

Tri-County Soccer Association

Inter-District Game Play Rules

Updated Jan 07, 2021

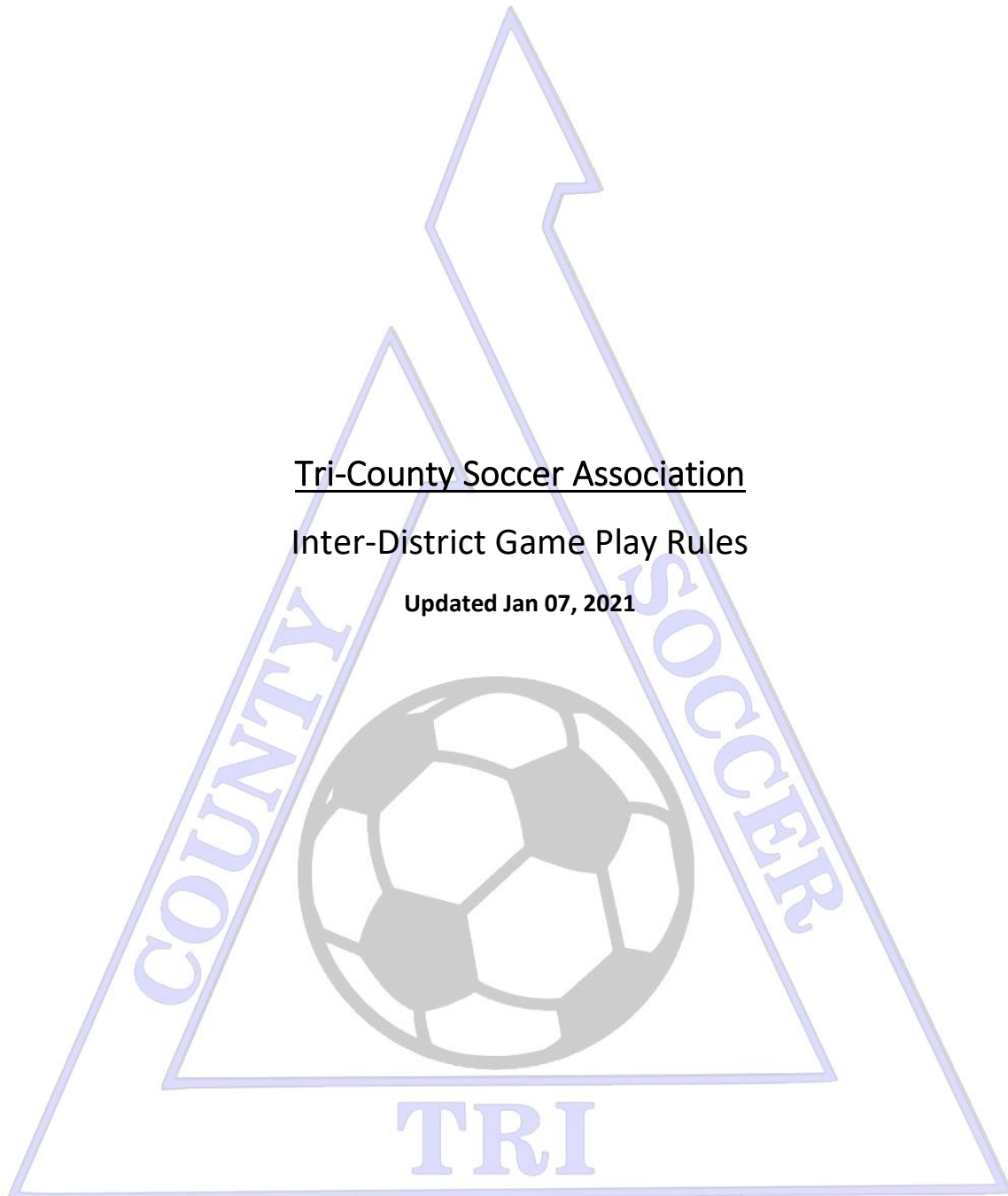
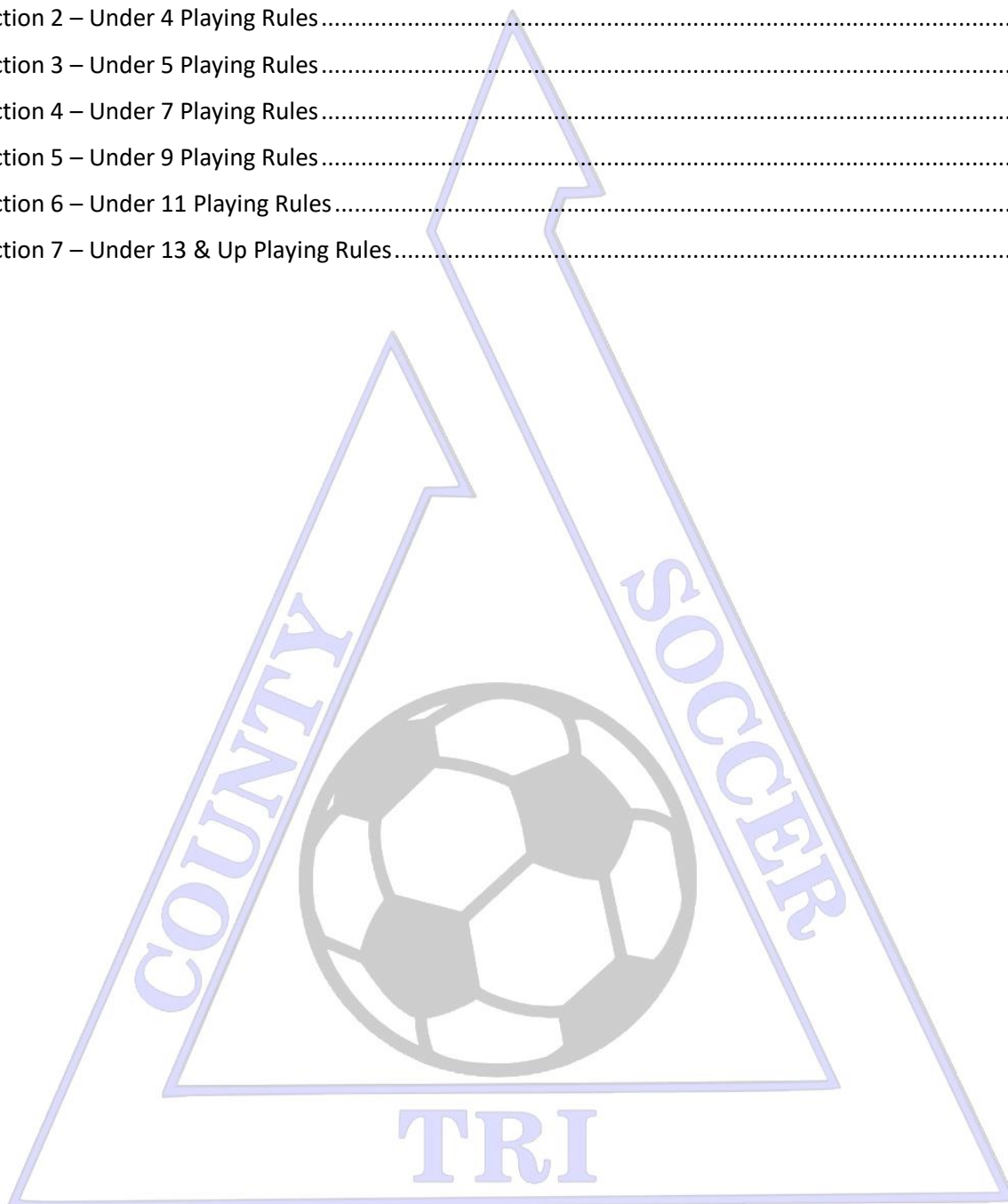


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Section 1 – Mini Soccer Rules General

