

SOCCER CAPE BRETON UNDER 13 MODIFIED LAWS OF THE GAME



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The current season's FIFA/IFAB Laws of the Game will apply for SCB Under 13 games with the following modifications

LAW 1—FIELD MARKINGS & EQUIPMENT

DIMENSIONS

- The field of play must be rectangular. The length of the touch lines must be greater than the length of the end lines. Recommended field dimensions are as follows:
 - Width (end lines): 42m minimum, 60m maximum
 - Length (touch lines): 55m minimum, 75m maximum
 - Optimal field size: 50m x 70m
- For practical reasons this may not always be possible, and games could be played, for example across the width of a regular soccer pitch while the internal markings should remain the same.

FIELD MARKINGS

- Fields should be marked by distinctive lines not more than twelve (12) centimeters in width.
- The field is divided into two halves by the halfway line, which joins the midpoints of the touchlines. A centre mark is marked at the midpoint of the halfway line.
- A circle with a radius of 6 meters may be marked around the center mark; however, this marking is not mandatory.
- An offside/retreat dashed line parallel to the halfway line should be marked from touch line to touch line at the attacking third mark (one third of the field length) or cones placed near the sidelines, at the attacking third can be used as well.
- An arc with a radius of 1m may be marked at the Corner Area – however this marking is not mandatory.
- The Penalty Area is defined at each end of the field as follows:
 - Two lines are drawn at right angles to the goal line, 13 meters and are joined by a 32-meter line drawn parallel with a goal line.
 - The area bounded by these lines and the goal line is the penalty area. A penalty mark is made 9 meters out from the goal line from the midpoint between the goalposts.
 - No goal area will be used or marked. The penalty area and the goal area are one in the same for Under 11 and Under 13 games.

GOALS

- The goal should be 1.83 meters high (6 feet) x 5.49 meters wide (18 feet).
- Nets may be attached to the goals and the ground behind the goal, ensuring they are properly supported and do not interfere with the goalkeeper.
- Goals must be anchored securely to the ground. Portable goals may only be used if they meet this requirement.

LAW 2: THE BALL

- The ball will be size 4, spherical, and in suitable condition (not torn or damaged etc.)
- If a ball becomes defective during the game, the game is stopped until a replacement ball is provided.
- Play is restarted by dropping the replacement ball at the place where the original ball became defective.
- The ball should be inflated to 8lbs—9lbs pressure.

LAW 3: NUMBER OF PLAYERS

- The game shall be played by two teams, each consisting of nine (9) players, one of whom shall be a goalkeeper. Teams must dress a minimum of six (6) players to start and continue the game and a maximum of 23.

SUBSTITUTION PROCEDURE REMINDER

- To replace a player with a substitute, the following must be observed:
- The players who are being substituted into the field are ready to go and at the halfway line
- the referee must be informed before any substitution is made
- the player being substituted receives the referee's permission to leave the field of play, unless already off the field
- the player being replaced can leave the field at any location (not just the halfway line)
- The substitute only enters:
 - during a stoppage in play
 - at the halfway line
 - after the player being replaced has left
 - after receiving a signal from the referee
- A maximum of 5 players on each team can be substitute at a stoppage of play.
- Teams have unlimited substitutions during the game (i.e. a player can be substituted off and on the field more than once.)

LAW 4: PLAYER'S EQUIPMENT

Players shall not wear anything that is dangerous to themselves or other players which includes any type of jewelry.

The Basic Compulsory Equipment Shall Consist of:

- A numbered jersey or shirt with sleeves.
- Shorts.
- Socks.
- Shin guards.
- Appropriate footwear for the surface you are playing on.

- Jewelry is not permitted and cannot be taped. Medic Alert bracelets/necklaces are the exception if they are fastened securely so as not to be dangerous to any other player. The referee should be aware of any player that is wearing one of these.

Shin Guards

- Must be completely covered by the socks.
- Are to be made of rubber, plastic, or similar suitable material.
- Must provide a reasonable degree of protection.

Colours

- The two teams must wear colours that distinguish them from each other and the referee.
- Each goalkeeper must wear colours which are distinguishable from all outfield players and the referee.
- Pinnies/bibs are recommended to save jersey switching.
- Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.
- A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible. The equipment may only be inspected during a stoppage in play.
- Any hair apparel must be of soft fabric; no plastic or metal items are to be worn.
- Sports hijabs/headscarves are permitted.
- Referees have the final say on the safety of equipment.

