



BASIC MORESPORTS

WORLD MINI SOCCER JAM RULES 2010

The plan is to have all MoreSports sites use the same basic rules through out the season as it reduces confusion at the year end Soccer Jam

- Mini soccer is for fun and learning not about winning - the game is simplified to fit both ages and field space available - while some age groups are capable of doing activities such as corner kicks our field space is not sufficient to have them incorporated into the game
- Fair play by all participants
- Ensure participants have as close to equal playing time as possible
- Grade 4 and up fields are roughly 25 by 30 meters
- K-1 and 2-3 fields are 15 by 25 meters - half the size
- Equal number on the field for both sides - this may mean having to share excess players in some games loaning a player from side A to side B or from one side to the other
- 6 a side max including goalies for all grades is the norm however if there is a team with fewer players (for e.g.: 4, then the opposing team also plays with 4, 3 on the field & one in goal) or as above loans the team short of players extra players
- K-1 may have more on the field (up to 8) if coaches agree but remember the field is normally half the size of that for the older kids
- Unlimited substitutions at any stoppage - e.g. side throw ins - there is no need for referees approval for substitutions but the coaches should let them know subs are coming on
- No off sides
- No slide tackling
- No hand ball stoppage - it is simply turn over the ball and resume play immediately
- No free kicks
- No penalties



FUNdamental Sports for All



- When the ball goes out of bounds over the side line, it is put back into play with a throw in. Goals cannot be scored directly through the throw in
- When the ball goes over the end line
 - for a defending team ball or 'goalies ball' it is put back into play by the goalkeeper by ROLLING it in to one of their players in their own half of the field (no goal keeper kicking as the fields are too small and they can kick it all the way to the other goalie in many cases) this means opposing players have to give some space to let the game continue
 - for an attacking team ball restart is by sideline THROW IN instead of corner kicks - there are NO CORNER KICKS as the fields are too small
- After a goal has been scored, it is put back into play by a kick off at centre marker
- K/1 and 2/3 goalies should be rotated every 2 to 3 minutes - all kids should get a chance to play in goal and no kid should get 'stuck' in goal - we also highly recommend rotating goalies for 4/5 and 6/7 but it is not 'required'
- Only the goalie can touch the ball with their hands
- The game consists of 10 to 20 minute halves depending on age of kids (can be modified to two equal minutes halves according to time allocated at your site)
- Referees and coaches are volunteers - all spectators and parents are reminded that positive comments and encouragement are all that is required - no badgering/nagging/foul language directed at the referees etc will be tolerated
- Coaches are allowed on the fields to assist and direct the game especially for k-1 and 2-3 age groups
- Parental assistant for children with mobility difficulties is acceptable and encouraged