1.01 For Players in the U3 to U11 Leagues

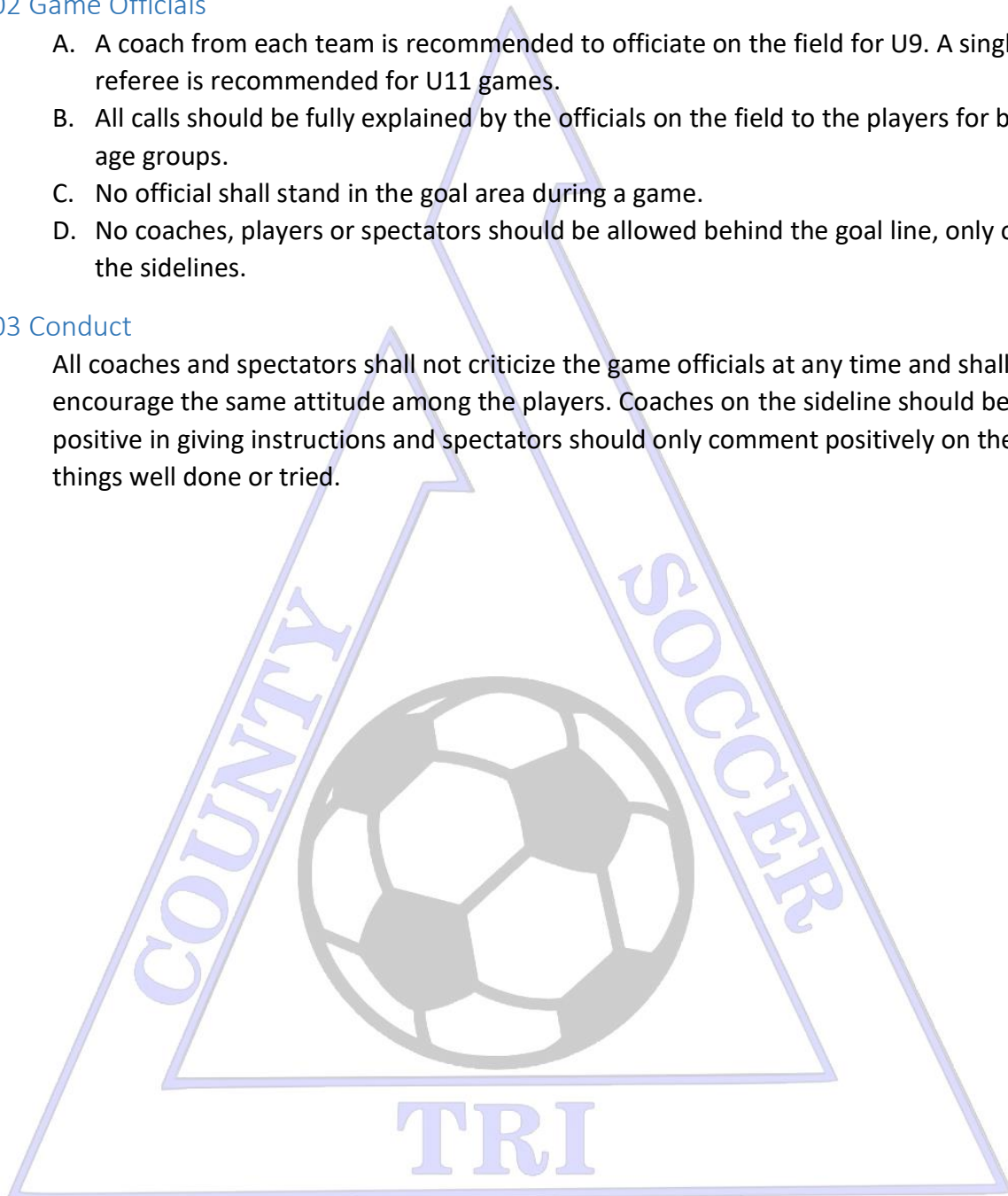
Each player is to participate a minimum of 50% of the total playing time if possible.

1.02 Game Officials

- A. A coach from each team is recommended to officiate on the field for U9. A single referee is recommended for U11 games.
- B. All calls should be fully explained by the officials on the field to the players for both age groups.
- C. No official shall stand in the goal area during a game.
- D. No coaches, players or spectators should be allowed behind the goal line, only on the sidelines.

1.03 Conduct

All coaches and spectators shall not criticize the game officials at any time and shall encourage the same attitude among the players. Coaches on the sideline should be positive in giving instructions and spectators should only comment positively on the things well done or tried.



Section 2 – Under 4 Playing Rules

At this age group, the most important thing for children to develop is a feel and a love for the game of soccer. All games and activities should incorporate running, jumping, twisting, and tumbling movements that include a ball. Children at this age need to get a ton of touches on a soccer ball so it is important that each child is given time with their own ball without having to share with others. Playing simple games like Simon says, red light – green light, and musical chairs with a ball lend far more to a child’s soccer development than playing a “real” soccer game where 8 or 10 kids have to fight over one ball. Children love to jump and tumble so incorporate somersaults or cartwheels into the activities. This also begins to build body coordination and ball to eye coordination.

2.01 Field of Play

Dimensions: The field of play may be rectangular or square.

Length: approximately 20 – 25 yards

Width: approximately 15 – 20 yards

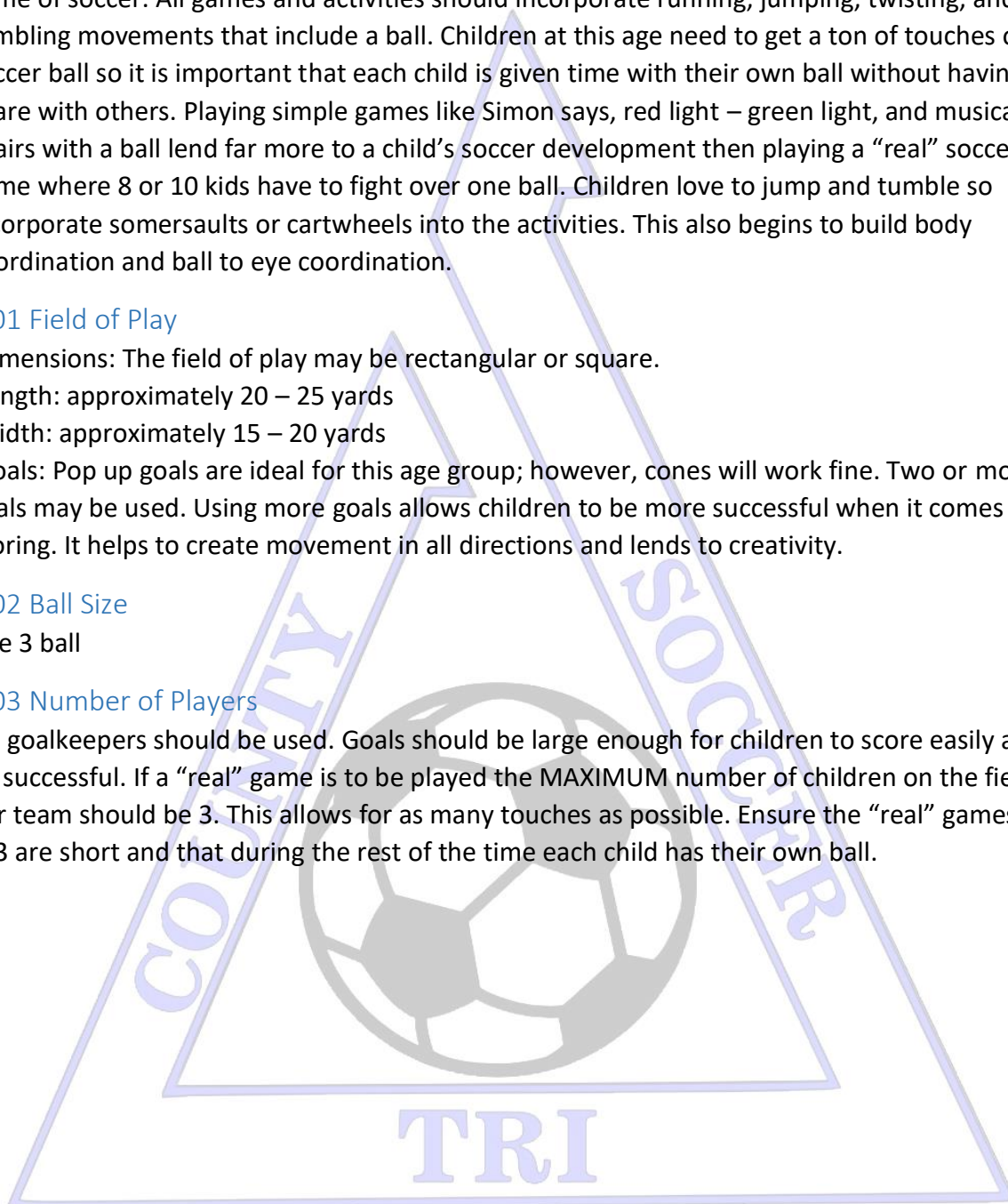
Goals: Pop up goals are ideal for this age group; however, cones will work fine. Two or more goals may be used. Using more goals allows children to be more successful when it comes to scoring. It helps to create movement in all directions and lends to creativity.

