the offence occurred for not respecting the restart.

Under 11 & Under 12 Division

Teams & Parents during the Game

When at all possible, teams should be on one side of the field with parents on the other side. If teams are on the same side, coaches should only coach from their own half of the field. They should not cross in front of the opposing bench.

Retreat Line

When a team has a goal kick, opposing team must retreat to 1/3 (offside) line and cannot pursue the ball until:

- The ball is received by a teammate OR,
- The ball travels over the retreat line OR,
- The ball leaves the field of play

Encroachment of Retreat Line

If the defending team encroaches across the retreat line before an opposition player touches the ball, then the referee blows the play stopped and issues a re-take of the goal kick.

If the opposing team repeatedly infringes the retreat line, an indirect free kick shall be awarded from the place where the offence occurred for not respecting the restart.

****The following playing rules are BCSA recommended modifications to the FIFA Laws of the Game. Please note the charts at the top of the document where the North Fraser Clubs have agreed to comply with the same standards**

Under 8 Playing Rules

Law 1 – Field of Play: (See chart above)

Field Markings: Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by a halfway line. The center mark is

indicated at the midpoint of the halfway line. A circle with a radius of five (5) meters is marked around it.

The Goal Area: A Goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, ten (10) meters from the inside of each goalpost.

These lines extend into the field of play for a distance of ten (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.

The Penalty Area: None

Corner Flags: None

The Corner Arc: None

Goals Posts: Goals must be placed on the center of each goal line and measure 3.657 x 1.981 meters or 12 feet wide and 6.5 feet high.

Law 2 – The Ball:

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications. Size three (3) are to be used.

Law 3 – Number of Players: (See chart above)

Substitutions: At any stoppage, substitutions are unlimited and must be done with the official's permission.

Playing time: All players SHALL play equal playing time.

Law 4 – The Players Equipment:

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

Law 5 – The Referee:

A Small Sided Games referee 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 SSG official can send a team official from the field if they fail to conduct themselves in a responsible manner.

Law 6 – The Assistant Referees:

None required, the linespersons are nominated persons whose only role is to indicate the whole ball out of play. The referee decides to which team the throw in is awarded.

Law 7 – Duration of Match: (See chart above)

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 five (5) meters from the ball until it is in play. Dropped balls are not part of Small Sided Games Program at this age group and 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 referee or nominated person must explain ALL infringements to the offending player. No cards are shown for misconduct. An indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her goal area into the opponent's goal area. 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 should inform the player as to why and correct these actions.

Law 13 – Free Kicks:

Conform to FIFA with the exceptions that all kicks are indirect and all opponents are at least five (5) meters from the ball until it is in play.

Law 14 – The Penalty Kick: None

Law 15 – The Throw-In: Conform to FIFA.

Law 16 – The Goal Kick:

At U-8, the NFYSA League has agreed to have the opposing team move to the half-way line on all goal kicks.

Unlike FIFA, 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 five (5) meters from the ball until it is in play.

Unlike FIFA, a goal cannot be scored directly from a corner kick.

Under 9 & Under 10 Playing Rules

Law 1 – The Field of Play (See Chart Above)

Field Markings: Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by a halfway line. The center mark is indicated

at the midpoint of the halfway line. A circle with a radius of eight (8) meters is marked around it.

The Goal Area: A Goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, ten (10) meters from the inside of each goalpost.

These lines extend into the field of play for a distance of ten (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.

The Penalty Area: None

Corner Flags: None

The Corner Arc: None

Goals Posts: Goals must be placed on the center of each goal line and measure 3.657 x 1.981 meters or 12 feet wide and 6.5 feet high.

Law 2 – The Ball:

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications. Size four (4) balls are to be used.

Law 3 – The Number of Players:

A match is played by two teams, each consisting of not more than six/seven players, one of whom is the goalkeeper. Players will take equal turns to play in all field positions including the goalkeeper position that must be rotated at half time. It is not necessary that all players play in the goalkeeper position during a single game. A match may not start if either team consists of fewer than five players one of whom is the goalkeeper.

Substitutions: At any stoppage, substitutions are unlimited and must be done with the officials' permission.

Playing time: All players SHALL play equal playing time.

