



# Laws of the Game

## (U7) Mini Division – Summer 2009

Version - 5.08

All games shall be played in accordance with FIFA's "Laws of the Game" in conjunction with the OSA's published Youth Soccer Rules, unless otherwise modified within these posted Newmarket Soccer Club (NSC.) rules.

Situations not formally covered in these rules will automatically differ to OSA/YRSA published rules in accordance with FIFA's "Laws of the Game."

### Law 1.0

#### The Field of Play

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| 1.1 | The game shall be played on a field of play as approved and assigned by the NSC.   |
| 1.2 | The Goal Areas and Penalty Area shall be defined by a box drawn on the field of play: A penalty mark shall be made at 8 yards from the midpoint between the goal post and equidistant from them. |

### Law 2.0

#### The Ball

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| 2.1 | The game ball shall be an approved size 4. |
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### Law 3.0

#### Number of Players

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| 3.1 | A team roster shall consist of not more than fourteen (14) players.  |
| 3.2 | The game shall be played by two teams, each consisting of not more that 7 players, one of whom must be designated as the goalkeeper. |
| 3.3 | Both teams must have at least 5 players to start the game.   |
| 3.4 | The game cannot continue if a team has less than 5 players.  |

3.5	The games must start on time or as soon as teams can field the minimum number of players.
3.6	Teams will be allowed a maximum fifteen minutes grace period to field the minimum number of players before forfeiting the game.
3.7	Teams unable to field the minimum number of players within fifteen (15) minutes of the scheduled start of play shall be declared in default and the game shall be declared in default and the game shall be abandoned.
3.8	During game play, teams may only substitute players as follows: a) On <b>any</b> throw in. b) At restart after a goal has been scored. c) At half time or the restart after the conclusion of a period of play (overtime). d) On a goal kick. e) To replace an injured player. f) Goalkeeper substitutions may only occur after the conclusion of a period of play, or in the event of an injury.
3.9	No substitution shall be allowed on corner kicks.
3.10	No substitution shall be allowed if a team is attempting to waste time.
<b>3.20</b>	<b><u>Substitute Player Call-Up</u></b>
3.21	If call-ups are used their names must be recorded on the game sheet and circled.
3.22	Only three called-up players may be used per game, to a maximum of 9 players for a U7 Mini team.
3.23	Call-ups playing for a team must be from the same house league team, and may only be called up 3 times during the season.
3.24	Competitive (Rep) players may not be used as call-ups
3.25	No call-ups may be used for Soccerfest or playoff games.
<b>3.30</b>	<b><u>Coaching On The Field</u></b>
3.31	One coach (or designated team official) only from each team is permitted onto the field to instruct their own players.
3.32	They must position themselves at the side or behind the play (NEVER in front of the player having possession of the ball or in such a way as to obstruct defenders from reaching the ball).
3.33	No parent, spectator or coach may sit behind the goal lines.

**Law 4.0****Players' Equipment**

- 4.1 A player must wear the proper uniform as provided by the NSC, including numbered team jersey, shorts, and matching stockings.
- 4.2 A player must wear shin guards that provide reasonable protection and that are fully covered by the stockings.
- 4.3 A player must wear footwear. Soccer shoes with rubber or plastic cleats are highly recommended.
- 4.4 A player must not use equipment or wear anything which endangers themselves or other players including (but not limited to):
- Splints or hard casts (constructed of plaster, fibreglass or metal) even if covered.
  - Leg braces which contain exposed hard materials such as plastic, fibreglass or metal.
  - Metal cleats.
  - **No jewellery of any kind.** This includes, but is not limited to, necklaces, rings, bracelets, earrings, leather or rubber bands or visible body piercings. *(Exception: Medic Alert Bracelets are allowed but must be taped. The taping should be such that the description of the medical problem is clearly visible.)*
  - Loose beaded hair is also not permitted unless tied back or covered by a net. No bobby pins, metal or hard plastic hair clips.
- 4.5 No bandanas, sweatbands or hats may be worn by players. (Exception: the goalkeeper may wear a hat provided it contains no metal or plastic parts.) Only head protectors permitted by FIFA are allowed.
- 4.6 **Religious head gear:** As per OSA directive (Law 4 Update – 2007), it is appropriate for players to wear items such as the hijab provided it does not pose a danger to the player or to other players.
- 4.7 **Eyeglasses:** While the OSA and NSC strongly recommend that players wear special sport glasses or contact lenses, in recreational and house league games, common sense should prevail in allowing spectacles as long as the basic principals of Law 4 (safety) are met. If eyeglasses are worn, they must contain shatterproof or plastic lenses. Eyeglasses *must* be secured to the head with the use of a certified safety strap.
- 4.8 The goalkeeper must wear colours which distinguish

him/her from all outfield players.

## **Law 5.0**

### **The Referee/Coach**

- 5.1 Referees will not be assigned to officiate U7 Mini Games.
- 5.2 One coach per team (as per NSC 3.31) will be permitted on the field of play. Each coach will be responsible for decisions concerning facts of play in their own half of the field.
- 5.3 The game must be stopped immediately if a player appears to be injured or bleeding.
- 5.4 Coaches will ensure that all players move away from an injured player but remain standing. ("Taking a knee" or sitting on the field in a sporting manner is unnecessary and can result in confusion as to who is actually injured and in need of attention, as well as muscle cramping from sudden player inactivity.)

## **Law 6.0**

### **The Assistant Referee**

- 6.1 No assistant referees shall be assigned.