2.02 Ball Size

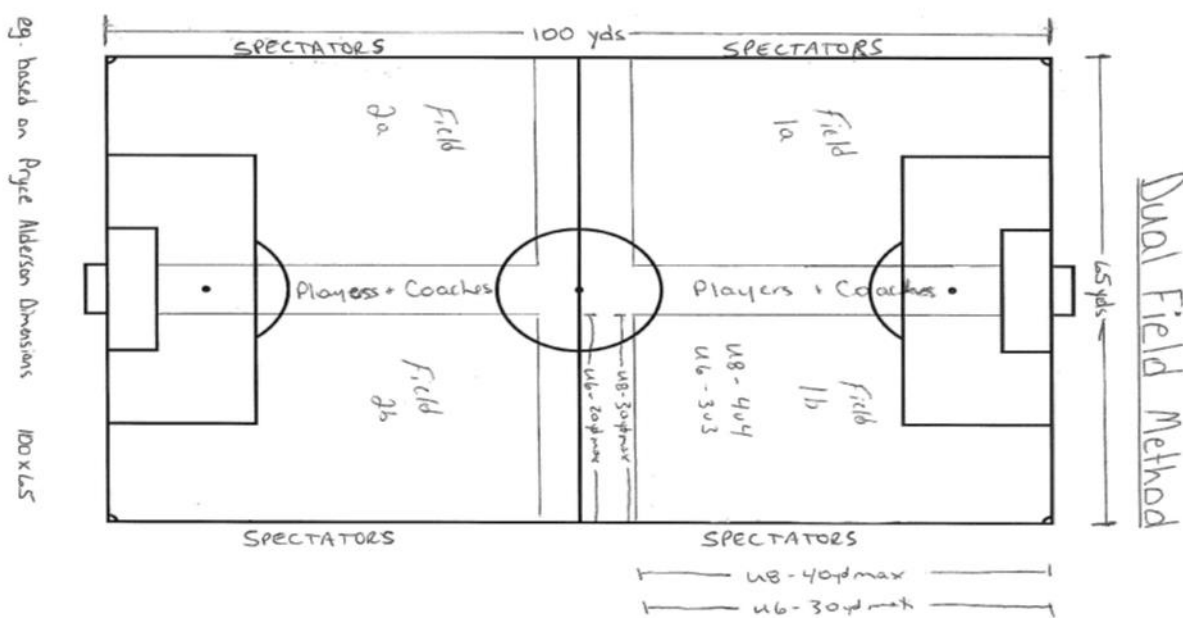
Size 3 ball

2.03 Number of Players

No goalkeepers should be used. Goals should be large enough for children to score easily and be successful. If a “real” game is to be played the MAXIMUM number of children on the field per team should be 3. This allows for as many touches as possible. Ensure the “real” games of 3v3 are short and that during the rest of the time each child has their own ball.



Section 3 – Under 5 Playing Rules



3.01 Field of Play

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. The fields will be the same for U5 and U7 for practical purposes.

Length: 30 yards

Width: 25 yards

Field Markings: Distinctive lines including a center line are ideal; however, cones may be used to outline the playing area with distinct shaped or coloured cones to mark the half way point of the field. The dual field method is recommended for this age group as it allows for 3v3 play without having to double the number of small teams (and volunteer coaches).

The Goal Area: From the exact center of the goal line, measure 6 yards each way (for a total of 12 yards). At each of these points extend a line perpendicular to the goal line that extends 8 yards into the field. Join the two points at the top making a line parallel to the goal line (12x6x). This is the goal/penalty area.

The Penalty Area: The same as the goal area.

Flag posts: None

The Corner Arc: None

Goals: Goals must be placed on the center of each goal line. Goals may be real goals, pop-up goals, or corner flags or cones to mark the goal net. Goals should not be any wider than eight (8) feet wide

3.02 Ball Size

Size 3 ball

3.03 Number of Players

A match is played by two teams, each consisting of not more than three players. There are NO GOALKEEPERS.

Substitutions: At any stoppage and unlimited.

Playing Time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be co-ed.

3.04 Players Equipment

Must have shoes, shin pads, and socks to cover their shin pads.

3.05 Referee

May be used; however, at this level a coach can act as a referee.

3.07 Assistant Referee

None

3.08 Match Duration

The match shall be divided into two (2) fifteen (15) minute halves. A half time break of five (5) minutes shall be allowed in between the two halves. Since children tend to loose focus and get distracted, it may be necessary to include a short one (1) to two (2) minute break after the first and third quarter as well.

3.09 Start & Restart of Play

As per IFAB – a kick-off is taken from center in any direction to start each half (and quarter if breaks are given) and after each goal. The opponents must be at least five (4) yards from the ball until it is in play.

3.10 Ball In & Out of Play

As per IFAB – the ball is out of play when the whole ball crosses over the goal line (end lines) or the touch lines (side lines).

3.11 Method of Scoring

As per IFAB – the ball is out of play when the whole ball crosses over the goal line (end lines)

3.12 Offside

None

3.13 Fouls & Misconduct

As per IFAB except that free kicks are all in-direct and all infringements should be explained to the kids.

3.14 Free Kicks

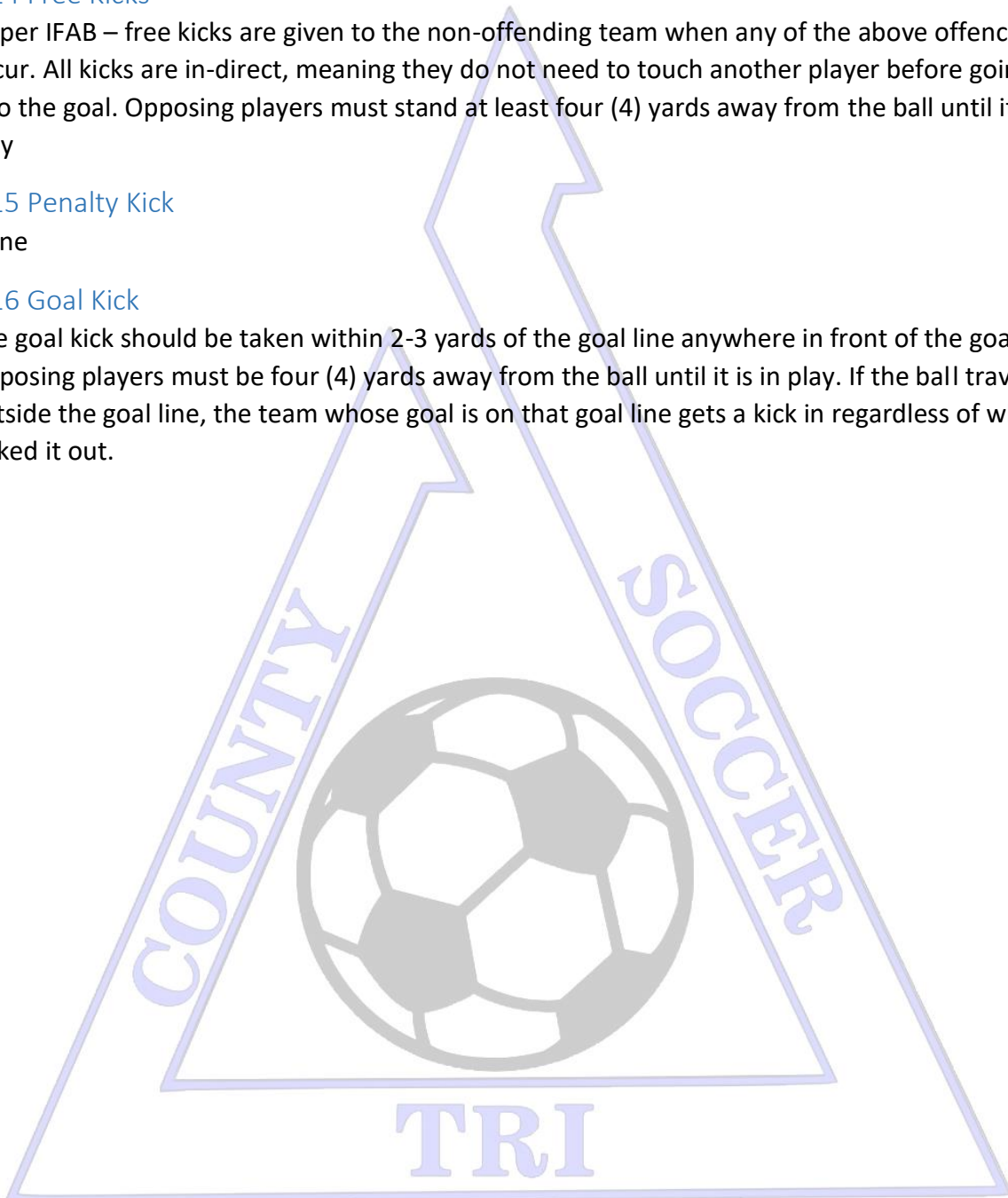
As per IFAB – free kicks are given to the non-offending team when any of the above offences occur. All kicks are in-direct, meaning they do not need to touch another player before going into the goal. Opposing players must stand at least four (4) yards away from the ball until it is in play

