

SOMERSET WEST SOCCER CLUB

www.somersetwestsoccer.org



Micro Soccer Rules

Introduction:

In general, the Tualatin Hills Junior Soccer League Rules and Regulations apply to Micro Soccer. However, since regular soccer rules are for older players (ages 7 and up), some modifications are necessary.

Rule 1: Definition of a Micro Soccer Player

Players are eligible for the Micro Soccer program if they are entering kindergarten or first grade of the year the season begins.

Rule 2: Insurance

Players and Coaches registered with OYSA through SWSC are insured for liability and against accidental bodily injuries.

Rule 3: Rosters

1. The maximum number of players on a team will be 12.
2. Players do not have to be within the THJSL/SWSC boundaries.

Rule 4: Substitutions

Substitutions are unlimited and may be made as follows:

1. Prior to a throw-in
2. Prior to a goal kick
3. After a goal, by either team
4. After an injury, by either team
5. At half time

Rule 5: Individual Playing Time

All team members play at least one-half of each game for which they are present.

Rule 6: Footgear, Glasses, Casts and Uniforms

1. If possible, players will wear soccer shoes.
2. Glasses can be worn, but players must use a safety strap to hold them on.
3. A player wearing a cast or splint cannot play, no matter how well padded it is.
4. Shin guards are mandatory.
5. Each team will have a different colored shirt.

Rule 7: Duration of Games

Games will be approximately 30 minutes in length (2 13 minute halves and a 5 minute intermission). Times are approximate and may be shorter or longer with agreement by both coaches.

Rule 8: Ball Size

Micro Soccer players will use a number 3 ball.

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Rule 9: Field Size

Each team will be responsible for setting up one 15 by 25 yard field. Cones should be placed at each corner and at the midline. Goals are 3 feet wide and should be marked by either flags or tall cones.

Rule 10: Officiating

The two team coaches will referee games. The Referee's primary responsibility is to ensure the game is safely played.

Rule 11: Responsibility of Coaches

1. Each coach is responsible for the conduct of himself/herself, the team's players and fans.
2. Coaches, spectators, and players not on the field of play must remain at least two yards behind the touch line.

Rule 12: Protesting

No game can be protested.

Rule 13: Disciplinary Actions

Coaches are expected to maintain an atmosphere of enjoyment for the players and spectators. Use of threatening gestures, threatening or profane language to other players, coaches, or spectators is always prohibited. The formal Disciplinary code of SWSC applies.

Rule 14: Special Micro Soccer Rules

1. Dual games will be played. Each coach will split his team into two squads. One squad will play on each of the fields. At half time, the home team squads (first team listed in the schedule) will switch fields.
2. Coaches should not generally move kids between squads during a game. Coaches are encouraged to change the members of each squad throughout the season.
3. Number of players on a field: 3 for each team on each field (dual 3 v 3 games).
4. Goals: 3 feet wide
5. No Goalies
6. Penalty Area: None
7. Fouls: All fouls result in an indirect free kick. Fouls should not be called except for:
8. Hand balls
9. Intentional fouls
10. Penalty Kicks: None
11. Goal Kicks (when ball goes out behind the goal line): players should remain at least six yards from the ball until the kick is taken.
12. All other rules (such as start of play, ball in and out of play, etc.) will conform to the rules of the game.

Notes:

The above rules are based on the THJSL Rules and Regulations