



ANZA INTERNATIONAL JUNIOR SOCCER LEAGUE CLUB LEAGUE RULES OF PLAY

This is a summary of the guidelines and the rules of the game, modified by ANZA International Junior Soccer League (ANZA-IJSL) for Recreational Play in all age groups. This summary is simplified and is provided for better enjoyment of the game, by making the Rules more readable at the expense of a reduction of the accuracy, which is especially notable regarding the finer points of the Rules. The most accurate listings of the Rules are contained in the FIFA publication. The official Rules of the Game can be found at www.fifa.com/index.html.

Note that the referee is the final authority, during match time, on the pitch, and that the ANZA-IJSL Rules Committee is the final authority in all cases. If you feel that the Rules have been incorrectly applied, speak to your child's coach after the game who will contact the appropriate coaching coordinator and/or referee coordinator. Dissent with the referee before, during, and after a game is not tolerated by ANZA-IJSL.

Law 1 Field of Play

The field must be rectangular and longer than it is wide. The size is adjusted for youth recreational soccer.

Penalty Mark

The penalty mark is 7.32 metres (8 yards) from the Goal Line opposite the Centre of the Goal.

Law 2 The Ball

Ages U5 to U7 Size 3

Ages U8 to U10 Size 4

Ages U11 to U18 Size 5

Law 3 Number of players

The Under 5's, Under 6's and Under 7's play in a fun league. In these age divisions, team sizes are at the agreed discretion of the coaches of the two teams playing the match.

Players in Under 8's, 9's and 10's will play in a League on a mini soccer pitch. The mini soccer leagues will be played with two teams, each consisting of not more than nine players, one of whom is the goalkeeper. **If one side is unable to field a full side the other side will reduce the number of players on their team, so that the teams have an even number of players, up to a maximum of a 2 player reduction.** Unlimited substitutions can be used. If a team can only field 6 or fewer players with its own rostered players, that team will forfeit the match and a win result will be awarded to the opposition team.

Players in U 11 s, U 13s, U 15s and above will play on a full sized pitch, the team each consisting of not more than 11 players one of whom is the goalkeeper. If one side is unable to field a full side the other side will reduce the number of players on their team, so that the teams have an even number of players, up to a maximum of a 2 player reduction. **. Unlimited substitutions can be used.** If a team can only field 8 or fewer players from its own rostered players, that team will forfeit the match and a win result will be awarded to the opposition team.

Walkovers/forfeits will be determined no later than the latest official starting time of the match (see Law 7 for official starting times). If one team does not meet the minimum attendance number with its own rostered players, as per the ANZA-IJSL rules, **AT THE OFFICIAL LATEST STARTING TIME**, the game will be considered a walkover/forfeit with a 2-0 score awarded to the other team. If both teams are unable to field a minimum number team, then the game is recorded as a 0-0 result

If a game is forfeit, then as long as both coaches agree and wish to play a non-league friendly, only then is it acceptable for coaches to add players to their team from lower age group players, or from players of the same age group who are currently not playing

All players will play at least a 1/2 of each game.

Law 4 Playing Equipment

Players must wear shin pads and goalkeepers must wear a distinguishing playing strip. Shin pads must be covered entirely by the stockings. If a player turns up with no shin pads then he/she will not be allowed to play that particular match. A player must not wear anything, which is dangerous to himself or another player (including any kind of jewellery or watches). In any contact sport normal reading GLASSES are very dangerous to both the wearer and other players. We recommend that glasses are not worn by any player. Contact lenses and special sports protection glasses may be worn. If no alternative is available, and the parent / guardian of the player insists on the player wearing glasses, then that parent / guardian is entirely responsible for injuries the wearer or other players sustain as a result of wearing glasses.

Law 5 Referees

Each match is controlled by a Referee who has full authority to enforce the Laws of the Game in connection with the match to which they have been appointed.



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Powers and Duties of The Referee

- Enforces the Law of the Game .
- Controls the match in co -operation with the Assistant Referee where appointed.
 - Ensures that the ball meets the requirements of Law 2.
 - Ensures the player's equipment meets the requirement of Law 4.
- Stops, suspends or terminates the match, at their discretion, for any infringements of any kind.
 - Stops, suspends or terminates the match, because of any outside interference of any kind.
- Stops the match if, in their opinion, a player is seriously injured and ensures that they are removed from the field of play.
 - Allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalises the original offence if the anticipated advantage does not ensue at that time.
- Takes disciplinary action against team officials who fail to conduct themselves in a responsible manner and may, at their discretion, expel them from the field of play and its immediate surrounds.
 - Ensures that no unauthorised person enters the field of play.
 - Restart the match after it has been stopped.

Decisions of the Referee

The decision of the Referee regarding facts connected with play is final. The Referee may only change a decision on realising that it is incorrect or, at his/her discretion provided that play has not restarted.

