



# Tiny-Tot Soccer Guide & Rules



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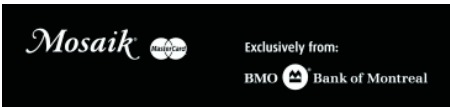
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# TINY-TOT SOCCER INTRODUCTION

Tiny-Tot Soccer is for 6, 5, and 4 year old children. The game will be played 4 v 4, with 3 players on each side and one goalie on each side. The field dimensions should be 30 x 20 yards. These dimensions encompass one quarter of the Mini-Soccer Field. Therefore four Tiny-Tot games can be played on a Mini-Soccer Field (as seen in the diagram on the on page 3).

Tiny-Tot Soccer has very simple game rules and regardless to what soccer purists may say the Tiny-Tot Soccer players are only interested in having “Fun”, getting a good kick of the ball, and possibly scoring a goal. The recommended field size is directly related to the age of the player, allowing them an equal opportunity of getting touches on the ball and doing so with very few rules.

A team of four players, six years old or younger on each team allows each player to experience the position of Goalkeeper on a rotating basis. The 4 v 4 game will also allow familiarity with almost all the fun drills they know. Identifying an individual as the goalkeeper would be acceptable, but not mandatory, let them all experience that position if they choose.

The 4 v 4 game provides these young players a comfortable environment as one or two buddies are formed almost immediately and the “Fun” aspect is perfect to just let them play. As the youngsters are having “Fun” the game itself becomes the teacher. Since six year old children are absolutely selfish, they will refuse to share the ball with teammates, and identifying this is very important for the Tiny-Tot coach. These Coaches/Parents who often have limited coaching and playing experience, must realize that players learn more from playing the game than from the coach. It is recommended that mom or dad be on the field to coach and support the players.

At all levels of the game of soccer from Tiny-Tot to Pro, two elements must be utilized by the coach if player and coaching education are to take place.

(1) Targets / Goals-mesh

(2) Opposing players

The above must be a part of all coaching sessions

# TINY-TOT CODE FOR COACHES

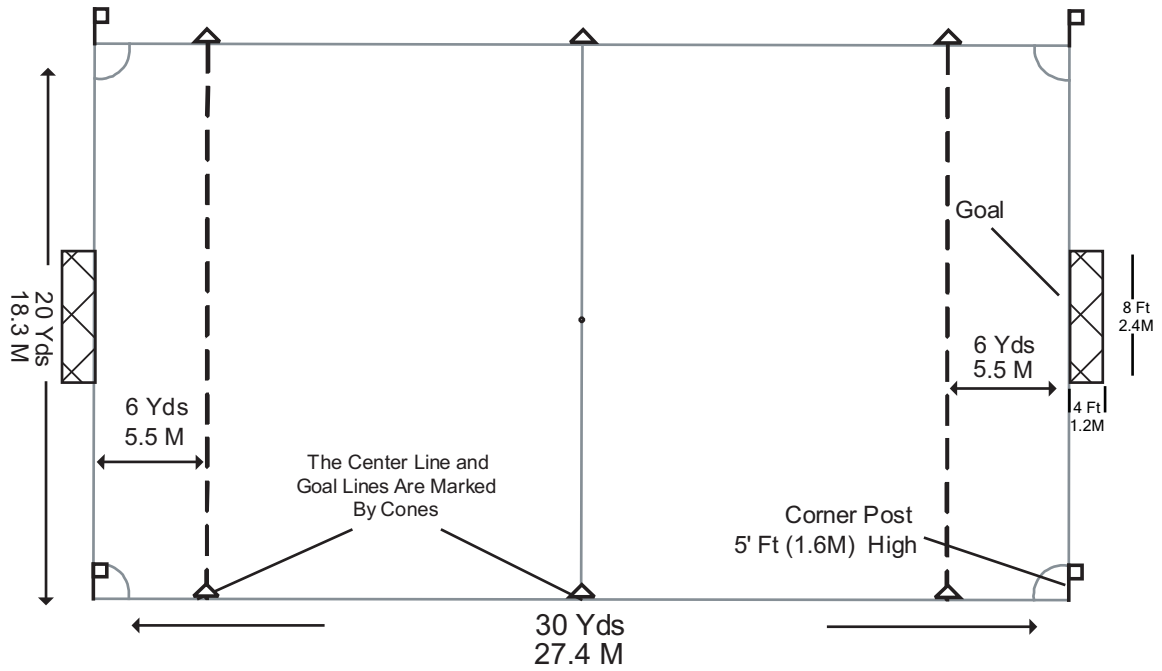


- Your responsibility is to ensure that players are having “fun”. (Remember children are not miniature professionals)
- Never ridicule or scold a youngster for a mistake. Remember no child intentionally makes a mistake.
- Applaud loudly a good effort by your team and the opponent.
- Coaching at this level is a collective collaboration. If we all work together, all our youngsters will improve.
- Encourage all youngsters to develop basic skills but remember to be reasonable in your demand on their energy and enthusiasm.

