

Rule 5—The Referee

The authority of the referee:

Each game is controlled by an ASA accredited referee who has full authority to enforce the Rules of Mini Soccer. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the game, is final.

Powers and Duties:

The referee:

- Enforces the Rules of the Mini Soccer.
- Ensures that the ball meets the requirements of Rule 2.
- Ensures that the players equipment meets the requirements of Rule 4.
- Acts as a timekeeper and keeps a record of the game.
- Stops, suspends or terminates the game, at his discretion, for any infringements of the Rules.
- Stops, suspends or terminates the game, because of outside interference of any kind (lightning etc.)
- Stops the game if a player is injured, and ensures that the player is attended to.
- Ensures that any player that is bleeding from a wound leaves the field of play. The player may only return once the referee is satisfied that the bleeding has stopped.
- Ensures no unauthorized persons enter the field of play
- Indicates the restart of the game after it has been stopped.
- Takes action against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surroundings.

Rule 6— Assistant Referees—there are no assistant referees in 7 v 7

Rule 7— Duration of Game

Periods of Play

- The game lasts for two equal periods of *30 minutes, unless mutually agreed between the referee and the two participating teams, or as stated in competition rules. (*EMSA modification)

Halftime

- Players are entitled to a halftime interval of between 5 and 10 minutes.
- There is no allowance in either period for extra or added time.
- *EMSA Modification: Unlimited Substitutions(number of players) at any stoppage of play, at the discretion of the referee. Note: Please remember this is considered Mini-Soccer so we should allow teams to substitute the entire lineup if they wish.

EMSA West Rule Modification -
20Minutes Skills & Drills
followed by 2x 20Minute Halves

Rule 8—The Start and Restart of Play

Definition of Kick-Off

A kick-off is a way of starting or restarting play:

- at the start of a game.
- after a goal has been scored . (The kick off will be taken by the team who conceded the goal.)
- at the start of the second half .

- A goal may not be scored directly from a kick-off.

Procedure

Before the kickoff at the start of the game

- a coin toss is held by the referee, between the captains of each team.
- the team that wins the toss decides which goal it will attack in the first half.
- the other team takes the kick-off to start the game.
- the team that wins the toss takes the kick-off to start the second half of the game.
- in the second half of the game, the teams change ends and attack the opposite goals.

Kick-off

- after a team scores a goal, the kick-off is taken by the other team.
- all players, **except the player taking the kick off** must be in their own half of the field.
- the opponents of the team taking the kickoff must be 6 meters away from the ball until it is in play.
- the ball must be stationary on the centre mark.
- the referee gives a signal.
- the ball is in play when it is kicked and moves in any direction.
- the kicker must not touch the ball again until it is touched by another player.

Infringements and Sanctions

- For any infringements of the kick-off procedure, the kick-off is retaken.

Definition of dropped ball

- A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Rules of Mini Soccer. Some examples of this are an injury or interference by an outside agent.

Procedure

- The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the penalty area, in which case the referee drops the ball on the penalty area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.
- Play restarts when the ball touches the ground.

–The ball is dropped again:

- If it is touched by a player before it makes contact with the ground
- If the ball leaves the field of play, after it makes contact with the ground, without touching another player.

- If the ball enters the goal

- If a dropped ball is kicked directly into the opponents' goal, a goal kick is awarded.
- If a dropped ball is kicked directly into the team's own goal, a corner kick is awarded.

Retreat Line

The Retreat Line will come into effect in two situations during the game:

- A Goal Kick
- A Free Kick to the defending team within it's own goal area

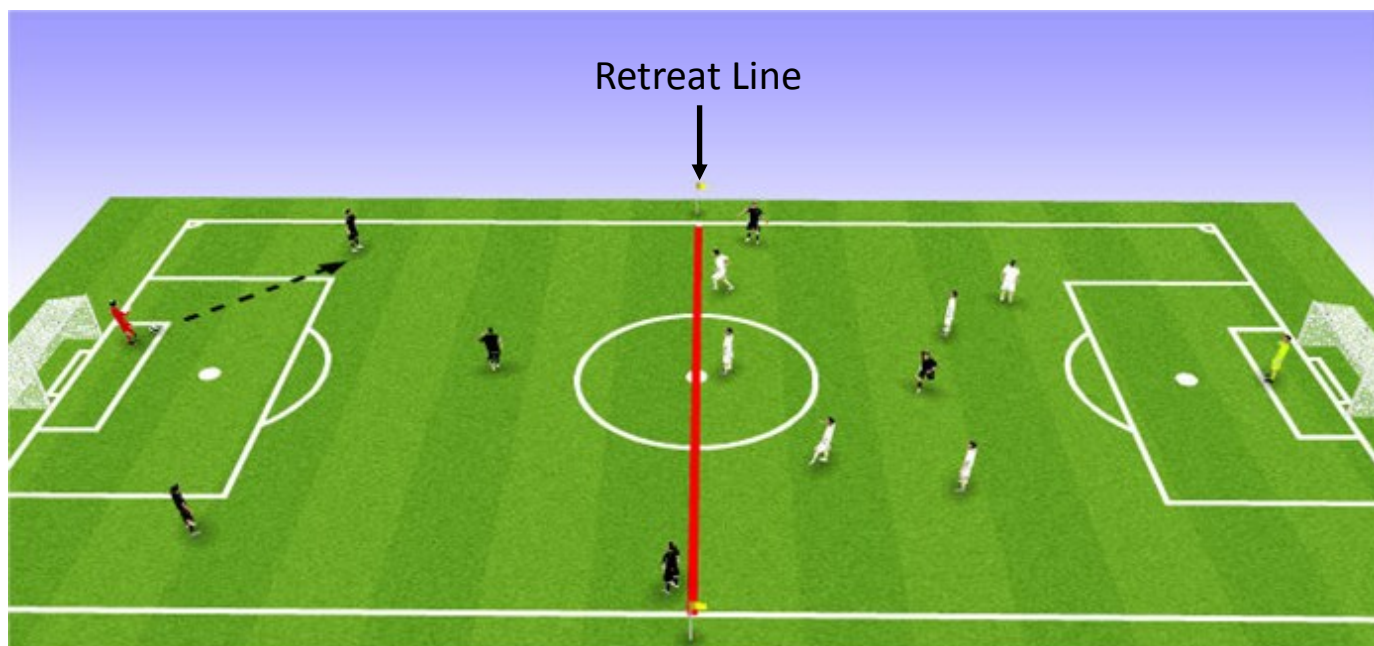
At these two restarts, the opposing team is required to move beyond the Retreat Line. The player taking the kick can then pass the ball to one of his team-mates without the pressure of an opposing player nearby. **When the ball has left the goal area**, the play will resume as normal and the "opposing" team can move inside the Retreat Line.

The Retreat Line in Mini Soccer will be the Halfway Line.

If a member of the opposing team comes inside the Retreat Line **before the ball has left the goal area** and interferes with play, the Referee will stop play and the restart will be retaken.

Players cannot play the ball long over the Retreat Line from a Goal Kick or Free Kick from within their own goal area— they must play the ball short to a team-mate.

Goalkeepers cannot drop kick the ball from their hands beyond the Retreat Line. If the ball goes beyond the Retreat Line without previously touching the ground, a free kick should be awarded to the opposing team at the point where the ball crossed the Retreat Line.



Rule 9—Ball In and Out of Play

Ball not in play

The ball is not in-play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referee

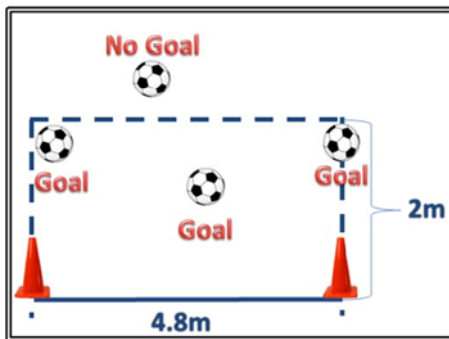
Ball in play

The ball is in play at other times, including when:

- it rebounds off the goalpost, crossbar, or corner flag post and remains in the field of play
- it rebounds off the referee

Rule 10—The Method of Scoring

- A goal is scored when the whole of the ball has crossed over the goal line between the goal posts and under the crossbar, provided that no infringement of the Rules of Mini Soccer has been previously committed by the team scoring the goal.
- When goalposts are not available and cones are used instead, a goal is scored when, if in the opinion of the referee, the whole of the ball crosses over the goal line between or above the cones, below two (2) meters, as shown on the picture below:



Rule 11—Offside—there is no offside in 7v7 Mini Soccer

Rule 12—Fouls and Misconduct

An indirect free kick is awarded to the opposing team if a player commits any of the following offences:

kicks or attempts to kick an opponent	jumps at an opponent
trips or attempts to trip an opponent	charges an opponent
strikes or attempts to strike an opponent	pushes an opponent
tackles an opponent from behind to gain possession of the ball	holds an opponent
makes contact with an opponent before touching the ball	spits at an opponent
handles the ball deliberately (except for a goalkeeper, within their own goal area)	

- The indirect free kick is taken from where the offence occurs.
- If the defending team commits an offence inside their own penalty area, the indirect free kick is taken on the goal area line closest to where the offence occurs.
- Referees should not issue cautions or red cards to players in Mini soccer. If a player is playing roughly, the referee should request that the coach substitute the player, and the coach should advise the player to play in a fair manner. Any player who spits at or strikes an opponent should take no further part in the game.

Goalkeepers:

Goalkeepers are allowed to handle the ball inside their own goal area.

- Goalkeepers have six(6) seconds to release the ball from their hands.
- Goalkeepers may not touch the ball with their hands if:
- It has been deliberately kicked to them by a team mate.
 - They have released the ball from their hands and it has not been touched by an opponent.
- For any of these three offences, an indirect free kick will be awarded to the opposing team on the goal area line closest to where the offence occurs.

Rule 13—Free Kick

- All free kicks are indirect. A goal may not be scored directly from a free kick.
- The ball is in play when it is kicked and moves.
- If a free kick is kicked directly into the opponents' goal, a goal kick will be awarded to the opposing team.
- If a free kick is kicked directly into the team's own goal, a corner kick will be awarded to the opposing team.
- A player may not touch the ball a second time on a free kick, until it has been touched by another player from either team. If this happens, an indirect free kick will be awarded to the opposing team.
- All opponents must remain at least 6m from the free kick, until the ball is in play.

Free Kicks taken from inside a team's own Goal Area:

- All opponents must be beyond the Retreat Line until the ball **has left the Goal Area** (See Rule 8—The Start & Restart of Play, Retreat Line).

Rule 14—Penalty Kick

There are no penalty kicks in Mini soccer during games.

Competition rules may allow for penalty kicks to be taken to decide the result of a game, if required.

Rule 15— Throw In

A throw in will be awarded to the opponents of the player who last touched the ball, when the whole of the ball crosses the touchline in the air on the ground.

The thrower—

- Faces the field, with part of each foot either on the touch line, or on the ground outside the touchline.
- Uses both hands, and delivers the ball from behind and over the head.
- Throws the ball from the point where it left the field of play.
- The thrower cannot touch the ball a second time until it has been touched by another player.
- Referees are asked to not be overly strict on throw ins at this age group. As long as the throw is basically correct, play should continue.
- A goal may not be scored directly from a throw in.

Rule 16—Goal Kick

- A goal kick will be awarded to the defending team, when the whole of the ball crosses the goal line, in the air on the ground, when last touched by a player on the attacking team.
- The kick may be taken from any point in the goal area.
- The ball is in play when it is kicked directly out of the goal area.
- All opponents must be beyond the Retreat Line until the ball has left the goal area (See Rule 8—The Start & Restart of Play, Retreat Line).
- The kicker may not touch the ball a second time, until it has been touched by another player.
- A goal may not be scored directly from a goal kick

Rule 17— Corner Kick

- A corner kick will be awarded to the attacking team, when the whole of the ball crosses the goal line, in the air or on the ground, when last touched by a player on the defending team.
- The kick may be taken from any point in the corner arc, or within 1m of the corner of the field, if no arc is marked.
- The flag post must not be moved.
- All opponents must be at least 6m from the ball until it is in play.
- The ball is in play when it is kicked and moves.
- The kicker may not touch the ball a second time, until it has been touched by another player.
- A goal may not be scored directly from a corner kick.

Advice to Referees

The game at this age is developmental, and referees are requested to offer simple explanations to players regarding why calls were made, if it is not obvious. This does not give players (or coaches) the right to question the referee's calls, but is designed to help the players learn the rules.

If coaches or parents question the referee's calls, the referee should politely but firmly state that this will not be permitted. If the questioning continues, the person should be asked to leave. If the person refuses to leave, the game should be terminated, and the referee should inform the referee assignor or coordinator as soon as possible, reporting the appropriate individuals.