3.15 Penalty Kick

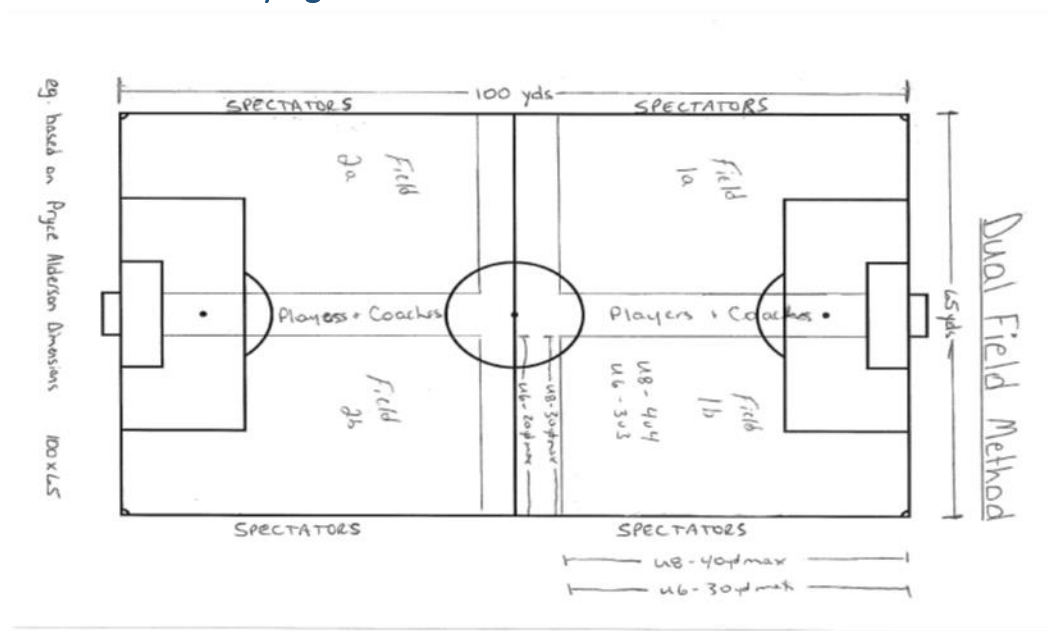
None

3.16 Goal Kick

The goal kick should be taken within 2-3 yards of the goal line anywhere in front of the goal net. Opposing players must be four (4) yards away from the ball until it is in play. If the ball travels outside the goal line, the team whose goal is on that goal line gets a kick in regardless of who kicked it out.



Section 4 – Under 7 Playing Rules



4.01 Field of Play

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. The fields will be the same for U6 and U8 for practical purposes.

Length: 30 yards

Width: 25 yards

Field Markings: Distinctive lines including a center line are ideal; however, cones may be used to outline the playing area with distinct shaped or colored cones to mark the half way point of the field. The dual field method is recommended for this age group as it allows for 4v4 play without having to double the number of small teams (and volunteer coaches).

The Goal Area: From the exact center of the goal line, measure 6 yards each way (for a total of 12 yards). At each of these points extend a line perpendicular to the goal line that extends 8 yards into the field. Join the two points at the top making a line parallel to the goal line (12x6x). This is the goal/penalty area.

The Penalty Area: Same as goal area.

Flag posts: None

The Corner Arc: None

Goals: Goals must be placed on the center of each goal line. Goals may be real goals, pop-up goals, or corner flags or cones to mark the goal net. Goals should not be any wider than eight (8) feet wide.

4.02 Ball Size

Size 3 Ball

4.03 Number of Players

A match is played by two teams, each consisting of not more than four (4) players. The players' positions should be in the shape of a diamond with one player at the top, two on each side, and one player at the back. The player at the back is referred to as a "sweeper-keeper". The player in this position is to play as an out player; however, they may pick up the ball with their hands ONLY when they are within their goal/penalty area.

Children need to be encouraged to play outside of the goal area and not just stand in the goal.

Substitutions: At any stoppage and unlimited. Playing Time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be co-ed

4.04 Players Equipment

Must have shoes, shin pads, and socks to cover their shin pads.

4.05 Referee

May be used; however, at this level a coach can act as a referee.

4.06 Assistant Referee

None

4.07 Match Duration

The match shall be divided into two (2) fifteen (15) minute halves. A half time break of five (5) minutes shall be allowed in between the two halves. Since children tend to lose focus and may be necessary to include a short one (1) to two (2) minute break after the first and third quarter as well.

4.08 Start & Restart of Play

As per IFAB – a kick-off is taken from center in any direction to start each half (and quarter if breaks are given) and after each goal. The opponents must be at least four (4) yards from the ball until it is in play.

4.09 Ball In & Out of Play

As per IFAB – the ball is out of play when the whole ball crosses over the goal line (end lines) or the touch lines (side lines).

4.09 Method of Scoring

As per IFAB – a goal is scored when the whole ball crosses over the goal line between the goal posts.

4.10 Offside

None

4.11 Fouls & Misconduct

As per IFAB except that free kicks are all in-direct and all infringements should be explained to the kids. Fouls include pushing, tripping, kicking, charging, hitting, and touching the ball with the hands.

4.12 Free Kicks

As per IFAB – free kicks are given to the non-offending team when any of the above offences occur. All kicks are indirect.

