

Junior Soccer Rules Summary for Officials and Coaches

1. **Goal Kick:** Occurs when an offensive player kicks the ball behind the goal line. The goalie will place the ball anywhere within the box and kick the ball off the ground into play. All opposing players must go behind the retreat line (labelled Build Out Line below). Opposing players can only attack once a second player has touched the ball OR the ball crosses the retreat line. The convenor will set up pylons to show where the line is on the field.
2. **Offsides:** Offside occurs when an offensive player is behind the LAST defensive player **when the ball is kicked**. While we will be calling this, have some grace. One step or an arm offside does not need to be called, but “cherry-pickers” or athletes several steps offside need to be called.
3. **Disrespect:** Any athletes questioning calls or being rude is to be sent to the bench. They can return after 5 minutes, unless the offense is egregious (for example: swearing, aggressive behaviour). Coaches have your back on this. Calmly let the coaches know that the player is being disrespectful and needs to have some time off. If a coach is being disrespectful, please let the convenor know.
4. **Penalties:** Slide tackles are not allowed. Any slide tackle will be called as a penalty and the opposing team will get a free kick. All free kicks will be direct kicks. Any penalty that occurs inside the goalie box will result in a penalty shot (10 paces from the goal line).
5. **Throw Ins:** Any ball played out the side results in a throw-in. For example, If Team A kicks the ball out of the sideline, Team B throw the balls back in. The ball must go directly behind the throwers head, then continue in a straight motion over the student’s head. Both feet must remain on the ground.
6. **Corner Kicks:** Corner kicks are awarded when a defensive player kicks the ball behind the goal line. The offensive team goes to the closest corner and plays the ball in.
7. **Substitutions:** Team can use as many substitutions as possible. A team can initiate a substitution when they have a throw-in, goal kick, or after any team scores. If a team initiates a proper substitution, the opposing team can piggy back and sub players in.
8. **Time:** Check with your convenor. Some games will be 25 minutes, others will be 30 minutes. There is no halftime, and no injury time. In the event the temperature is above 30 degrees, please take a 3-minute water break half way through the game.
9. **Reporting:** After each game, report the score to the convenor.
10. **What You Need To Bring:** Water, whistle, stopwatch/phone to time with

Field Layout