Law 4 – The Players Equipment:

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

Law 5 – The Referee:

A Small Sided Games referee 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 SSG official can send a team official from the field if they fail to conduct themselves in a responsible manner.

Law 6 – The Assistant Referees:

None required, the linespersons are nominated persons whose only role is to indicate the whole ball out of play. The referee decides to which team the throw in is awarded.

Law 7 – The Duration of the Match: (See chart above)

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 eight (8) meters from the ball until it is in play. Dropped balls are not part of Small Sided Games Program at this age group and 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. An indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her goal area into the opponent's goal area. No cards 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 should inform the player as to why and correct these actions.

Law 13 – Free Kicks:

Conform to FIFA with the exception that all free kicks are indirect. All opponents are at least eight (8) meters from the ball.

Law 14 – The Penalty Kick: None

Law 15 – The Throw-In: Conform to FIFA

Law 16 – The Goal Kick:

At U-9 & U-10 Divisions, the Tri-Cities League has agreed to have the opposing team move to the half-way line on all goal kicks.

Unlike FIFA, 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 eight (8) meters from the ball until it is in play.

Unlike FIFA, a goal cannot be scored directly from a corner kick.

Under 11 & Under 12 Playing Rules

Law 1 – The Field of Play: (See Chart Above)

Field Markings: Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into thirds and by a half way line with a center spot that is located at the midpoint. A circle with a radius of nine (9) meters may, but not mandatory, be marked around it. An offside line parallel to the centerline should be marked from touch line to touch line at the attacking third at each end of the field.

NB: All field markings may be marked by the means of cones and/or painted lines.

Goal Area: None

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, eleven (11) meters from the inside of each goalpost. These lines extend into the field of play for a distance of eleven (11) 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 penalty area. Within each penalty area a penalty mark is made nine (9) meters from the midpoint between the goalposts and equidistant to them.

Corner Flags: Conform to FIFA if used, they however are not mandatory

The Corner Arc: Conform to FIFA if marked, they however are not mandatory

Goals Posts: Goals must be placed on the center of each goal line and measure 5.486 x 1.981 meters - 18 feet wide and 6.5 feet high.

Law 2 – The Ball:

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications. Size four (4) are to be used.

Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than eight (8) players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven players one of whom is the goalkeeper. All players shall play equal playing time.

Substitutions: At any stoppage, substitutions are unlimited and must be done with the officials' permission.

Law 4 – The Players Equipment:

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

Law 5 – The Referee:

A Small Sided Games or Youth official must be used. The referee's role is to keep players safe and ensure that the game is played under the "fair play" code. A SSG or Youth official can send a team official from the field if they fail to conduct themselves in a responsible manner.

Law 6 – The Assistant Referee:

None required, the linespersons are nominated persons whose only role is to indicate the whole ball out of play. The referee decides to which team the throw in is awarded. No offside calls to be judged by volunteers running a line.

Law 7 – The Duration of the Match: (See chart above)

Law 8 – The Start and Restart of Play:

Conform to FIFA with the exception that opponents of the team taking the kick-off are at least nine (9) meters from the ball until it is in play.

Law 9 – The Ball In and Out of Play: Conform to FIFA

Law 10 – The Method of Scoring: Conform to FIFA.

Law 11 – Offside:

Conform to FIFA with the exception of only occurring in the attacking third.

Law 12 – Fouls and Misconduct:

Conform to FIFA with the exception that an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponents penalty area. Cautionary and expulsion cards are used.

Law 13 – Free Kicks:

Conform to FIFA with the exception that opponents are at least nine (9) meters from the ball. An indirect kick awarded to the attacking team that occurs inside the penalty area, shall be taken from the outside edge of the penalty area in line where the offense took place. Direct Free Kicks are in effect at these age groups.

Law 14 – The Penalty Kick:

Conform to FIFA with the exceptions that the penalty mark is marked at nine (9) meters from the goal line. All players except the player taking the kick must be nine (9) meters from the ball.

Law 15 – The Throw-In: Conform to FIFA

Law 16 – The Goal Kick:

Conform to FIFA except that it shall be taken from anywhere within the penalty area. Opponents must remain at least nine (9) meters away from the ball until it is in play.

Law 17 – The Corner Kick:

Conform to FIFA with the exception that opponents remain at least nine (9) meters away from the ball until it is in play.