4.13 Penalty Kick

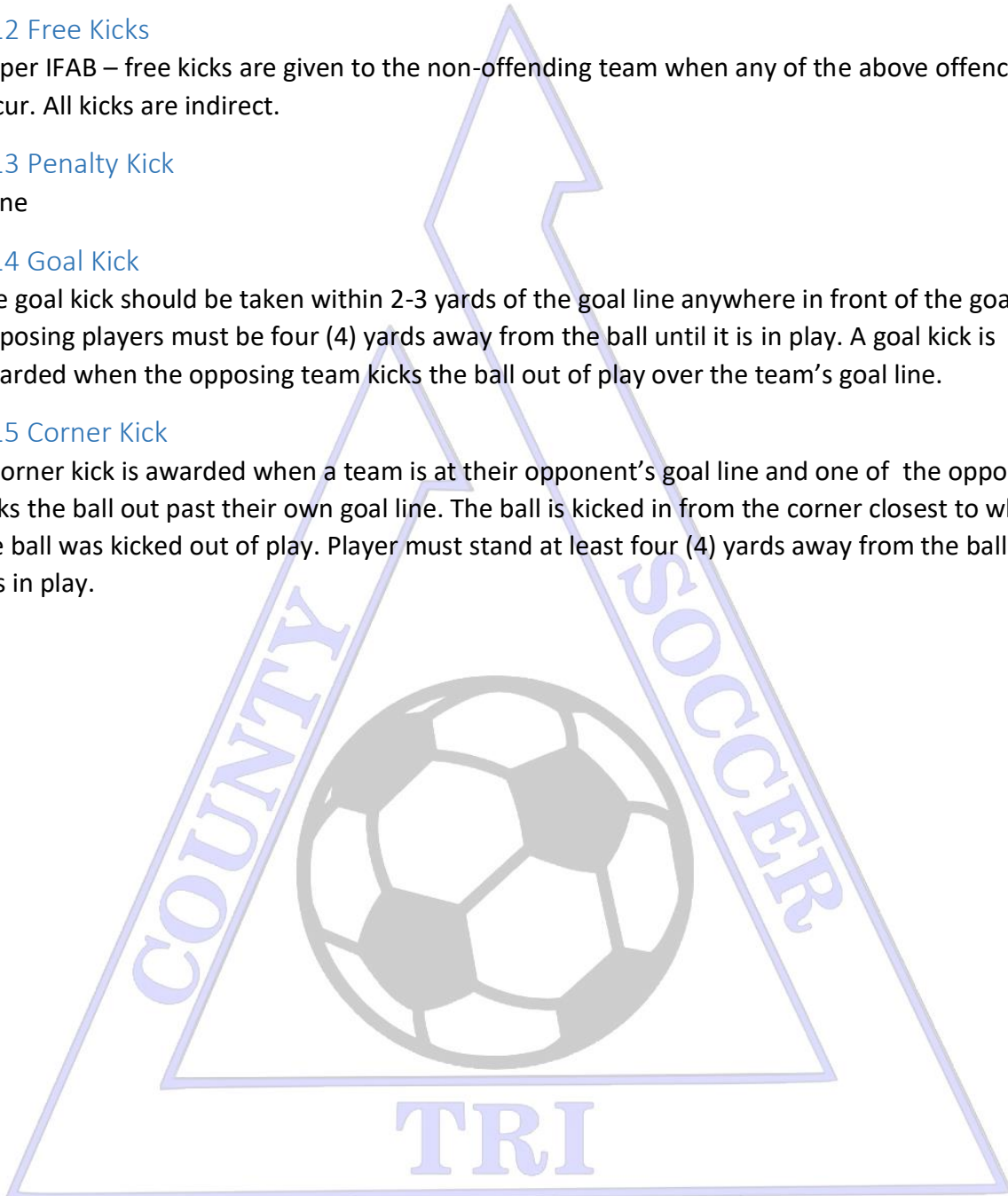
None

4.14 Goal Kick

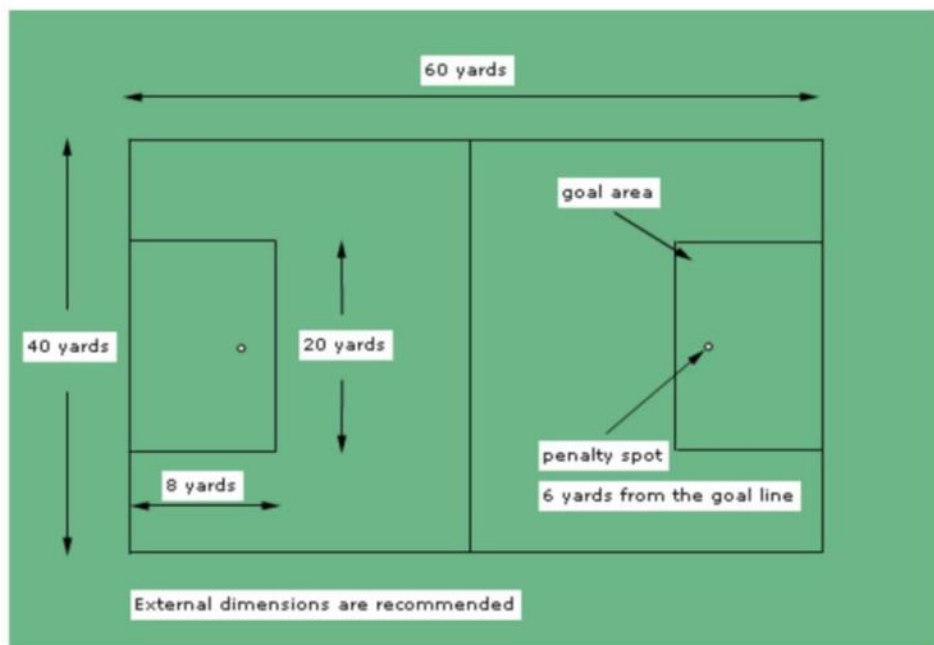
The goal kick should be taken within 2-3 yards of the goal line anywhere in front of the goal net. Opposing players must be four (4) yards away from the ball until it is in play. A goal kick is awarded when the opposing team kicks the ball out of play over the team's goal line.

4.15 Corner Kick

A corner kick is awarded when a team is at their opponent's goal line and one of the opponents kicks the ball out past their own goal line. The ball is kicked in from the corner closest to where the ball was kicked out of play. Player must stand at least four (4) yards away from the ball until it is in play.



Section 5 – Under 9 Playing Rules



5.01 Field of Play

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 40 yards maximum 60 yards (for practical purposes may go to MAX of 70 yards so field can also be used for U11).

Width: minimum 30 yards maximum 40 yards (for practical purposes may go to MAX of 50 yards so field can also be used for U11).

Field Markings: Distinctive lines with the field of play divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: The goal area and the penalty area shall be one in the same and referred to as the goal area. Two lines are drawn at right angles to the goal line, ten (10) yards from the midpoint of the goal. These lines extend into the field of play for a distance of eight (8) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area. Within each goal area a penalty spot is made six (6) yards from the midpoint of the goal.

The Penalty Area: Called a goal area.

Flag posts: As per IFAB

The Corner Arc: As per IFAB

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. Most goals are about 6'x12' and should not exceed 6'x18'. Goal nets should be used.

5.02 Ball Size

Size 4

5.03 Number of Players

A match is played by two teams, each consisting of seven (7) players one of whom is a goalkeeper. Teams must dress a minimum of five (5) and not exceed fourteen (14).

Substitutions: At any stoppage and unlimited.

Playing Time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be co-ed.

5.04 Players Equipment

Must have shorts, socks, shin pads, footwear, and a numbered shirt. Goalkeepers must wear colors that are distinguishable from those of other players, and the referee. Goalkeepers may wear gloves and tracksuit type pants.

5.05 Referee

May use an ASA certified referee or a Tri County certified Mini-Soccer referee.

5.06 Assistant Referee

None

5.07 Match Duration

The match shall be divided into two (2) twenty five (25) minute halves. A minimum break of five (5) minutes shall be allowed in between the two halves. A fifteen (15) technical practice / warm-up should precede every game. Coaches are encouraged to schedule one practice in addition to two games / week.

5.08 Start & Restart of Play

At the beginning of the game the referee, by toss of a coin will determine choice of halves and kick off. The winner of the coin toss shall choose which half to defend and the opposing team will get the kick off. The order is reversed for the start of the second half.

At a kick off, all players shall be in their own half. All players opposing the team taking the kick off shall be not less than six (6) yards from the ball until it is kicked. The game shall be started by the referee giving a signal. The ball is in play when it is kicked or moves in any direction. For any infringements, the kick shall be taken again.

The player taking the kick off must not play or touch the ball a second time before it has been played or touched by another player.

After a goal has been scored, the game shall be restarted by a kick off, to be taken by a player of them against which the goal was scored.

After the first half of play, the teams shall change halves and the kick off shall be taken by a player of the team opposing that which started the game.

For any stoppage not mentioned in these rules, the referee shall restart play with a dropped ball.

A goal may be scored directly from a kick off.

5.09 Ball In & Out of Play

As per IFAB – the ball is out of play when the whole ball crosses over the goal line (end lines) or the touch lines (side lines) or when stopped by the referee.

5.10 Method of Scoring

As per IFAB – a goal is scored when the whole ball crosses over the goal line, between the goal posts, and under the cross bar provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player on the attacking team. The exception is for goalkeepers from within their own goal area. Goals may be scored from inside the goal area

5.11 Offside

None

5.12 Fouls & Misconduct

A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding of a free kick to the opposing side:

- Kicks or attempts to kick an opponent
- Trips and opponent
- Jumps at an opponent
- Charges an opponent in any manner
- Strike, attempt to strike, or spits at an opponent
- Holds an opponent
- Pushes an opponent
- Handles the ball, i.e. strikes, carries or propels the ball with hand or arm, except goalkeepers within their own goal area.

Should any player commit any one of the above offences in their own goal area while the ball is in play, irrespective of the position of the ball, a free kick shall be awarded to the opposing team.

Although the referee do not show players yellow or red cards at this age group, they may – at their discretion and in the face of obvious dangerous play or deliberate action – have the coach substitute the player immediately.

5.13 Free Kicks

For any infringement of the Laws of the Game when the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless an indirect free kick is awarded to the attacking team within the opponent's goal area. In this case, the kick shall be taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the offence occurred.

At the taking of the free kick the ball shall be stationary and all opponents shall be not less than 6 yards from the ball until it has been kicked. For any infringement of this rule the free kick shall be retaken.

A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player.

The ball **MUST** touch another player before entering the goal or the goal is disallowed, and a goal kick awarded to the other team.

A referee will indicate an indirect free kick by holding his arm straight up in the air until after the ball is touched by a second person.

5.14 Penalty Kick

None – an Indirect Free Kick is awarded at the top of the penalty area

5.15 Throw-In

All Free Kicks are indirect

For any infringement of the Laws of the Game when the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless an indirect free kick is awarded to the attacking team within the opponent's goal area. In this case, the kick shall be taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the offence occurred.

At the taking of the free kick the ball shall be stationary and all opponents shall be not less than 6 yards from the ball until it has been kicked. For any infringement of this rule the free kick shall be retaken.

A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player.

