

Game Leader, Small Sided Game and 9v9

Age Group	Duration of Match/Ball	Requirement Qualifications	Retreat Line	Keeper's in Possession	Ball Crosses Touchline	Ball Crosses Goal Line	Off-sides	Heading and Slide Tackles
Game Leader (U6) 3v3 no GK Pug Nets	2x15 =30 minutes Ball Size 3 Max Roster 6	*Complete 25 minute video and quiz on coaches centre. Submit Certificate to Club	Halfway line	Attacking team must attempt to retreat	Pass-in or Dribble-in Opponents 2 metres	Goal Kick (No Corner Kicks) Ball can be put in play by passing in or dribble in 3 metres from their goal line	No	Indirect Free Kick to opposing team *No heading in U12 and Under in PSC Rec. League
Game Leader (U7) 4v4 no GK	2x20 = 40 minutes Ball Size 3 or 4 Light Max Roster 8	*Complete 25 minute video and quiz on coaches centre. Submit Certificate to Club	Halfway line	Attacking team must attempt to retreat	Pass-in or Dribble- in Opponents 2 metres	Goal Kick (No Corner Kicks) Ball can be put in play by passing in or dribble in 3 metres from their goal line	No	Indirect Free Kick to opposing team *No heading in U12 and Under in PSC Rec. League
Game Leader U8 5v5 with GK Or 4v4 no GK	2x20 = 40 minutes Ball Size 3 or 4 Light Max Roster 10	Small Sided Game Referee Course Must register every year	Halfway line	Attacking team must attempt to retreat	Pass-in or Dribble- in Opponents 2 metres	Goal Kick (No Corner Kicks) Ball can be put in play by passing in or dribble in 3 metres from their goal line	No	Indirect Free Kick to opposing team *No heading in U12 and Under in PSC Rec. League
U9 7v7	2x25 = 50 minutes Ball Size 4 or 4 Light Max Roster 12	Small Sided Game Referee Course Must register every year	Place 4 cones 1/3 of field	Attacking team must attempt to retreat	Pass-in	Goal Kick or Corner Kick	No	Indirect Free Kick to opposing team *No heading in U12 and Under in PSC Rec. League
U10 7v7	2x25 = 50 minutes Ball Size 4 Max Roster 12	Small Sided Game Referee Course Must register every year	Place 4 cones 1/3 of field	Attacking team must attempt to retreat	Throw-in	Goal Kick or Corner Kick	No	Indirect Free Kick to opposing team *No heading in U12 and Under in PSC Rec. League
U11 & 12 9v9	2x35 = 70 minutes Ball Size 4 Max Roster 16	Entry Level Referee Course Must register every year	Place 4 cones 1/3 of field	Attacking team must attempt to retreat	Throw-in	Goal Kick or Corner Kick	Yes	Indirect Free Kick to opposing team *No heading in U12 and Under in PSC Rec. League

Completed by *Mario Iozzi, Head Referee*
June 30, 2015 *Pickering Soccer Club*

TO REGISTER IN THE GAME LEADER PROGRAM

- Game Leader Program-You must be a minimum of 12 years of age
- Log on to www.coachcentre.ca
- This website looks exactly like refcentre.
- Log on with the same email and password as you would for Ref Centre (if you haven't logged onto to Ref Centre before, just log in with your email and select a password.
- At the top right of the web page, select **Game Leader Program tab**
- **Read overview**
- **View Video**
- **Complete test**
- **Print certificate**
- **Hand in Certificate to Dave Lord- PSC-Pickering Soccer Centre or email to scheduler@pickeringssoccer.ca**

SUMMARY OF RULES OF THE GAME LEADER PROGRAM

The main role of the game leader is to keep the game moving while limiting stoppages and assisting players with all restarts, **without blowing a whistle.**

The role of a typical game official has changed at these young ages from being the adult in the middle who blows the whistle when a law has been broken, to being a person who can communicate effectively and appropriately with children, can create a fun, positive learning environment and assist them in their understanding of the game.

The Game Leader should:

- *use the "ready, set go" prompt to encourage quick restarts
- *ask children to pass or dribble the ball into play from all restarts rather than the aimless BIG KICK.
- *ensure the opposing team retreats to the halfway line for all goal line restarts.

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In the 3v3, 4v4 or 5v5 game, the retreat line will be the halfway line.

What would happen is as follows: When the goalkeeper has the ball at a goal kick or after making a save, the opposing team members would 'retreat' to the halfway line. Once all opposing players have retreated to the line, the goalkeeper can successfully throw or pass the ball to one of his/her teammates. The goalkeeper can also choose to dribble the ball or play quickly to a teammate before the retreat has taken place by opposing players.

PLAYERS SAFETY

Players should not wear anything that endangers themselves or any other players.

- *Basic equipment consists of shirt, shorts, socks, shin guards and appropriate footwear
- *Jewelry is not permitted and cannot be taped over
- *Sports hijabs/head scarves are permitted
- *Medic alert bracelets and necklaces are permitted but must be fastened securely

A Game Leader must be made aware that a player is wearing a medic alert bracelet

STARTS AND RESTARTS OF PLAY

- *The team that wins the coin toss shall decide which goal to attack. The other team takes the kick off.
- *A drop ball will be awarded if there is an injury or interference from an outside agent.
- *After a goal is scored, all players must be in their own half. Opponents must be a minimum of 3 metres away from the ball until it is played in.
- *A goal cannot be scored directly from a kick off, it must be touched by a teammate or another player.
- *There are no Direct Free Kicks or Penalty Kicks for U3-U8. All free kicks are indirect.

The game leader must attempt to explain to the players, in a friendly, calm, tone why there is an infringement.