



Senior Boardless Modified Soccer Rules of Play

The FIFA/IFAB Laws of the game will govern the play for Senior 7v7 and 8v8 games with the following modifications:

Providing the principles of the rules are followed, the rules may be modified locally in the following aspects:

- Size of the field of play.
- Number of players.
- Substitutions.
- Duration of the periods of play.
- No offsides.

Law 1 – The Field of Play

The field dimensions are determined by the facility used and marked accordingly, using all markings required by the IFAB Laws of the Game.

CUSA will play 6v6 boardless:

- On the 1/4 sized full field (Foothills 53.0 x 30.0 m) or (CWSC 55.0 x 30.0 m).

Law 3 – The Players

A match is played by two teams, with the maximum number determined by age and field size. Boardless are all permissible.

- *All teams may dress and play 20 players in each game.*
- *A minimum of four (4) players are required to start and continue a game.*
- *All players and team officials **MUST** be on the game sheet and present a league ID card. Photos of ID Card will not be accepted.*
- *Substitutions on any stoppage of play are at the referee's discretion. The player entering the field of play must enter the field at the halfway line on the same side of the field as their bench.*
- *Unlimited substitutions may be allowed at the referee's discretion. The official may disallow substitutions if deemed to be a stall tactic.*

Law 5 – The Referee

The match will be officiated by a single referee, two referees or a referee and two assistant referees.

- *When a 2-referee system is used, each official will watch half of the field, from a diagonally opposite corner base position. The officials can step onto the field to be involved in the play and to aid the other official where applicable.*
- *Bench side official handles substitutions, to be made on the halfway line only during a stoppage in play.*
- *CUSA will use a single official.*

Law 7 – The Duration of the Match

The match consists of two equal halves.

- *All games are 2x30 minute equal halves. If the game starts 2 minutes late, make 2x29 minutes halves and so on.*
- *The maximum waiting time to begin a game is 5 (5) minutes.*
- *Half time will be two (2) minutes total.*

There is no allowance for time lost.

Law 9 – The Ball In and Out of Play

Normal ball in and out of play principles apply.

For the Indoor game the ball is also out of play when it touches the ceiling or building structure overhanging the field of play. The restart will be a throw into the opponents of the player who last touched the ball, at the touchline closest to where the ball touched the ceiling.

Law 12 – Fouls and Misconduct

- *Spitting on the field is a yellow card offence.*
- *If a player is sent off, their team is reduced in numbers on the field and the player must leave the field and not take part in the match.*

Law 13 – Free Kicks

Until the ball is in play, all opponents must remain at least 6 yards from the ball, unless they are on their own goal line between the goal posts.

League Specifics – Game Sheets

Teams will supply one (1) game sheet to the match official before the game. Official keeps the sheet until the end of the game.

Upon completion on the match both Team's coaches are to be provided the opportunity to photograph both team's game sheets, thereby eliminating the need for multiple copies to be completed.

League Specifics – General

Officials will check players and team officials to game sheet and ID prior to their joining the game. If player names are on the game sheet prior to the start of the game, then players arriving anytime during the game may play.

The away team should have kick off in the first half of the game and defend the side which their bench is on.

Nobody should be in the bench area unless they have a valid League ID card (players/coach) and are listed on the game sheet. Please ensure this and report any issues on the game sheet.