The ball MUST touch another player before entering the goal or the goal is disallowed and a goal kick awarded to the other team.

A referee will indicate an indirect free kick by holding his arm straight up in the air until after the ball is touched by a second person.

5.16 Goal Kick

When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts and having last been touched by a member of the attacking team, a goal kick shall be awarded to the defending team. The ball shall be kicked into play from a point within that half of the goal area nearest to where the ball crossed the goal line.

At the taking of the goal kick, all opponents shall be outside the goal area and not less than 5 yards from the ball until it has been kicked into play. The ball shall be in play when it has traveled the distance of its own circumference and has left the goal area.

The player taking the goal kick must not play or touch the ball a second time before it has been played or touched by another player.

A goal may be scored direct from a goal kick, but only against the opposing team.

5.17 Corner Kick

When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the defending team. A corner kick shall be awarded to the attacking team.

The corner kick shall be taken within the corner arc nearest to where the ball crossed the goal line. All opponents shall be not less than 6 yards from the ball until it has been kicked. The ball must travel the distance of its own circumference to be in play.

A goal may be scored directly from a corner kick.

5.18 Retreat Line

The Retreat Line will come into effect in two situations during the game:

- Goal Kick
- Free Kick to the defending team within its own penalty area

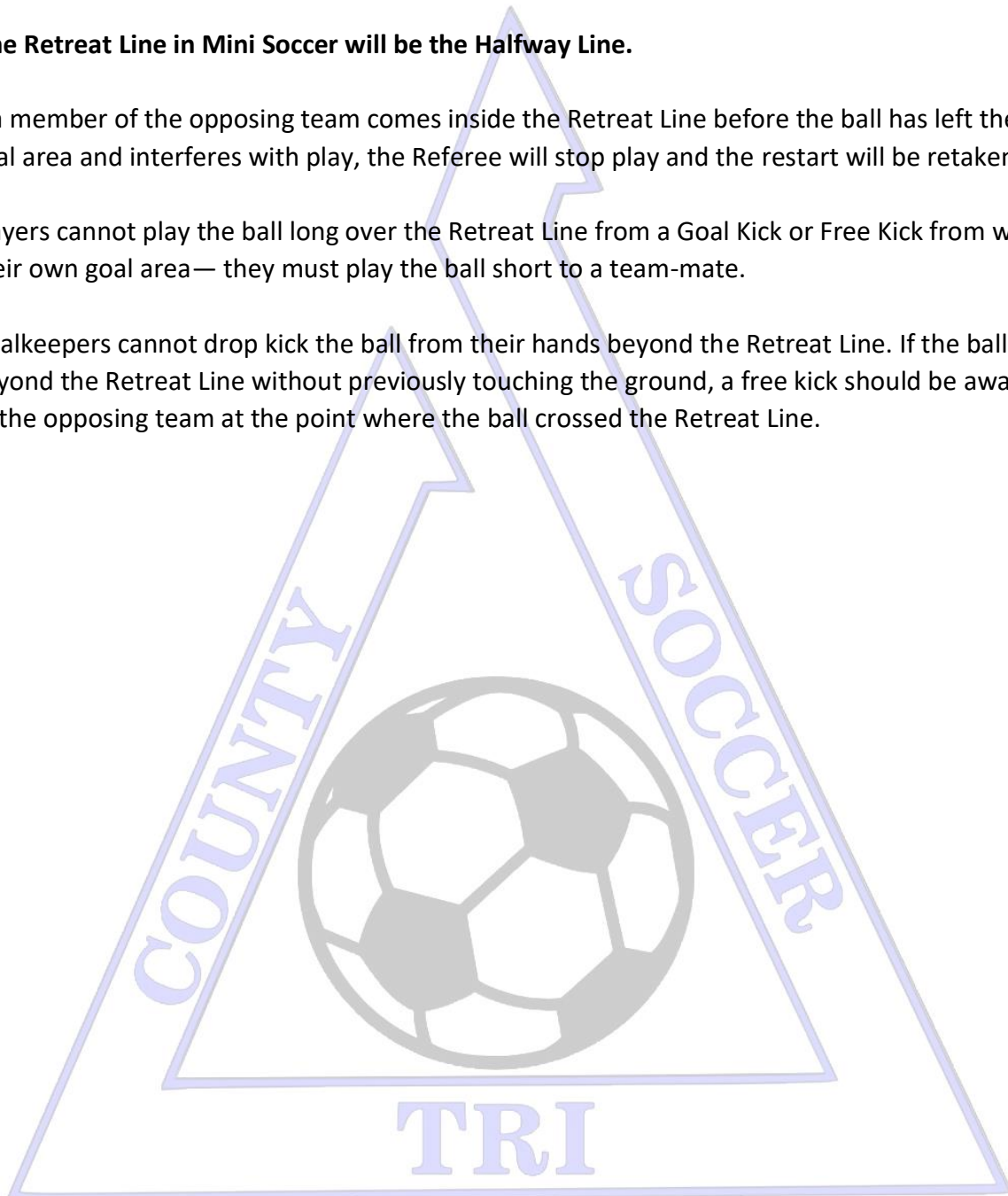
At these two restarts, the opposing team is required to move beyond the Retreat Line. The player taking the kick can then pass the ball to one of his team-mates without the pressure of an opposing player nearby. When the ball has left the penalty area, the play will resume as normal and the “opposing” team can move inside the Retreat Line.

The Retreat Line in Mini Soccer will be the Halfway Line.

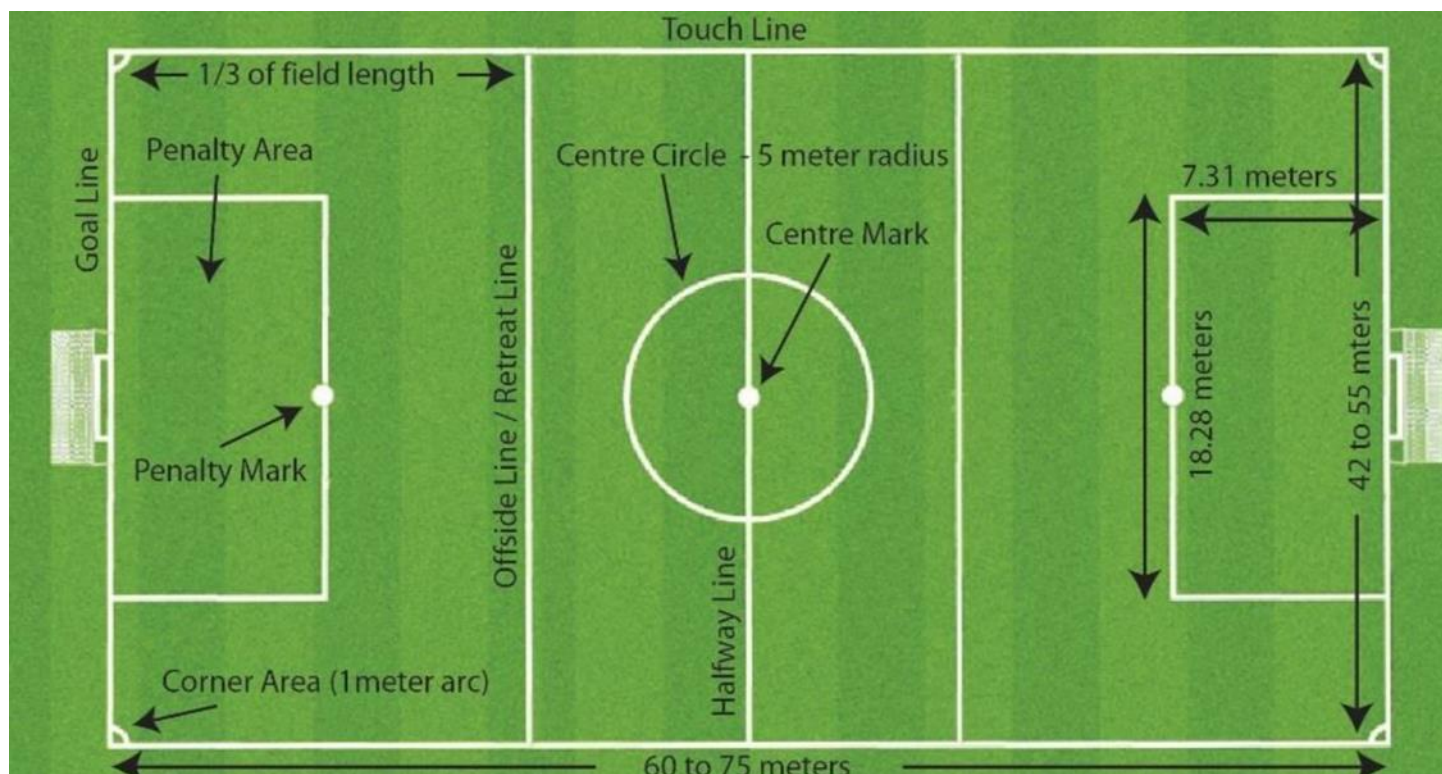
If a member of the opposing team comes inside the Retreat Line before the ball has left the goal area and interferes with play, the Referee will stop play and the restart will be retaken.

