

UNDER 6 – UNDER 10 BASIC RULES

REFEREE

- The referee is the sole authority with respect to the playing of the game and the enforcement of the rules.
- The referee handles all game management, including players and both sidelines (coaches and spectators).
- All referee decisions are final. Abuse of any nature of any official is not tolerated.
- Any instances of abuse will be investigated by the ELSC Disciplinary Board.
- With mini soccer it is important to realize that everyone is learning including the referee.

- Coaches are responsible for their conduct, their team's conduct, and the conduct of their parents before, during and after each match.
- Feedback regarding any referee, positive or negative, is welcomed through your division convenor.
- All feedback is investigated to improve the quality of officiating at ELSC.

- Referees should be at the field 10 minutes prior to game start.
- If a referee does not show and the convenor cannot find a substitute, both coaches can agree on a substitute to act as a referee.
- If no agreement can be made on a substitute, the home coach will referee the first half, and the visiting coach will referee the second half.
- All "no shows" by a referee should be reported to your division convenor.

- Referees will enter all scores (and any infractions if applicable) into PowerUp within 24 hours of the game.
- The Referee will explain any game infractions to the offending player without holding up the game.
- Teams will line up at half for handshakes **BEFORE** the game starts, to allow the referee to check that all players are wearing shin guards and there is no jewelry.

- **Heading the ball is not allowed until the Under 12 Division.**

- The referee will stop the play whenever a player is hit in the head by the ball (whether intentionally or not) and send the player off the field to their coach. The coach will complete the Concussion Protocol steps to determine if the player can re-enter the field or needs to sit out for an extended period.

- **Player Discipline**
 - The referee will handle aggressive play, foul language or disrespectful behaviour as follows:
 - **1st Offence** - Stop the play, tell the player what foul they committed and award the kick to the opposing team.
 - **Repeat Offences (same player)** – Send the player off the field to the coach. Advise the coach what the repeat offences were. Player sits out the remainder of that shift.
 - **Under 10 only** – If sending the player off still does not stop the aggressive play, foul language or disrespectful behaviour the referee can give the player a yellow card. The player will be substituted off the field and will need to sit for the remainder of the shift (possibly longer) depending on the foul. The referee will record the yellow card information on the game sheets and in PowerUp.
 - Whenever the referee needed to either send a player off or give a yellow card the Convenor should be notified.

PLAYER'S EQUIPMENT

- **JEWELRY**
 - No player is allowed to wear any jewellery, including watches, hard objects in hair, etc.
 - Exceptions to Medic Alert bracelets, or any other medical representations.
 - **TAPING IS NOT PERMITTED**. Medic alert is the only exception to this rule and must be taped to the approval of the referee.
- Players must **remove** all jewelry before being allowed to participate in a game.
- Hair band/sweat bands must stay in place on the head, not around the neck or over the eyes.
- **CASTS**
 - Hard casts of any type are considered dangerous and are no longer permitted.
 - Any braces or soft cast material containing metal are not permitted.
 - Hard casts cannot be wrapped to make them safe.
 - The referee has sole discretion over what equipment is deemed safe, appropriate, and allowable including the uniform of the players and all casts.
- A player's basic equipment includes:
 - Shin guards, which are mandatory and **MUST** be worn under the socks.
 - Cleats are not mandatory but highly recommended for safety reasons. (cleats must be rubber)
- Paper camp passes can be worn.
- Sweatshirts **with hoods** are not allowed. Long sleeve shirts can be worn but must be worn under jerseys.
- Other than the goalkeeper(U8/U10), no player is allowed to wear a hat unless the weather (excessive heat) warrants it.

TERMINATED GAMES

- A game that is terminated due to lack of players, or due to player, coach, or parent conduct will be recorded as a 3-0 loss for the offending team and the game will not be rescheduled.
- The referee has the sole discretion to terminate a game.
- Any games terminated due to conduct will be reviewed by the ELSC Discipline Board.
- For all other terminated games, the division convenor will determine if the game needs to be rescheduled or not.

INCLEMENT WEATHER

Severe weather which threatens the safety of the players is of prime importance. ELSC practices the Canada Soccer Policy with respect to thunder and lightning. The referee, with the convenor's assistance will make all calls with respect to severe weather and terminating the game.

We Take thunder and lightning seriously; safety is the prime objective of our program.

For weather terminated games; if the game makes it to half-time the score will stand. Any weather-related issues at the field will be decided by the referee either at the start time of the game or when the issue occurs. Field closures in advance will be communicated through PowerUp and posted on the ELSC website.

UNDER 10

GAME NIGHTS:

Boys: Mondays/Wednesdays

Girls: Tuesdays/Thursdays

TIME: Play times will rotate throughout the season at 6pm & 7:15pm

OVERVIEW

- The Under 10 is divided into 2 separate divisions - Under 10 Girls and Under 10 Boys.
- These 2 divisions are aimed at helping young children develop early soccer skills, build confidence, and prepare for the larger Affiliate fields they will face in the Under 12 division.
- This is the first division where the players will learn about the "Off-Side" rule.
- Teams will have games or practices twice each week at St. Julien Park fields.
- The season starts early May and ends on Tournament Day in early August.
- Each child receives a jersey, shorts, socks, ball, team photo and medal.

UNDER 10 – RULES

FIELD OF PLAY

- The field is half the size of full-sized field.

BALL

- Size four (4)

PLAYERS

- The league is open to boys and girls turning age 9 and 10.
- Each team will be a mixture of ages and balanced as much as possible.
- The maximum number of players on the field at one time per team is eight (8). The maximum number of players per team is fifteen (15).
- A team must have at least five (5) players including the goalkeeper, for it to be a league game. If unable to field five (5) players, that team will forfeit the game.
- A team fielding 5-7 players can play short. The opposing team does not need to reduce their fielded players to match the team that is short.

