

# SOCCER CAPE BRETON UNDER 9 7v7 GAME PLAY RULES

## 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): 30m minimum, 36m maximum
  - Length (touch lines): 40m minimum, 55m maximum

### Markings

Distinctive lines and markings are required:

- Fields should be marked by distinctive lines not more than twelve (12) centimeters in width. The two longer boundary lines are called touchlines, the two shorter boundary lines are called goal lines.
- The field of play is divided into two halves by a halfway line, which joins the mid- points of the two touchlines. This line is also used as the Retreat Line for some restarts (see Rule 8)
- A centre mark is marked at the mid-point of the halfway line. A circle with a radius of 6 meters is marked around it.
- A corner arc with a 1-meter radius should be indicated at the four corners of the field.
- A penalty area consists of two lines are drawn at right angles to the goal line, 6.5 metres from the inside of each goal post. These lines extend into the field of play for a distance of 9.15 metres and are joined by a line parallel with the goal line. Within each penalty area a penalty mark is made 7 metres from the midpoint between the goalposts and equidistant to them.

### Goals

- The goal should be 1.8 meters high (6 feet) x 3.66 meters wide (12 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 - The Number of Players**

- Each team will consist of seven (7) players, one of whom must be a goalkeeper.
- Substitutions may be made at any stoppage, with the referee's permission, and shall be unlimited (player can be substituted off and on throughout the game).
- The minimum number of players is five (5) for a game to start or continue.

### **Power Play Initiative**

- The Power Play permits a team that is trailing by 4 or more goals to place an additional player onto the playing field, ensuring that they have an extra player.
- The Power Play can be used at any time by a team that is trailing by 4 or more goals (4-0, 5-1, 6-2 etc.) and it is the discretion of the coach of the trailing team as to whether they utilize the Power Play.
- If at any point the deficit is reduced to 3 goals, the trailing team must remove a player to ensure that the teams are numerically the same (this does not have to be the same player who entered the field).
- If a team wishes to use the Power Play, they must inform the referee at any stoppage of the game (it does not have to be immediately after a goal is scored). The referee will allow the additional player to enter the field and play will resume.
- Teams may only add one additional player to the game at any point.

### **Law 4 - The Players' Equipment**

- Players shall not wear anything that is dangerous to themselves or other players.
- The Basic Compulsory Equipment Shall Consist of:
  - A jersey or shirt with sleeves.
  - Shorts.
  - Socks.
  - Shin guards.
  - Appropriate footwear.

- Jewelry is not permitted and cannot be taped. Medic Alert bracelets and 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.

## **Law 5 - The Referee**

### **The Authority of the Referee**

- The home club will appoint a person to be the referee for 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 7v7 Game Play Rules
- Ensures that the ball meets the requirements of Rule 2.

- Ensures that the player's equipment meets the requirements of Rule 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 Referees**

- There are no Assistant Referees in 7v7 matches.

### **Law 7 - Duration of Game**

- The game lasts for two (2) equal periods of 25 minutes, unless mutually agreed between the referee and the two participating teams.
- Players are entitled to a halftime interval of 5 minutes.
- There is no allowance in either period for extra or added time.

### **Law 8 - The Start and Restart of Play**

- 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 be scored directly from a kick-off.

### **Procedure**

- Teams will defend the end where they warmed-up before the game
- Away team will kick-off the game in the first half. Home team will kick-off in the 2nd half

## 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 kickoff must be 5 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.
- For any infringements of the kick-off procedure, the kick-off is retaken.

## 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 Rules of Mini Soccer. Some examples of this are an injury or interference by an outside agent.

## Procedure

- The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the penalty area, in which case the referee drops the ball on the penalty area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.
- 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 three (3) situations during the game:
  - A Goal Kick
  - A Free Kick to the defending team within its own penalty area
  - The Goalkeeper has possession of the ball in their hands
- At these three (3) 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 7v7 will be the Halfway Line.
- Referee is to encourage the opposing players to retreat and stay behind the retreat (halfway) line until the ball leaves the penalty area or a teammate touches the ball,
- Should a goalkeeper or player play the ball over the retreat line, the game continues as normal.

Retreat Line Example:



## Law 9 - Ball In and Out of 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
  - play has been stopped by the referee
- 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 - The 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 Game Play Rules has been previously committed by the team scoring the goal.

## Law 11 - Offside

- There is no offside in the 7v7 match format.