Players cannot play the ball long over the Retreat Line from a Goal Kick or Free Kick from within their own goal area— they must play the ball short to a team-mate.

Goalkeepers cannot drop kick the ball from their hands beyond the Retreat Line. If the ball goes beyond the Retreat Line without previously touching the ground, a free kick should be awarded to the opposing team at the point where the ball crossed the Retreat Line.



Section 6 – Under 11 Playing Rules



Alberta Soccer Association U11 Developmental 8v8 Soccer Rules

6.01 Field of Play

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 60 yards maximum 80 yards (70x50 can also be used by U9)

Width: minimum 40 yards maximum 60 yards

Field Markings: Distinctive lines with the field of play divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: The goal area and the penalty area shall be one in the same and referred to as the goal area. Two lines are drawn at right angles to the goal line, ten (10) yards from the midpoint of the goal. These lines extend into the field of play for a distance of eight (8) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area. Within each goal area a penalty spot is made six (6) yards from the midpoint of the goal.

The Penalty Area: Called a goal area.

Flag posts: As per IFAB.

The Corner Arc: As per IFAB

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. Most goals are about 6'x12' and should not exceed 6'x18'. Goal nets should be used

Offside Line: The field is divided into thirds. For the minimum dimensions like those shown in the above diagram, each third would be 20 yards in length. The markings for the offside line would therefore be place 20 yards from the goal line and run parallel to the goal line from side line to side line. A broken line is the preferred method of marking the offside line; however, flags or cones placed outside the sidelines at the correct distance from the goal line would be acceptable. The offside rule shall be in effect in the attacking third from this line on to the opponents' goal

6.02 Ball Size

Size 4 Ball

6.03 Number of Players

A match is played by two teams, each consisting of eight (8) players one of whom is a goalkeeper. Teams must dress a minimum of six (6) and not exceed twenty (20). Note some leagues outside of Tri County and ASA provincials must not exceed sixteen (16).

Substitutions: At any stoppage and unlimited.

Playing Time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be co-ed.

6.04 Players Equipment

Must have shorts, socks, shin pads, footwear, and a numbered shirt. Goalkeepers must wear colors that are distinguishable from those of other players, and the referee. Goalkeepers may wear gloves and tracksuit type pants.

6.05 Referee

Must use an ASA certified referee or a certified Mini-Soccer Referee

6.06 Assistant Referee

May use an ASA certified referee or a certified Mini-Soccer Referee

6.07 Match Duration

The match shall be divided into two (2) thirty (30) minute halves. A minimum break of five (5) minutes shall be allowed in between the two halves.

6.08 Start & Restart of Play

At the beginning of the game the referee, by toss of a coin will determine choice of halves and kick off. The winner of the coin toss shall choose which half to defend and the opposing team will get the kick off. The order is reversed for the start of the second half.

At a kick off, all players shall be in their own half. All players opposing the team taking the kick off shall be not less than six (6) yards from the ball until it is kicked. The game shall be started by the referee giving a signal. The ball is in play when it is kicked or moves in any direction. For any infringements, the kick shall be taken again.

The player taking the kick off must not play or touch the ball a second time before it has been played or touched by another player.

After a goal has been scored, the game shall be restarted by a kick off, to be taken by a player of them against which the goal was scored.

After the first half of play, the teams shall change halves and the kick off shall be taken by a player of the team opposing that which started the game.

For any stoppage not mentioned in these rules, the referee shall restart play with a dropped ball.

A goal may be scored directly from a kick off.

6.09 Ball In & Out of Play

As per IFAB – the ball is out of play when the whole ball crosses over the goal line (end lines) or the touch lines (side lines) or when stopped by the referee.

6.09 Method of Scoring

As per IFAB- a goal is scored when the whole ball crosses over the goal line, between the goal posts, and under the cross bar provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player on the attacking team. The exception is for goalkeepers from within their own goal area.

6.10 Offside

The offside rule is in effect in the attacking third of the field only. This line may be marked as a dotted line, a solid line, or single cones or flags on the touchline. Tri County recommends placing a dotted line to mark the offside line.

It is not an offence in itself to be in an offside position.

- A player is in an offside position if:
 - When in the attacking third, he is nearer to his opponents' goal line than both the ball the second last opponent
- A player is not in an offside position if:
 - He is in his defending third or the middle (neutral) third
 - When in the attacking third, he is level with the second last opponent or

- When in the attacking third, he is level with the last two opponents

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is in his attacking third AND, in the opinion of the referee, involved in active play by:

- interfering with play (playing or touching the ball) or
- interfering with an opponent (by blocking the player, his view, or by distracting the player) or
- gaining an advantage by being in that position (if a ball rebounds to that player after he was in an offside position)

6.11 Fouls & Misconduct

A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding of a free kick to the opposing side:

- Kicks or attempts to kick an opponent
- Trips an opponent
- Jumps at an opponent
- Charges an opponent in any manner
- Strike, attempt to strike, or spits at an opponent
- Holds an opponent
- Pushes an opponent
- Handles the ball, i.e. strikes, carries or propels the ball with hand or arm, except goalkeepers within their own goal area.

Should any player commit any one of the above offences in their own goal area while the ball is in play, irrespective of the position of the ball, a free kick shall be awarded to the opposing team.

Although the referee do not show players yellow or red cards at this age group, they may – at their discretion and in the face of obvious dangerous play or deliberate action – have the coach substitute the player immediately

6.12 Free Kicks

For any infringement of the Laws of the Game when the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless an indirect OR direct free kick is awarded to the attacking team within the opponent's goal area. In this case, the kick shall be taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the offence occurred.

At the taking of the free kick the ball shall be stationary and all opponents shall be not less than 6 yards from the ball until it has been kicked. For any infringement of this rule the free kick shall be retaken.

A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player.

The ball MUST touch another player before entering the goal or the goal is disallowed and a goal kick awarded to the other team.

A referee will indicate an indirect OR direct free kick by holding his arm straight up in the air until after the ball is touched by a second person.

6.13 Penalty Kick

A penalty kick shall be awarded for any misconduct or foul within the goal/penalty area. The goal kick shall be taken from the penalty spot (just inside the goal/penalty area). Please refer to ASA U11 rules hand book for specific rules to taking penalty kicks.

6.14 Throw-In

When the whole of the ball has crossed the touch line, either on the ground or in the air, the ball shall be thrown in from the point where it left the field of play, by a member of the team opposing that of the player who last touched it.

Players taking a throw in shall face the field of play and have part of both feet on the ground, on or behind the touch line. The throwers shall use both hands to deliver the ball from behind and over their head. The ball shall be in play immediately after it enters the field of play.

Players taking a throw in must not touch the ball a second time before it has been played or touched by another player.

****Note for referees: At the referee's discretion, one retake may be taken; however, please do not repeatedly stop the flow of a game by the retaking of an incorrectly thrown ball.****

6.15 Goal Kick

When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts and having last been touched by a member of the attacking team, a goal kick shall be awarded to the defending team. The ball shall be kicked into play from a point within that half of the goal area nearest to where the ball crossed the goal line.

At the taking of the goal kick, all opponents shall be outside the goal area and not less than 5 yards from the ball until it has been kicked into play. The ball shall be in play when it has traveled the distance of its own circumference and has left the goal area.

The player taking the goal kick must not play or touch the ball a second time before it has been played or touched by another player.

A goal may be scored direct from a goal kick, but only against the opposing team.

6.15 Corner Kick

When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the defending team. A corner kick shall be awarded to the attacking team.

The corner kick shall be taken within the corner arc nearest to where the ball crossed the goal line. All opponents shall be not less than 6 yards from the ball until it has been kicked. The ball must travel the distance of its own circumference to be in play.

A goal may be scored directly from a corner kick.

