



Power Play Rule for mini-soccer (5v5 & 7v7)

At the August League meeting the member clubs voted to adopt the Power Play rule for part 1 of the new season and then to review.

During a match when the goal difference reaches 4, the losing team may field an additional player. If the goal difference reaches 6, the losing team may field another additional player (taking the total up to 2 additional players).

At the point the goal difference falls to 5, the losing team must withdraw one of their additional players. At the point the goal difference falls to 3 the losing team must withdraw their final additional player (this does not need to be the same player that was put on as the additional player).

The diagram below will help explain the process

Score	What Happens?	5v5	7v7
Red Team 3-0 Blue Team	No Change	5v5	7v7
Red Team 4-0 Blue Team	Blue Team bring on <u>one</u> extra	5v6	7v8
Red Team 4-1 Blue Team	Blue Team remove <u>one</u> player	5v5	7v7
Red Team 5-1 Blue Team	Blue Team bring on <u>one</u> extra	5v6	7v8
Red Team 6-1 Blue Team	No Change	5v6	7v8
Red Team 7-1 Blue Team	Blue Team bring on <u>another</u> extra	5v7	7v9
Red Team 7-2 Blue Team	Blue Team remove <u>one</u> player	5v6	7v8
Red Team 7-3 Blue Team	No Change	5v6	7v8
Red Team 7-4 Blue	Blue Team remove <u>final</u> extra	5v5	7v7