

WOSC Mini Rec Rules Summary

Updated June 13, 2024

U8

U9

U10

U11

Long-Term Player Development				
Standings & Scores Kept	No	No	No	No

Match-Play Details				
Referee	Yes	Yes	Yes	Yes
Game Field Size	1/2 Mini Field	Mini Field	Mini Field	Mini Field
Game Duration	2 x 25 minute halves	2 x 25 minute halves	2 x 25 minute halves	2 x 35 minute halves
Players on field during Game	4 + Goalkeeper	6 + Goalkeeper	6 + Goalkeeper	6 + Goalkeeper
Minimum Number of Players on Field	5	5	5	5
Player sharing (if a team is below Min #) [see Note 1]	Yes	Yes	Yes	Yes
Type of Goal	2 Six Foot Puggs Side by Side [see Note 2]	Fixed Mini Posts	Fixed Mini Posts	Fixed Mini Posts
Coach on-field [see Note 3]	games 1-3	games 1-3	No	No
Coach beside net	No	No	No	No
Team/Spectator Location [see Note 4]	Teams: Both teams same side of the field. Spectators: Opposite side of the field from the team benches.			
Max ref wait time for teams to produce combined minimum to play (player sharing)	15 minutes	15 minutes	15 minutes	15 minutes
Game Sheets [see Note 5]	Yes (2 copies to referee)	Yes (2 copies to referee)	Yes (2 copies to referee)	Yes (2 copies to referee)

Modified Rules				
Restarts (Kick-in, Throw-in) [see Note 6]	Kick-In OR Dribble-In	Kick-In OR Dribble-In	Kick-In OR Dribble-In	Throw-in
Penalty Kick [see Note 7]	Yes	Yes	Yes	Yes
Retreat Line [see Note 8]	Yes; Halfway Line	Yes; Edge of Centre Circle	Yes; Edge of Centre Circle	Yes; Edge of Centre Circle
Offside called [see Note 9]	No	No	No	No
Slide Tackling [see Note 10]	No	No	No	No
High Scoring Game Rule [see Note 11]	Yes	Yes	Yes	Yes

Key Information for All Mini Recreation Age Groups

- * Players registered with Representative teams are not eligible.
- * The purpose of Mini Recreational Soccer is to allow the players to make decisions, express themselves AND to keep the game flowing.
- * Coaches are to provide verbal support to players during games. Coach the players while they are off the field or at practice.
- * Since there is no scores or standings, there are no forfeits in U8-11 soccer. Team should share players or shrink the field size if needed.
- * Only the referee can abandon a game due to severe weather or unusual conditions. Always go to the field for your scheduled games.

Notes:

1. Player Sharing:

If a team is unable to supply the **Minimum Number of Players** (see above) for the game to be played, the opposing team WILL share players to ensure that the game can be played.

2. U8 Pugg Net Set Up:

Place the Pugg Nets side by side in the middle of the 5 x 8 yard goalkeeper area to form the goal at one end of the field.

A goal will be counted if it fully crosses the goal line into either of the Pugg Nets.

For example, it is NOT a goal if:

- the ball hits the middle of where the two Pugg Nets are joined, and does not cross the goal line.
- the ball crosses the goal line between the two Pugg Nets when the ball is in the air.

3. Coaches on-field:

Coaches are allowed on the field from weeks 1-3 to provide additional assistance to their team.

After week 3, please respect that the players require opportunity to discover "their game" and coach presence on the field becomes a major distraction/barrier to that individual success/creativity.

4. Team / Spectator Location:

Both team benches are to be on the same side of the field as chosen by the home coach.

All spectators are to be on the opposite side of the field from the team benches.

Additionally, spectators are not permitted anywhere along the goal line.

5. Game Sheets:

All players must be listed on the Game Sheet.

Each team must provide two game sheets to the Referee before the game.

Upon game completion the referee and both coaches will sign all Game Sheets.

The Home Coach will enter the score in to the Power Up Coach System.

The Referee will:

- return one signed game sheet to the home coach and one to the away coach.
- keep one game sheet as proof for payment and to resolve any future discrepancies.
- enter the score in to RefCentre.
- Within 48 hours, please scan or take a **CLEAR** photo of the game sheets, and email them to admin@wosc.com

6. Restarts:

U8-10 : Pass-In OR Dribble-In: Ball is placed on the touchline and kicked or dribbled back into the field of play. A Pass-In or Dribble-In that is taken incorrectly is re-taken.

U11 : Throw-in: Ball is thrown in with 2-hands, starting from behind the head with both feet on the ground.

NEW: If the Throw-in is taken incorrectly, the Throw-in is re-taken by a player of the OPPOSING team.

7. Penalty Kick:

The penalty kick shall be taken from the penalty area line parallel to the goal line at the centre of the goal.

When the penalty kick is being taken, all players shall be at least 5 meters from the ball and must stand behind the ball.

U8 Distance = 5 yards (4.6 meters) ; U9-11 Distance = 10 yards (9.1 meters).

8. Retreat Line:

When the goalkeeper has the ball in their possession at a goal kick or after making a save, opposing players are to move quickly back to the Retreat Line.

The attacking players may cross the Retreat Line once the ball has been kicked AND:

- is touched by a player on the defending team, OR
- crosses the Retreat Line, OR
- the ball stops moving.

For U8, attacking players are to retreat to the Halfway Line.

For U9-U11, attacking players are to retreat to the attacking edge of the Centre-Circle.

9. Offside:

There is no offside for 7v7 soccer.

10. Slide Tackling:

There is no slide tackling in Mini Soccer due to safety concerns.

If player A is dribbling, and player B wants to win possession of the ball and slides towards the player, that is considered a slide tackle and the play will be stopped by the Referee.

Players are permitted to leave their feet to play the ball if they are in possession of the ball. For example to keep a ball in play, taking a shot or loss of balance.

Coaches are responsible ensuring their players understand the limitations of "Slide Tackling".

11. High Scoring Game Rule

U8: A team behind by 4 goals CAN remove one Pugg net until the score returns to a 3 goal differential.

U9-11: A team behind by 4 goals CAN add one player to the field until the score returns to a 3 goal differential.

A team behind by 5 goals CAN add a second player to the field until the score returns to a 4 goal differential.

A maximum of 2 players CAN be added.