



Rules of Micro Footie

- Micro Footie is played with 5 players and a goalie on a field approximately 25metres X 45 metres.
- In Micro Footie we do not keep score! The focus is to have fun and improve skills (Except for the World Cup Tournament which takes place the last 2 weeks of the program, where scores are recorded – points are awarded and prizes for top teams are given).
- There are no offsides in Micro Footie.
- The goaltender can use his/her hands up to ten feet away from the goal line and four to five feet to either side. Before the game starts the referee should go over the boundaries with each team's goaltender to assure that during the game there is no confusion regarding where hand balls can or cannot be used.
- Throw-ins are used when the soccer ball goes over the sideline.
- All free kicks are direct.
- Corner kicks are used at the corner of the field when the soccer ball goes over the touch line by the defending team.
- Goal kicks are used when the soccer ball goes over the touch line by the opposing team. The game will be restarted by a goal kick. A goal kick is a dead ball placed approximately six feet from the touchline.
- A penalty shot is used when the defending team intentionally hands the ball or deliberately impedes (fouls) a player as he/she is going for a goal. Similar to ice hockey, penalty shots have a player versus goalie scenario set up in a breakaway style format. The penalty is taken from the half way line of the micro soccer field. In a penalty shot, rebounds are not allowed.
- Changing on the fly is allowed. However, changing lines during throw-ins, goal kicks, or corners is preferred. If a team has too many players on the field, the opposing team will be awarded a penalty shot.
- After a save is made goalies must throw out or kick ball from ground, no half or full volley clearances.
- Coaches are not permitted on the micro field during games (except Beginners!)
- After each goal, play resumes from the half way line.
- At half time teams change ends/sides.
- Finish game with handshake.

Games at Garden Park

Beginners A and B: 2 – 20 minute games (Coaches ref)

Intermediate 1A and 1B: 2 - 25 minutes per half (Coaches ref)

Games at Britannia Oval

Intermediate 2: 25 minutes per half (Program supplies ref)

Advanced: 2 - 30 minutes per half (Program supplies ref)

Super Advanced: 2 - 30 minutes per half (Program supplies ref)