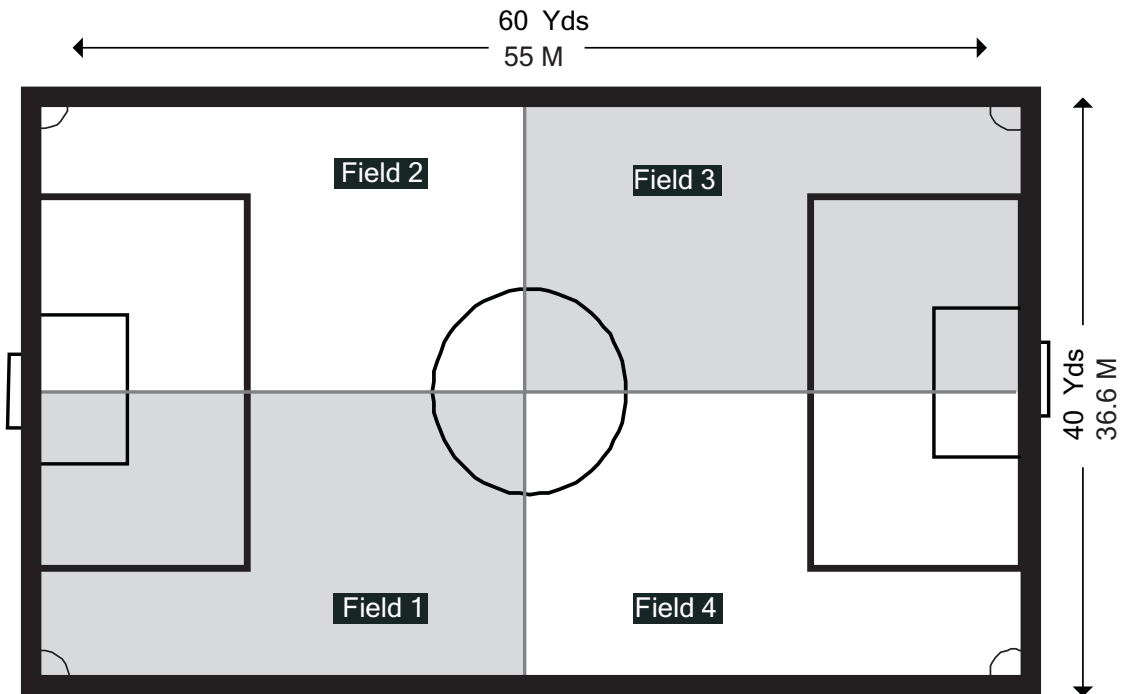
The following are all guidelines Tiny-Tot Coaches should follow:

- Dress appropriately
- Be punctual
- Must be very positive and enthusiastic
- Must be organized
- Must be the most popular coach to their young players
- Personal Conduct (above reproach)
- Understand the rationale for Tiny-Tot Soccer
- Coach in the game if necessary (Be on the field)

# TINY-TOT SOCCER FIELD



## Mini Field for Tiny-Tot Soccer



# TINY-TOT SOCCER RULES

## The Tiny-Tot Field

- 30(27.7M) Yards X 20(18.3M) Yards
- Goals will be 8 Ft (2.4M) wide X 4 Ft.(1.2M) High
- 6 Yd(5.5M) area for Goalkeepers
- Half-way line cones at side lines as markers

## Number of Players

- Maximum number of players on the field per team is 4.
- Maximum # of roster players per team is 8.
- Minimum # of player to start game is 3
- All teams will have a goalkeeper who can alternate anytime at stoppages

## Ball

- Ball size is # 3 (Never over inflated)

## Duration of the Game

- Four 12 minute quarters, 3 minute break between quarters, 6 minute half-time Break

## Referee

- Parent, Coach, Assistant Coach

## Players Equipment

- Soccer shoes and shin pads are mandatory

## Start of Play

- Center of Field (Marked Approx by cones on side-lines) Player kicks ball forward "Ball is live"

## **Substitutions**

- Substitutions can be on the fly, at stoppages or at the Quarter breaks in the game (Every youngster must get equal playing time)

## **Off-Side**

- There is no off-side

## **Fouls & Misconducts**

- No penalties, no free kick, no red or yellow cards - All infringements must be regarded as non-intentional

## **Kick-In**

- Only kick-In

## **Goal Kick**

- Goal kicks to be taken from anywhere in 6 yd area (These are marked by cones on either sideline, all opposing players must be outside this 6 yd area)

## **Corner Kick**

- To be taken at the corner beside the side line and goal line

## **Re-Starts**

- When play is restarted players must be 2 yd from the ball

## **Typical Portable Goals**

- 8 feet (2.4M) wide x 4 feet (1.2M) high

## **Coaches Equipment**

- 6 cones
- 4 corner flags
- 2 portable goals
- 12 bibs - 2 colors