## **Law 7.0**

### **Duration of the Match**

- 7.1 U7 2x20 minute halves
- 7.2 The match shall consist of two equal halves with a half time interval of no more than 5 minutes.

## **Law 8.0**

### **Start of Play**

- 8.1 At the beginning of the game, a coin is tossed and the team that wins the toss decides which goal (side) it will defend in the first half of the match.
- 8.2 The other team takes the kick-off (gets the ball) to start the match.
- 8.3 In the second half of the match, the teams change ends and attack opposite goals. (The team that won the toss at the beginning of the match takes the kick-off to start the second half of the match.)
- 8.4 At the kick-off, all players shall be in their own half of the field, and not less than 6 yards from the ball.
- 8.5 The player taking the kick-off may not kick the ball a second time until it has been played, or touched, by another player.

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8.6 A goal may not be scored directly from a kick-off.

8.7 For any infringement of the rules the kick-off shall be retaken.

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**Law 9.0 Ball In and Out of Play**

9.1 The ball is out of play when it has wholly crossed the goal line or the touch line whether on the ground or in the air, or when play has been stopped.

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**Law 10.0 Method of Scoring**

10.1 A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

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**Law 11.0 Offside**

11.1 The offside rule shall not apply.

11.2 A player/team found to be persistently abusing the spirit of the offside rule, (i.e. cherry-picking), will be issued a warning. If the warning is not heeded, an indirect free kick will be awarded to the opposing team at the point of the infraction.

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**Law 12.0 Fouls and Misconducts**

12.1 A player, who intentionally commits any of the following offences, shall be penalized by the awarding of a free-kick to the opposing team:

- Kicks or attempts to kick an opponent
  - Trips or attempts to trip an opponent
  - Jumps at an opponent
  - Spits an opponent
  - Charges an opponent
  - Strikes or attempts to strike an opponent
  - Holds an opponent
  - Pushes an opponent
  - Handles the ball deliberately (except a goalkeeper from within his own penalty area)
  - Tackles an opponent to gain possession of the ball, making contact with the opponent before
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touching the ball

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| 12.2 | Only the goalkeeper may handle the ball within the penalty area.   |
| 12.3 | The six second rule shall <u>not</u> apply.  |
| 12.4 | Standard discipline penalties for participant misconduct will be rendered from OSA Policy 9.0 in accordance with NSC Recreational Discipline Policy. |

### Law 13.0

### Free Kicks

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| 13.1 | All free kicks shall be indirect (two-touch). A goal cannot be scored directly from any free kick.  |
| 13.2 | The kick shall be taken at the point where the infringement occurred. All opposing players must remain 6 yards from the ball at the taking of the free kick.        |
| 13.3 | If the kicker touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.             |
| 13.4 | For a player taking a free-kick, within his own penalty-area, the ball shall be in play when it has been kicked and moved, and has passed outside the penalty-area. |
| 13.5 | All opponents shall be outside the penalty-area and not less than 6 yards from the ball until it has been kicked.   |
| 13.6 | For any infringement of this rule, the free-kick shall be retaken.  |

### Law 14.0

### Penalty Kick

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| 14.1 | Penalty kicks shall not apply as all free kicks shall be indirect.   |
| 14.2 | <i>Exception: During playoffs and/or tournament matches whereby Penalty Kicks are used to determine a game winner in the event of a tie. See tournament/playoff rules for procedure.</i> |

### Law 15.0

### Kick-In (Formerly Throw-In – Revised by the OSA on April 29, 2006)

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| 15.1 | When the whole of the ball crosses over 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 played or touched it. |
| 15.2 | The kick-in shall be taken from the point on the touch line where it left the field of play.   |

15.3	The ball will be in play as soon as it enters the field of play.
15.4	All opposing players must remain 6 yards from the ball at the taking of a kick-in.
15.5	If the player touches the ball a second time before it has been played or touched by another player, an indirect free kick shall be awarded to the opposing team.
15.6	A goal may not be scored directly from a kick-in.

#### **Law 16.0**

#### **Goal Kick**

16.1	When the whole of the ball passes over the goal-line, either on the ground or in the air, having last been played or touched by a member of the attacking team, a goal-kick shall be awarded to the defending team.
16.2	Goal kicks may be taken from any point within the goal area.
16.3	All opposing players must be outside the penalty area and behind or in-line with the edge of the centre circle (This allows the ball to come back into play safely from a goal kick).
16.4	The ball must leave the penalty area before it may be played by either team.
16.5	Should an infraction occur the goal kick shall be retaken.
16.6	If the kicker touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
16.7	A goal may be scored directly from a goal kick.

#### **Law 17.0**

#### **Corner Kick**

17.1	When the whole of the ball has crossed the goal-line, either on the ground or in the air, having last been played or touched by a member of the defending team, a corner-kick shall be awarded to the attacking team.
17.2	The corner-kick shall be taken from within the corner-arc nearest to where the ball crossed the goal-line.
17.3	All opponents shall be not less than 6 yards from the ball until it has been kicked.
17.4	The ball is in play when it is kicked and moves.
17.5	If the kicker touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the defending team.
17.6	A goal may not be scored directly from a corner kick.



Lower Level, Magna Centre  
800 Mulock Drive, Newmarket, ON L3Y 9C1  
Ph: 905.836.8761 Fx: 905.836.9473  
[www.newmarketsoccer.com](http://www.newmarketsoccer.com)

**REFEREE HOTLINE - 905.505.0701**