Law 6 Timekeeper / Assistant Referee where applicable

A person may be nominated to assist the Referee to;
Act as timekeeper and signify to the Referee by an agreed signal when the time of each half as expired
Suspend time on an instruction from the Referee for all stoppages and add time to the end of each half

- Supervise the use of rolling substitutes.
- Carry out any other duties as prescribed by the Referee.

Law 7 Duration of the game

Each game will consist of two equal halves according to the table below, there will be a break in between each half. The official starting time for all matches is defined as the time before the end of the allotted time period at which the match must commence so that the full match may be played. As an example, for those teams in competitive age divisions, the starting time will be:

U-8	0800 - 0815 (0900 end with 2 x 20 minutes + 5 minute break)
U-9	0900 - 0915 (1000 end with 2 x 20 minutes + 5 minute break)
U-10	1000 - 1005 (1100 end with 2 x 25 minutes + 5 minute break)
U-12	1100 - 1105 (1215 end with 2 x 30 minutes + 10 minute break)
U-12	1215 - 1220 (1330 end with 2 x 30 minutes + 10 minute break)
U-14	1330 - 1340 (1500 end with 2 x 35 minutes + 10 minute break)
U-17	1500 - 1520 (1700 end with 2 x 45 minutes + 10 minute break)

Law 8 Start and Restart of Game

Procedure

A kick off is taken at the centre of the playing area to start the game and after a goal has been scored, opponents must be 6.40 metres (7 yards) away from the ball, and in their own half of the field. The ball must be played forward.

- Handles the ball deliberately (except for the goalkeeper within his/her own penalty area).
 - Plays in a dangerous manner.
 - Impeded the progress of an opponent.
- Prevents the goalkeeper from releasing the ball from his/her hands.

Commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player.

Penalty Kick

A penalty kick is awarded if any of the above offences is committed by a player inside his/her own penalty area, irrespective of the position of the ball, provided it is play.

A free kick is awarded to the opposing team if the goalkeeper

- Takes more than 6 seconds to release the ball from his/her hands.

Touches the ball again with his/her hands after it has been released from his/her possession and has not touched any other player.

Touches the ball with his/her hands after it has been deliberately kicked to him/her by a team mate -Back pass. (U12 – Up only)

Touches the ball with his/her hands after he/she has received it directly from a throw in taken by a team mate.

For all of these offences, the free kick should be taken from the penalty area line, parallel with the goal line, at the nearest point to the offence.



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Cautionable Offences

A player is cautioned and shown the yellow card if he/she commits any of the following seven offences.

- Is guilty of unsporting behaviour.
- Shows dissent by word or action
- Persistently infringes the Laws of the Game.
 - Delays the restart of play.
- Fails to respect the required distance when play is restarted with a corner kick or free kick.
 - Enters or re-enters the field of play without the Referee's permission.
 - Deliberately leaves the field of play without the Referee's permission.

Sending Off Offences

A player is sent off and shown the red card if he/she commits any of the following seven offences.

- Is guilty of serious foul play.
- Is guilty of violent conduct.
- Spits at an opponent or any other person.
- Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his/her own penalty area)
- Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable Special Circumstances

A dropped ball to restart the match after play has been temporarily stopped inside the penalty area takes place on the penalty area line at the point nearest to where the ball was located when play stopped.

Law 9 Ball in and out of play

Ball Out of Play

The ball is out of play when

- a) It has wholly crossed the goal line or touch line whether on the ground or in the air.
- b) Play has been stopped by the Referee.

Ball in Play

The ball is in play at all other times, including when a) It rebounds from a goal post, crossbar or corner flag and remains in the field of play, b) It rebounds from either the Referee or an Assistant Referee when they are on the field of play,

Law 10 Method of Scoring

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

Law 11 Offside

There will be no offside for ages U6 to U10. For U11 and above, the offside rule will be played. A player is offside when he is in the opposition's half and is behind the last opposition defensive player when the ball is kicked.

Law 12 Fouls and Misconduct

All free kicks are direct. A free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered to be careless, reckless or using excessive force,

- Kicks or attempts to kick an opponent.
- Trips or attempts to trip an opponent.
 - Jumps at an opponent.
 - Charges an opponent.
- Strikes or attempts to strike an opponent.
 - Pushes an opponent.
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.



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A free kick is awarded to the opposing team if a player commits any of the following offences.

- Holds an opponent.
- Spits at an opponent.
- handles the ball deliberately (except for the goalkeeper within his own penalty area).