COACHES

- Team rosters must be filled in on the game sheet EVERY game by the coaches before the start of each game.
- Games sheets will be provided at the beginning of the season. If you need games sheets, please reach out to your convenor. For every player in attendance, their full name and jersey # must be listed on the game sheet.
- Coaches will remain on the sidelines.
- Scores will be entered into the system by the referee, please reach out to your convenor if there is an issue with a score that has been entered.

REFEREE

- The Referee will explain any game infractions to the offending player without holding up the game.
 - Teams will line up at half for handshakes **BEFORE** the game starts, to allow the referee to check that all players are wearing shin guards and there is no jewelry.
- The Referee will report game results & infractions in PowerUp.

SPECTATORS

- NO PERSON is allowed to stand behind the goal line.
- Family and friends must stay on the sideline opposite the team.
- Spectator rules are **STRICTLY ENFORCED**

TAKE 5

- Initiative to specifically address spectator behaviour, that goes beyond being acceptable.
 - The following are examples of unacceptable behaviours:
 - Sarcastic clapping
 - Attempts to intimidate the referee
 - Name calling
 - Dissenting and rude comments
 - The use of foul language
 - Any attempts to enter the field of play to confront a referee
 - Other actions deemed inappropriate by the referee
- *Please note: the above is not an exhaustive list**
- The approach involves a total of 3 Stages:
 - 1) **Warning**
 - **1st time** spectator behaviour crosses the acceptable threshold, the referee will pause the game and address the behaviour with the coaches, who will then address their team's spectators.
 - No additional time is added for the warning stoppage.
 - Play is restarted according to the Laws of the Game.
 - 2) **Timeout**
 - **2nd time** spectator behaviour crosses the acceptable threshold, the game is paused for 5 minutes.
 - No additional time is added for this stoppage and **NO** activity is allowed on the field during this time.
 - Once the 5 minutes have elapsed, play is restarted according to the Laws of the Game
 - 3) **Abandon**
 - **3rd time** spectator behaviour crosses the acceptable threshold, the game is abandoned
 - The referee will submit the necessary reports to the appropriate governing bodies and, if necessary, other authorities

DURATION OF MATCH

- Game will be divided into six (6) equal, ten (10) minute shifts.
- There shall be:
 - A one (1) minute break between shifts
 - A five (5) minute break between halves

SUBSTITUTION PROCEDURE

- Player substitution will be made every ten (10) minutes with all players standing on sidelines changing with equal number of players on the field.
- No child will sit off two consecutive substitutions. Coaches in violation of this rule of fair play will be reviewed by the ELSC Disciplinary Board.
- Each player should not exceed more than one shift over any other player during a game (e.g., Coaches should strive for all players to receive equal shifts each game. Player 'A' cannot have any more than three (3) shifts if Player 'B' only has two (2).
- Calling players up from the Under 8 division is not permitted. Violators may be suspended.
- The goalie position may be rotated each shift or just at half.
- Goalies may not play more than ½ of a game in net. The player may play additional shift(s), if needed, but must play as a striker, midfield or defence.

KICKS

- For **ANY** kick (including the kick from centre to start the game, start the half or after a goal is scored, the player who takes the kick cannot kick the ball again until it is touched by another player.
- **Corner Kick** - The kick will be taken from the corner mark nearest to where the defending player put the ball out and all opponents must be five (5) metres from the ball until it is in play.
- **Goal Kick** – For a goal kick, all players from the opposing team must leave the penalty area.
 - The ball is active as soon as it is kicked; and it no longer needs to clear the penalty area to be touched by the opposing team.
- **Free Kick**
 - All free kicks are indirect (meaning the kicker cannot score) and the opposing team must be five (5) metres away from the ball placement.
 - All free kicks take place where the infringement occurred, unless the infringement occurs within five (5) metres of the goal, in which case the ball will be placed five (5) metres from the goal.
 - For any one of the following offences, a free kick will be awarded:
 - A. Handball
 - B. Pushing
 - C. Tripping
 - D. Holding
 - E. Slide Tackling
 - If the goalkeeper touches the ball with their hands outside the penalty area, a free kick will be awarded to the opposing team. The kick is to be taken where the offence occurred.
 - In the event the ball is going to hit a female player's chest or a male player's private area, they may cross their arms over the area to protect it. If no movement is made to direct the ball in any way, it is not considered a handball; but any movement whatsoever of the arms will be considered a handball offence.
- Some other common examples of infringements leading to indirect free kicks include:
 - Dangerous play / Obstruction / Dissent
 - **Goalkeeper offences** (see below)
 - All offences which would normally result in an indirect free kick will be enforced with the following exception: The six-second rule will **NOT** be enforced on the goalkeeper.
 - An indirect free kick is awarded to the opposing team (from 8 metres away from the goal line) if a goalkeeper, inside his own penalty area, commits any of the following offences:
 - Intentionally touches the ball again with his hands after it has been released from his possession and has not touched any other player.
 - Touches the ball with his hands after it has been deliberately kicked to him by a team-mate.
 - Touches the ball with his hands after receiving it directly from a throw-in taken by a teammate.

PENALTY KICK

- Any infringement, which would normally result in a direct free kick, if committed by the defending team in their own penalty area, will result in a penalty kick.
- The kick is to be taken at a point 8 metres directly in front of the goal.

OFFSIDE

The offside rule **DOES** apply.

THROW-INS

- Players are NOT permitted to re-try improper throw-ins; ball goes immediately to the opposing team.