6.16 Retreat Line

The Retreat Line will come into effect in two situations during the game:

- Goal Kick
- Free Kick to the defending team within its own penalty area

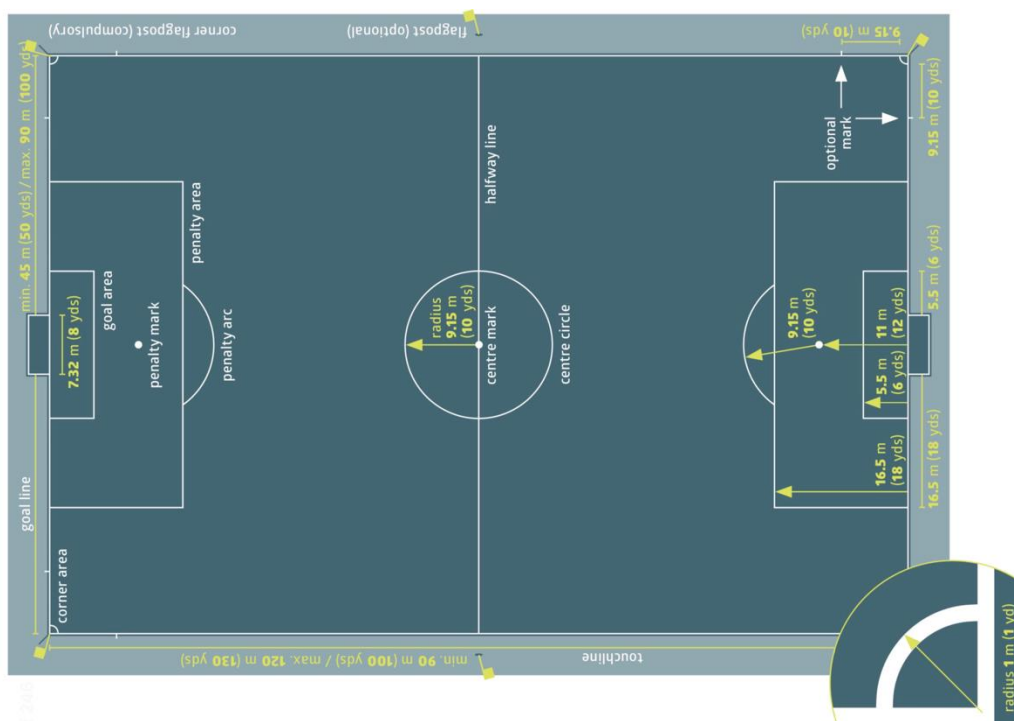
At these two restarts, the opposing team is required to move beyond the Retreat Line. The player taking the kick can then pass the ball to one of his team-mates without the pressure of an opposing player nearby. When the ball has left the penalty area, the play will resume as normal and the “opposing” team can move inside the Retreat Line.

The Retreat Line in 8v8 Soccer will be the closest offside line to the restart.

If a member of the opposing team comes inside the Retreat Line before the ball has left the penalty area, and interferes with play, the Referee will stop play and the restart will be retaken.

Players can choose to play the ball long if they wish.

Section 7 – Under 13 & Up Playing Rules



7.01 Field of Play

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 100 yards maximum 130 yards

Width: minimum 50 yards maximum 100 yards

Field Markings: Distinctive lines with the field of play divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: Two lines are drawn at right angles to the goal line, 18 yards from either side the goal posts. These lines extend into the field of play for a distance of 18 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area. Within each goal area a penalty spot is made 10 yards from the midpoint of the goal.

The Penalty Area: 6 yards by 12 yards

Flag posts: As per IFAB.

The Corner Arc: As per IFAB

Goals: Goals must be placed on the centre of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. 2.44m x 7.23m

7.02 Ball Size

Size 5

7.03 Number of Players

A match is played by two teams, each consisting of 11 players one of whom is a goalkeeper. Teams must dress a minimum of 8 and not exceed twenty (20). Note some leagues outside of Tri County and ASA provincials must not exceed sixteen (16).

Substitutions: At any stoppage and unlimited.

Playing Time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be co-ed.

7.04 Players Equipment

Must have shorts, socks, shin pads, footwear, and a numbered shirt. Goalkeepers must wear colors that are distinguishable from those of other players, and the referee. Goalkeepers may wear gloves and tracksuit type pants.

7.05 Referee

Must use an ASA certified referee

7.06 Assistant Referee

May use an ASA certified referee or a certified Mini-Soccer Referee

7.07 Match Duration

U13 two 35 minute halves; U15 two 40 minute halves; U17/U19 two 45 minute halves with a minimum break of 5 minutes between halves.

7.08 Start & Restart of Play

At the beginning of the game the referee, by toss of a coin will determine choice of halves and kick off. The winner of the coin toss shall choose which half to defend and the opposing team will get the kick off. The order is reversed for the start of the second half.

At a kick off, all players shall be in their own half. All players opposing the team taking the kick off shall be not less than six (6) yards from the ball until it is kicked. The game shall be started by the referee giving a signal. The ball is in play when it is kicked or moves in any direction. For any infringements, the kick shall be taken again.

The player taking the kick off must not play or touch the ball a second time before it has been played or touched by another player.

After a goal has been scored, the game shall be restarted by a kick off, to be taken by a player of them against which the goal was scored.

After the first half of play, the teams shall change halves and the kick off shall be taken by a player of the team opposing that which started the game.

For any stoppage not mentioned in these rules, the referee shall restart play with a dropped ball.

A goal may be scored directly from a kick off.

7.09 Ball In & Out of Play

As per IFAB – the ball is out of play when the whole ball crosses over the goal line (end lines) or the touch lines (side lines) or when stopped by the referee.

7.10 Method of Scoring

As per IFAB- a goal is scored when the whole ball crosses over the goal line, between the goal posts, and under the cross bar provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player on the attacking team. The exception is for goalkeepers from within their own goal area.

7.11 Offside

The offside rule is in effect in the attacking third of the field only. This line may be marked as a dotted line, a solid line, or single cones or flags on the touchline. Tri County recommends placing a dotted line to mark the offside line.

It is not an offence in itself to be in an offside position.

A player is in an offside position if:

- When in the attacking third, he is nearer to his opponents' goal line than both the ball and the second last opponent

A player is not in an offside position if:

- He is in his defending third or the middle (neutral) third
- When in the attacking third, he is level with the second last opponent or
- When in the attacking third, he is level with the last two opponents

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is in his attacking third AND, in the opinion of the referee, involved in active play by:

- interfering with play (playing or touching the ball) or

- interfering with an opponent (by blocking the player, his view, or by distracting the player) or gaining an advantage by being in that position (if a ball rebounds to that player after he was in an offside position)

7.12 Fouls & Misconduct

A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding of a free kick to the opposing side:

- Kicks or attempts to kick an opponent
- Trips and opponent
- Jumps at an opponent
- Charges an opponent in any manner
- Strike, attempt to strike, or spits at an opponent
- Holds an opponent
- Pushes an opponent
- Handles the ball, i.e. strikes, carries or propels the ball with hand or arm, except goalkeepers within their own goal area.

Should any player commit any one of the above offences in their own goal area while the ball is in play, irrespective of the position of the ball, a free kick shall be awarded to the opposing team.

Although the referee do not show players yellow or red cards at this age group, they may – at their discretion and in the face of obvious dangerous play or deliberate action – have the coach substitute the player immediately

7.13 Free Kicks

For any infringement of the Laws of the Game when the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless an indirect OR direct free kick is awarded to the attacking team within the opponent's goal area. In this case, the kick shall be taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the offence occurred.

At the taking of the free kick the ball shall be stationary and all opponents shall be not less than 6 yards from the ball until it has been kicked. For any infringement of this rule the free kick shall be retaken.

A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player.

The ball MUST touch another player before entering the goal or the goal is disallowed and a goal kick awarded to the other team.

A referee will indicate an indirect OR direct free kick by holding his arm straight up in the air until after the ball is touched by a second person.

7.14 Penalty Kick

A penalty kick shall be awarded for any misconduct or foul within the goal/penalty area. The goal kick shall be taken from the penalty spot (just inside the goal/penalty area).

7.15 Goal Kick

The ball must be stationary and is kicked from any point within the goal area by a player of the defending team

The ball is in play when it is kicked and clearly moves

Opponents must be outside the penalty area until the ball is in play

The player taking the goal kick must not play or touch the ball a second time before it has been played or touched by another player.

A goal may be scored direct from a goal kick, but only against the opposing team.

7.16 Corner Kick

When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the defending team. A corner kick shall be awarded to the attacking team.

The corner kick shall be taken within the corner arc nearest to where the ball crossed the goal line. All opponents shall be not less than 6 yards from the ball until it has been kicked. The ball must travel the distance of its own circumference to be in play.

A goal may be scored directly from a corner kick.