A player is cautioned and shown the yellow card if he commits any of the following seven offences:

- is guilty of unsporting behaviour.
- shows dissent by word or action.
- persistently infringes the Laws of the Game.
 - delays the restart of play.
- fails to respect the required distance when play is restarted with a corner kick or free kick.
 - enters or re-enters the field of play without The Referee's permission.
 - deliberately leaves the field of play without The Referee's permission.

A player is sent off and shown the red card if he commits any of the following seven offences:

- is guilty of serious foul play
- is guilty of violent conduct
- spits at an opponent or any other person
- denies the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball
 - (this does not apply to a goal keeper within his own penalty area)
- denies an obvious goalscoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
 - Using offensive or insulting or abusive language and or gestures.
 - Receives a second caution in the same match.

If a player gets a red card during the game, the player misses the next game.

Law 13 Free kicks

For all free kicks opponents must be 6.40 metres (7 yards) from the ball.

Law 14 Penalty Kicks

A penalty kick is awarded for an offence, as described in Law 12, committed in Side of the penalty area.

Position of the Ball and the Players.

All players except the defending goalkeeper and kicker must be outside the penalty area, and behind the penalty mark.

Infringement/Sanction

If a player or players commit an offence at the taking of the penalty kick, his/her team shall not be allowed to gain an advantage (e.g. the kick is retaken or the goal is disallowed depending on which team offended). If a player of both the defending and the attacking teams offend, the kick shall be retaken.

Law 15 Throw in

A goal cannot be scored directly from a throw in.

A throw in is awarded

- When the whole of the ball passes over the touchline, either on the ground or in the air.
- From the point where it crossed the touchline.
- To the opponents of the player who touched the ball last.

Procedure

At the moment of delivering the ball, the thrower

- Faces the field of play.
 - Has part of each foot either on the touchline or on the ground outside the touchline.
 - Uses both hands.
 - Delivers the ball from behind and over his head.
- e) The throw in is awarded to the opposing team, if any of these requirements are not carried out.



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Law 16 Goal Kick

Procedure

A player of the defending team kicks the ball from any point within the penalty area. Opponents must remain outside the penalty area and at least 6.40 metres (7 yards) from where the kick is taken until the ball is in play.

Law 17 Corner Kicks

The opposing players must remain at least 6.40 metres (7 yards) from the ball until it is in play. The kicker may not touch the ball again until it has touched another player. If he/she does a free kick is awarded against them. The ball is in play immediately as it enters the field of play. Under 10's and 9's take the corner kick from the corner of the half pitch.

Guidelines on Glasses

Children should play football with sports glasses or contact lenses suitable for playing sports, as there is a danger of injury with ordinary glasses due to the potential of the glass breaking.

These rules are set out by the FIFA board and are subject to change at any time. If for any reason these rules are changed by FIFA then ANZA will implement them immediately also. These are the sole rules of the ANZA league. If a dispute arises during any game, these will be the rules used to decide the matter

Red Card

If a player gets a red card during the game, the player misses the next game.

**The Australian & New Zealand Association International Junior Soccer League
2004/2005**

Visit our Website: www.ANZAsoccer.com and follow the Refs & Rules link to League Rules/Rules of Play

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ADDENDUM:

1) SEA CUP Eligibility

- a. Players who want to be considered for any of the ANZA Soccer SEA Cup teams must
 - i. Be registered ANZA Soccer members (this includes ANZA membership)
 - ii. Be playing on an ANZA Soccer team before the tournament and after the tournament
 - 1. If this does not occur, the players involved will not be eligible for the SEA Cup at any time

2) Lightning Cancellation

- a. Decisions on cancelling games due to lightning lie with the Age Group Coordinator for the age group impacted, or the senior ANZA Soccer organizing team member available at the time. If neither of these positions are represented at the games, then the coaches must take responsibility to take players off the fields.
- b. Typically if lightning is in the area and causes a stoppage of play, players will be asked to leave the field at that time, and play will be suspended in the first instance for 15 minutes, and if not cleared by this time, then for a further 15 minutes. If after the 2nd 15 minute suspension period the fields are still not playable, the games will be deemed to be cancelled with the following rules being taken into account to decide scores
 - i. If the cancellation takes place in the 1st half then the game will be considered a 0-0 result
 - ii. If the cancellation takes place after the end of the first half (that is either during the half time break, or in the second half), the score standing at the time of the abandonment, will stand.

3) Dissent

- a. Players who receive a yellow card due to dissent will be dismissed from that game – no replacement will be allowed for this player. Players who receive a yellow card for a technical infringement (foul etc) will continue on the field until they receive a second yellow (and therefore red card). The aim here is to eliminate the constant talk back to referees.
 - i. Players who are dismissed for dissent (with a yellow card) will be allowed to play in the next game for the team
- b. Players who receive a red card in a game will be suspended for the next game
- c. Players who aggregate 3 yellow cards in a season will be suspended for a game after the 3rd yellow card

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