



Thompson Rivers Parks & Recreation District

Mini Riders

Fun-Damental Soccer Rules



Objective

The objective of this soccer league is to allow young players a first instructional step into soccer. An emphasis will be placed on teaching the basic fundamentals that lead players on the road to a successful and safe future as soccer players and sportsmen, and women. The coaches' responsibility is not to teach winning but to instruct players to learn skills that will allow them to win in the future with the underlining theme of having FUN.

Rules

1) Team Rosters:

- Minimum Players
 - At least five (5) players to play the game. There may be a decision at game time by the coaches to trade or adjust the player rule.
- Number of players on a team
 - Will always be determined by registration.
- Number of players on the field
 - 4U - 5 on 5 no goalie

2) Equipment

- Equipment for the players must be checked and monitored throughout the game by coaches
- Game Ball-
 - 4U - Size 3
- Field Dimensions shall be (May vary based on field availability)
 - 4U - 20 x 25 Yards
- Jerseys
 - Will be provided by Thompson Rivers Parks & Recreation Department and you will have them prior to your first game.
 - All participants must have jersey showing at time of play. All extra clothing may go underneath jersey.
- Shin Guards are required for all participants and must be completely covered by socks.
- Jewelry- Players are not to wear jewelry of any kind. New piercing can be taped at the official's discretion.
- Footwear- Shall be safe tennis shoes or soccer cleats (no toe cleat). No street shoes

3) Timing Rules

- Practice – Will be for one half-hour prior to game time. (Will start at the time listed on the schedule)
- Game- Will be a running clock!
 - 4U - Four (4), Six (6) Minute Quarters
- Half Time
 - Will be in between the practice and game but will be no longer than 5 minutes
- Overtime
 - There will be no over time.
- Time-Outs
 - There will be no time outs

4) Playing Rules

- No Penalty kicks
- No Direct Kicks
- No Goal Kicks
- No Corner Kicks

- No Off sides
- No Side Tackling
- Kick off
 - Will be used:
 1. At the start of the game (Clock will start as the ball is moved **forward** in the kick off)
 2. After a goal has been scored
 3. At the start of each quarter or half
 4. The opponents of the team taking the kick off must be on the outside of the center circle.
 - The kicker **may not** touch the ball a second time until it has touched another player
 - A goal cannot be scored off of the kick off. If this occurs the ball will be turned over to the other team and done as a throw in.
- Throw Ins
 - A throw in is awarded when ball goes out of bounds and was last touched by an opponent. (The ball must cross the line entirely)
 - All throw ins will be done from the sideline.
 - Throw in must touch another player prior to going into the goal
 - A correct throw in will be counted if:
 1. Both hands are on the ball at it's sides
 2. Both feet are touching the ground at the same time of the throw
 3. Throw need to be done over the head
 4. If throw in is done wrong the referee will have the same child re-do it, if it is still done wrong the ball will be turned over to the other team.
- Goalie
 - No Goalie for 4U.
- Hands
 - No Player may touch the ball with their hands unless they are stipulated as the goalie prior to the start of play.
 - If the ball is touched by a player's hand the ball will be the opponents throw-in.
- Players:
 - Will have the least amount of contact with the other players.
- Coaches
 - One coach per team is allowed and suggested to be on the field while the game is being played
 - Will officiate and keep time

5) Other League Rules

- Rotation of players
 - Each player shall receive equal playing time on both offense and defense as much as possible.
- Games
 - Will be held on Saturdays
 - In case of inclement weather, games will be canceled at TRPR's discretion and will be updated on the weather line (970-572-7888).
 - Make up games will only be made up if time allows.