ADDITIONAL GUIDANCE ON JEWELRY AND NON-COMPULSORY EQUIPMENT

- **Watches:** players are not allowed to wear any kind of watches.
- **Beaded Hair:** if a player is wearing hair beads the hair must be tied in a bun or covered by a hair net. Loose beaded hair is not permitted.
- **Hats:** no hats are allowed on the field of play. Goalkeepers may request to wear a soft brimmed hat as an eyeshade. The referee must ensure that it is not dangerous.
- **Bandanas:** no bandanas are allowed.
- **Sweatbands:** no sweatbands are allowed. Use pro wrap.
- **Head Protectors:** only those permitted by FIFA are allowed.
- **Spectacles:** are allowed if they are sports spectacles and / or regular glasses and are safe for the players themselves and for other players.
- **Pro Wrap:** is permitted with no metal hair clips or bobby pins.
- **Orthopedic Supports:** FIFA Circular 863 states that the vast majority of commercially manufactured supports are safe to use. These items pose less of a hazard than players accidentally banging heads, for instance. The major concern is not the 'hardness' of the equipment alone, rather it should be whether any part of it could cut or wound another player. Any support must be safe for all players, and adequately padded if necessary.
- **Casts:** Players wearing a hard cast are NOT permitted to play, even if it is padded. Players wearing a soft cast may be permitted to play if the cast does not present a danger to

him/herself or any other player. The soft cast must not contain any hard material. The referee will make the final decision as to the acceptability of any soft cast.

The referee has the final say whether any piece of equipment is deemed dangerous and needs to be removed.

LAW 5: REFEREES

The Authority of the Referee

Each game is facilitated by an ASA-accredited referee who has full authority to enforce the 7v7 Modified Laws of the Game. The decisions of the referee regarding facts connected with play, including whether a goal is scored and the result of the game, is final.

Powers and Duties

The referee:

- Enforces the 9v9 Modified Laws of the Game.
- Ensures that the ball meets the requirements of Law 2.
- Ensures that the player's equipment meets the requirements of Law 4.
- Acts as a timekeeper and keeps a record of the game.
- Stops, suspends, or terminates the game, at his discretion, for any infringements of the Rules.
- Stops, suspends, or terminates the game, because of outside interference of any kind (lightning etc.)
- Stops the game if a player is injured and ensures that the player is attended to.
- Ensures that any player that is bleeding from a wound leaves the field of play. The player may only return once the referee is satisfied that the bleeding has stopped.
- Ensures no unauthorized persons enter the field of play.
- Indicates the restart of the game after it has been stopped.
- Acts against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surroundings.

LAW 6: ASSISTANT REFEREE

- The two assistant referees will assist the referee in controlling the match in accordance with the Laws of the Game but the final decision will always be taken by the referee.
- They indicate when:
 - the whole of the ball leaves the field of play and which team is entitled to a corner kick, goal kick or throw-in
 - a player in an offside position may be penalized
 - a substitution is requested
 - at penalty kicks, the goalkeeper moves off the goal line before the ball is kicked and if the ball crosses the line; if additional assistant referees have been appointed, the assistant referee takes a position in line with the penalty mark

- The assistant referee's assistance also includes monitoring the substitution procedure.
- The assistant referee may enter the field of play to help control the 9.15m (10 yards) distance.

LAW 7: DURATION OF THE GAME

- The game shall be divided into two equal halves.
- For U13, each half shall be 35 minutes in length.
- The length of halftime will be 5 minutes.
- If a game starts late and the game time must be reduced, the time needed to be reduced is taken off the total game time amount and the remaining amount is divided into half so each half is of equal length.

LAW 8: THE START AND RESTART OF PLAY

Definition of Kick-Off

A kick-off is a way of starting or restarting play:

- at the start of a game.
- after a goal has been scored (The kick-off will be taken by the team who conceded the goal).
- at the start of the second half.
- A goal may not be scored directly from a kick-off and is treated as an in-direct free kick.

Procedure

- Before the kick-off at the start of the game:
- The home team will sit on the right-side benches when facing the field.
- Teams will start on the side of the field that their bench is on for the first half.
- The away team will start with kick-off. No coin toss is needed.
- If there is a second half of the game (only 2 teams at a location), the teams will change ends and attack the opposite goals.

