

UPPER ISLAND SOCCER ASSOCIATION SMALL SIDED RULES



Revised 2022

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These Rules are intended to support player, team and referee development; therefore, have been produced in conjunction with *BC Soccer's Small Sided Game Development Manual*. These Rules are inspired by IFAB's Laws of the Game; however, have been adapted specifically for Small Sided Game age groups of U12 and below.

In general, UISA conforms to *BC Soccer's Small Sided Referee Rules for Super 8 play*. Slight modifications are necessary for UISA League Super 8 play. Modifications and additions along with clarification are indicated below.

Law 1: The Field of Play

Conform to *BC Soccer's Small Sided Referee Rules, Law 1 - The Field of Play*

Field Markings

Modification: A circle with a radius of nine (9) meters may be marked at the halfway line, but it is not mandatory.

Clarification: All field markings may be marked by the means of cones.

Clarification: A line (dotted or solid) parallel to the center line at the attacking third mark is to be marked to indicate the retreat/offside line.

Goal Area/Penalty Area

Clarification: Two lines are drawn at right angles to the goal line, eleven (11) meters from the inside of each goalpost. These lines extend into the field of play for a distance of eleven (11) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made nine (9) meters from the midpoint between the goalposts and equidistant to them.

Law 2: The Ball

Conform to BC Soccer's *Small Sided Referee Rules, Law 2 - The Ball*

Clarification: Size four (4) balls will be used for all UISA league Super8 play.

Law 3: Number of Players

Conform to BC Soccer's *Small Sided Referee Rules, Law 3 - Number of Players*

Modification: A match is played by two teams, each consisting of not more than eight (8) players, one of whom is the goalkeeper.

Addition re League Play: A match may not start if either team consists of fewer than seven players, one of whom is the goalkeeper.

Playing Time

Addition re League Play: Coaches shall ensure all players present at the start of the game shall play at least 50% of any game. Playing time for players with outstanding discipline issues will be adjusted accordingly. Parents with concerns about playing time should address them first with the coach, then with the club if needed and then with UISA if needed.

Team Size

Addition re League Play: The minimum number of players on a team roster is 8 and a maximum of 14. Special permission may be granted by the UISA board to roster up to 18. Recommended as best practice: 10 minimum / 14 maximum. UISA teams have found that game day squads of 11-12 players are ideal.

Team Roster

Addition re League Play: Teams may field only the players listed on their rosters on file with UISA and call-up players from their club's pool of players.

Law 4: Players Equipment

Conform to BC Soccer's *Small Sided Referee Rules, Law 4 - Players Equipment*

Law 5: The Referee

Conform to BC Soccer's *Small Sided Referee Rules, Law 5 - The Referee*

Law 6: The Assistant Referee

Conform to BC Soccer's *Small Sided Referee Rules, Law 6 - The Assistant Referee*

Clarification: Two Assistant Referees are strongly recommended, however UISA understands that not all clubs will be able to provide ARs for every game. Therefore, teams are encouraged to have a designated, competent parent/family member available to run lines at games.

Law 7: Duration of Game

Conform to BC Soccer's *Small Sided Referee Rules, Law 7 - Duration of Game*

Modification: The game will be divided into two (2) halves of thirty-five (35) minutes each. There shall be a half-time interval of five (5) minutes.

Law 8: Start and Restart of Play

Conform to BC Soccer's Small Sided Referee Rules, Law 8 – Start and Restart of Play

Clarification: All players opposing the team taking the kick-off shall be not less than nine (9) meters from the ball until it is kicked and moves.

Clarification: If player taking the kick-off touches the ball a second time before it has been played or touched by another player, an indirect free kick shall be awarded to the opposing team.

Law 9: Ball In and Out of Play

Conform to BC Soccer's Small Sided Referee Rules, Law 9 – Ball In and Out of Play

Law 10: The Method of Scoring

Conform to BC Soccer's Small Sided Referee Rules, Law 10 – The Method of Scoring

Law 11: Offside

Conform to BC Soccer's Small Sided Referee Rules, Law 11 – Offside

Clarification: Offside is in effect in the attacking 3rd of the field.

Law 12: Fouls and Misconduct

Conform to BC Soccer's Small Sided Referee Rules, Law 12 – Fouls and Misconduct

Clarification: Misconduct - Caution (yellow) and send-off (red) cards are used.

Law 13: Free Kicks

Conform to BC Soccer's Small Sided Referee Rules, Law 13 – Free Kicks

Clarification: All opponents shall be not less than 9 meters from the ball until it has been kicked.

Law 14: Penalty Kick

Conform to BC Soccer's Small Sided Referee Rules, Law 14 – Penalty Kick

Clarification: All players except the player taking the kick must be nine (9) meters from the ball.

Law 15: The Throw-In/Kick-In

Conform to BC Soccer's Small Sided Referee Rules, Law 15 – The Throw-In/Kick-In

Clarification: Throw-ins (*not kick-ins*) will be used. FIFA Rules apply.

Law 16: The Goal Kick

Conform to BC Soccer's *Small Sided Referee Rules, Law 16 - The Goal Kick*

Clarification: The goal kick shall be taken from anywhere within the goal area.

Clarification: A goal may be scored directly from a goal kick, but only against the opposing team.

Clarification: If a team chooses to play quickly, they can. The ball will be in play as soon as it leaves the goal area regardless of the opposing team's position.

Law 17: The Corner Kick

Conform to BC Soccer's *Small Sided Referee Rules, Law 17 - The Corner Kick*

Clarification: All opponents shall be no less than nine (9) meters from the ball until it has been kicked.

Clarification: A goal may be scored directly from a corner kick.