## Law 12 - Fouls and Misconduct

- An indirect free kick is awarded to the opposing team if a player commits any of the following offences:
  - kicks or attempts to kick an opponent
  - trips or attempts to trip an opponent
  - strikes or attempts to strike an opponent
  - tackles an opponent from behind to gain possession of the ball
  - makes contact with an opponent before touching the ball
  - handles the ball deliberately (except for a goalkeeper, within their own goal area)
  - jumps at an opponent
  - charges an opponent
  - pushes an opponent
  - holds an opponent
  - spits at an opponent
- The indirect free kick is taken from where the offence occurs.
- If the defending team commits an offence inside their own penalty area, the indirect free kick is taken from where the offence occurs.
- Referees are not to issue cautions or red cards to players. If a player is playing roughly, the referee shall direct the coach to substitute the player, and the coach will advise the player to play in a fair manner. Any player who spits at or strikes an opponent should take no further part in the game.

## Goalkeepers

- Goalkeepers are allowed to handle the ball inside their own penalty area.
- Goalkeepers only have six (6) seconds to release the ball from their hands if they choose to

throw the ball into play. (Referees shall verbal encourage/warn the goalkeeper to get the ball into play faster before resorting to calling a foul and awarding an indirect free kick.)

- Goalkeepers may not touch the ball with their hands if:
  - It has been deliberately kicked to them by a teammate.
  - They have released the ball from their hands, and it has not been touched by an opponent.
- For any of these three offences, an indirect free kick will be awarded to the opposing team on the goal area line closest to where the offence occurs.
- Goalkeepers are not allowed to drop kick/punt the ball. The goalkeeper can either throw the ball, roll the ball, or place it on the ground to be kick. Opposing players must retreat back to and remain behind the retreat line until the ball leaves the penalty area or it touched by a teammate.

### Law 13 - Free Kick

- All free kicks are indirect kicks.
- The ball is in play when it is kicked and moves.
- A goal may not be scored directly from an indirect free kick.
  - If an indirect free kick is kicked directly into the opponent's goal, a goal kick will be awarded to the opposing team.
  - If an indirect free kick is kicked directly into the team's own goal, a corner kick will be awarded to the opposing team.
- A player may not touch the ball a second time on a free kick until it has been touched by another player from either team. If this happens, the opposing team will receive an indirect free kick.
- All opponents must remain at least 5m from the free kick until the ball is in play.
- Free Kicks Taken From Inside a Team's Own Penalty Area
  - All opponents must be beyond the Retreat Line until the ball has kicked and put into play. (See Rule 8—The Start & Restart of Play, Retreat Line).

### Law 14 - Penalty Kick

- 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, and not less than 5 meters from the ball (and behind the ball) until it has been kicked.



### Law 15 - Throw-In - Modified to Kick-in

- Instead of a throw-in, Under 9's will use a kick-in.
- A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.
- A goal cannot be scored directly from a kick-in:
  - if the ball enters the opponents' goal – a goal kick is awarded
  - if the ball enters the thrower's goal – a corner kick is awarded
- The ball is placed on the touchline at the spot where it exited the field.
- All opponents must stand at least 2 m (2 yds) from where the ball is placed to be kicked-in.
- The ball is in play when it is kicked.

### Law 16 - Goal Kick

- A goal kick will be awarded to the defending team, when the whole of the ball crosses the goal line, in the air on the ground, when last touched by a player on the attacking team.
- The kick may be taken from any point in the penalty area.
- The ball is in play when it is kicked directly out of the penalty area, or is touched by a teammate.
- All opponents must be beyond the Retreat Line until the ball has left the penalty area or is touched by a teammate (See Rule 8—The Start & Re-start of Play, Retreat Line).
- The kicker may not touch the ball a second time until it has been touched by another player.
- A goal may not be scored directly from a goal kick

### Law 17 - Corner Kick

- A corner kick will be awarded to the attacking team, when the whole of the ball crosses the goal line, in the air or on the ground, when last touched by a player on the defending team.
- The kick may be taken from any point in the corner arc, or within 1m of the corner of the field, if no arc is marked.
- The flag post/marker (if present) must not be moved.
- All opponents must be at least 5m from the ball until it is in play.
- The ball is in play when it is kicked and moves.
- The kicker may not touch the ball a second time, until it has been touched by another player.
- A goal may be scored directly from a corner kick but only on the opponent's net.

## ADDITIONAL NOTES

- The Under 9 divisions will operate in a no-scores/no-standings manner.
- Do submit your electronic gamesheets via RAMP for insurance and liability purposes
- 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.