

Traditional Sports: School Championships

Soccer UCS Qualifiers

Equipment

- All teams must supply their own uniform. Team t-shirts are acceptable
- **SHIN PADS - REQUIRED**
- Running shoes (required) - Cleats not permitted
- Game balls will be supplied by SOO.

Divisioning

- All teams are assigned to play teams of similar ability.
 - Coaches will fill out a team ranking assessment at registration and can use our [Skill Assessments](#) as a guide.
- Team rankings (A,B,C,D and selected classification are used to establish division.
- Schools may enter the development, recreational or competitive category.
 - **Developmental** (if venue capacity): For beginners not ready for games, focused on fun and skill-building.
 - **Recreational:** For new athletes playing for enjoyment, not aiming for championships.
 - **Competitive:** For mid-to-high skill athletes intending to qualify for School Championships.

The Game

1. Games are played **outdoors** on a modified soccer field approximately (45 by 30 meters)
2. The game will be played for a **running time of 20 minutes with a 2-minute half-time**. There will be **no overtime**.
3. **Rosters: A minimum of 5 players is required to play**, and teams can have a **max of 10**.
4. The game will start with a flip of a coin for possession.
5. **Teams will NOT change ends after the half**
6. **Kick-ins** will be used instead of a throw-in when the ball goes out of bounds
7. **Substitutions** are allowed during dead balls.
8. **Corner kick:** is awarded when the ball last touched by a defender crosses the goal line, taken from the nearest corner arc with opponents 6 yards away, and a goal may be scored directly.

Special Olympics Ontario

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Registered Charitable Number - 11906 8435 RR0001

Created by the Joseph P. Kennedy Jr. Foundation for the benefit of persons with intellectual disabilities.

Competition

Objective: To score more goals than your opponents by kicking the ball into the opposing team's net.

- The game begins with a coin toss for possession of the ball. The team that wins possession will kick off.
- After a goal or at the start of the second half, play restarts with a kick-off.
- For other stoppages, play resumes with a dropped ball at the spot, or on the penalty-area line if inside the box.
- The ball is out of play when it fully crosses the lines or the referee stops play.
- A goal is scored when the ball fully crosses the goal line between the posts and under the crossbar.

Penalties

- A **goal kick** is awarded when the ball last touched by an attacker crosses the goal line, taken from the nearest side of the penalty area, and must travel beyond the area to be in play.
- A **free kick** is awarded for rule infringements, taken from the spot of the foul with opponents 6 yards away, and the ball must be stationary and moved to be in play.
- A **penalty kick** is taken from the penalty mark with only the kicker and goalkeeper involved, and all others outside the area until the ball is kicked forward and in play.

Scoring

One point shall be awarded for every goal each team scores.

The team that reaches **10 points first**, or the team with the most points at the end of the 20-minute match, wins the game.

Note: To qualify for the Provincial School Champions, teams compete within their conference, which may include schools beyond those faced at their qualifier. For details on the qualification process, visit the [School Hub](#) resources page

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