

SOCCER CAPE BRETON UNDER 11 AND UNDER 13 RULES

The current season's FIFA/IFAB Laws of the Game will apply for SCB Under 11 and 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 5 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

- Size 4 balls will be used for the U11 and U13 age group. The ball shall be spherical and constructed of material which is not dangerous to the players. The ball may not be replaced without the referee's permission.

LAW 3: NUMBER OF PLAYERS

- Under 11: The game shall be played by two teams, each consisting of eight (8) players, one of whom shall be a goalkeeper. Teams must dress a minimum of six (6) players and a maximum of 21.
- Under 13: 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 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.)

POWER PLAY INITIATIVE (UNDER 11 ONLY)

- 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: PLAYER'S EQUIPMENT

- Equipment shall consist of shirt, shorts, socks, shin-guards and footwear.
- All players **MUST** wear shin guards of suitable material. The shin guards should be covered completely by the socks.
- Goalkeepers must wear colours that are distinguishable from those of other players and those of the referee. Goalkeepers may wear gloves and tracksuit-type pants.

ADDITIONAL GUIDANCE ON JEWELRY AND NON-COMPULSORY EQUIPMENT

- **No** item of jewelry of any sort will be allowed on the field of play, even if it is 'taped'. I.E. covered.
- **Earrings:** no earrings of any kind are acceptable. The practice of taping is no longer acceptable.
- **Facial Rings:** any kind of jewelry around the eyes, nose or any other part of the face must be removed.
- **Bracelets:** all bracelets (including metal, rope, fabric, rubber, etc.) must be removed.
- **Medic Alert Bracelets:** may be worn but must be covered or padded to be safe for all players. Team officials should be aware of any medical conditions that may affect a player during a game
- **Necklaces:** all necklaces must be removed.
- **Body Piercing:** any body piercing not visible to the referee is not of concern. Should the piercing become visible the referee will ensure it is removed.
- **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.
- **Rings:** must be removed.
- **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.
- **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:** Single strand of 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 and LAW 6: ASSISTANT REFEREES

- Under 11: SCB will strive to have two referees assigned to each game (using a dual referee system of control) but there may be games where only one referee is available.
- Under 13: a referee and two assistant referees are to be assigned to each game.

LAW 7: DURATION OF THE GAME

- The game shall be divided into two equal halves.
- For U11, each half shall be 30 minutes in length.
- 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: START & RESTART OF PLAY

RETREAT LINE

- The Retreat Line will come into effect in two situations during the game:
 - A Goal Kick
 - The Goalkeeper has possession of the ball in their hands
 - A Free Kick to the defending team within its own penalty area
- 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 team-mates without the pressure of an opposing player nearby. **Only after the goalkeeper (or kicker) plays the ball**, can the opposition players advance over the retreat line.
- The referee is to encourage the opposing team to retreat back behind the retreat line in these restarts by vocally telling them to move back behind the line. The referee may remind the team officials to inform their teams to move back behind the retreat line during these restarts as well.
- 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 11: OFFSIDE

- Under 11: if two referees are assigned and present to officiate the game, then the referees will call offside using a dual referee system. If only one referee is present, then only blatant observed offside will be called by the single referee.
- Under 13: offside will be call 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:
 - 5 meters from the ball
 - Outside the Retreat Line **until the ball has been put into play.**

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

- Under 11 and Under 13 games will use throw ins when the ball goes out of play over the touchlines.

LAW 16: GOAL KICK

- At the taking of a goal kick, **all opponents shall be outside the Retreat Line until the ball is put into play.**

LAW 17: CORNER KICK

- All opponents shall be not less than 5 meters from the ball until it has been kicked.

ADDITIONAL NOTES

- In the Under 11 divisions, clubs with more than one team entered shall balance their teams as best as they can. SCB encourages the same for the Under 13 divisions.
- 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.
- Scores: For Under 11, scores and standings are not published. For Under 13, scores and standings will be published. Under 11 and Under 13 games require electronic game sheets to be submitted for each game. The match official will submit the score and all other match information to the league at the completion of the game.
- 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.