Kick-off

- After a team scores a goal, the kick-off is taken by the other team.
- All players, except the player taking the kick-off must be in their own half of the field.
- The opponents of the team taking the kick-off must be 6 meters away from the ball until it is in play.
- The ball must be stationary on the centre mark.
- The referee gives a signal.
- The ball is in play when it is kicked and moves in any direction.
- The kicker must not touch the ball again until it is touched by another player.

Infringements and Sanctions

For any infringements of the kick-off procedure, the kick-off is retaken.

Definition of dropped ball:

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Modified Laws of the Game. Some examples of this are an injury or interference by an outside agent.

Procedure

1. The referee drops the ball at the place where it was located when play was stopped unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.
2. Play restarts when the ball touches the ground.

The ball is dropped again:

- if it is touched by a player before it makes contact with the ground
- if the ball leaves the field of play, after it contacts the ground, without touching another player.

If the ball enters the goal:

- if a dropped ball is kicked directly into the opponents' goal, a goal kick is awarded.
- if a dropped ball is kicked directly into the team's own goal, a corner kick is awarded.

Retreat Line

The Retreat Line will come into effect in two (2) situations during the game:

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

At these two (2) restarts, the opposing team is required to move beyond the Retreat Line. The goalkeeper or player taking the goal kick or free kick can then pass the ball to one of his teammates without the pressure of an opposing player nearby. Once the ball leaves the penalty area, or a teammate touches the ball, the opposition players advance over the Retreat Line.

The Retreat Line in 9v9 shall be a dashed line parallel to the goal line, 20 metres into the field of play from the goal line at each end. Cones placed at the 20 metre mark, along the sideline, can be used instead to indicate the retreat line location.

If a member of the opposing team comes into the defending team's side of the field before the ball leaves the goal area or fails to drop behind the line and interferes with play, the referee will stop play and the restart will be retaken from the original restart location. If a player is trying to retreat behind the centre line and the ball is put into play before this player can retreat the full way, play shall continue and the player is eligible to challenge the ball.

Should a goalkeeper or player play the ball over the retreat line, the game continues as normal.

- Example of the Retreat Line can be seen below:



LAW 9: BALL IN AND OUT OF PLAY

Ball Not in Play

The ball is not in play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air.
- the play has been stopped by the referee.

Ball in Play

The ball is in play at other times, including when:

- it rebounds off the goalpost, crossbar, or corner flag post and remains in the field of play.
- it rebounds off the referee.

LAW 10: METHOD OF SCORING

A goal is scored when the whole of the ball has crossed over the goal line between the goal posts and under the crossbar, provided that no infringement of the 7v7 Modified Laws of the Game has been previously committed by the team scoring the goal.

LAW 11: OFFSIDE

- Offside will be called as per the Laws of the Game.

LAW 12: FOULS AND MISCONDUCT

- Fouls and misconduct are penalized as per the FIFA Laws of the Game. Players and team officials can receive a caution or be dismissed from the game.

LAW 13: FREE KICK

For free kicks, until the ball is in play, all opponents must remain:

- 6 meters from the ball
- Behind the Retreat Line until the ball has left the penalty area or touched by an opponent if the free kick is in the opposing team's penalty area.

LAW 14: PENALTY KICK

As per the IFAB Law of the game except:

- A penalty kick shall be taken from the penalty mark. All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty area but within the field of play, not less than 6 meters from the ball, and behind the ball until it has been kicked.

LAW 15: THROW IN

As per the IFAB Laws of the Game.

LAW 16: GOAL KICK

As per the IPAF Law of the Game except:

- All opponents shall be behind the Retreat Line until the ball leaves the penalty area or is touched by an opposing player.

LAW 17: CORNER KICK

As per the IFAB Law of the game except:

- All opponents shall be not less than 6 meters from the ball until it has been kicked.

ADDITIONAL NOTES

- Playing Time: SCB wants to remind all players, coaches, and parents that fair and equitable playing time is essential to a positive soccer experience. Playing time must not be determined by the ability level of the player, or the ability level of their peers/opponents.
- Consult the team official's section on the Soccer Cape Breton website for more information on being a team official and to view the current season's SCB Rules of Play for competition and league administration rules.
- Completed electronic games, through RAMP, are required for each game.