

WA Youth Soccer has adapted the rules to help assist in the growth of the game. By better understanding of the different needs and recourses available to our membership, we want to make it as easy as possible to play the game.

### **1. Modifications**

Subject to the agreement of Washington Youth Soccer and provided that the principles of these Laws are respected, the Laws may be modified in their application for matches for players under 16 years of age.

Any or all of the following modifications are permissible:

- ✓ Size of the pitch and its goal areas.
- ✓ Width between the goalposts and the height of the crossbar from the ground
- ✓ Duration of the periods of play
- ✓ Substitutions

### **2. The Ball**

The ball is:

- ✓ Spherical
- ✓ Made of leather or other approved material
- ✓ Of a circumference of not more than 64 cm and not less than 62 cm (size 3 or 4 ball)
- ✓ Not more than 440 g and not less than 400 g in weight at the start of the match
- ✓ Of a pressure equal to 0.6 – 0.9 atmosphere (600 – 900 g/cm<sup>2</sup>) at sea level
- ✓ The ball may not bounce less than 1.6 feet or more than 2 feet on the first rebound when dropped from a height of 6.5 feet.

### **3. The Goals**

The goals shall be placed in the middle of each goal line. They shall consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

#### **3.1 Size**

The official size of goal is 6.5' x 10' (2m x 3m). This is the preferred size but Washington Youth Soccer understands that not all clubs will have access to these goals and in an effort to encourage the game would support the following adaptations:

- ✓ Portable goals 6ft or bigger
- ✓ Goals that are light weight
- ✓ Both goals must be of the same and equal size.
- ✓ Goals that may not have a crossbar or are rounded instead.
- ✓ In an extreme case goals can be made of large cones or even kit bags in an informal environment.

### **4. Surface of the Pitch**

The surface shall be flat, smooth and non-abrasive. The use of wood or artificial material is recommended.

### **5. Player to Player Contact**

This is to promote a style of play which focuses on reading the game and technical ability. Players may not make contact above waist height. Any contact above waist high results in an in-direct free kick against the offending team.

## **6. Players & Roster Size**

A match shall be played by two teams, each consisting of no more than five players, one of whom is the goalkeeper. An ideal roster size is 7 players with the maximum roster size being 9. The minimum roster is 5.

## **7. Safety**

A player shall not use equipment or wear anything (including any kind of jewelry) that could be dangerous to himself or another player.

### **6.1 Basic Equipment**

The basic compulsory equipment of a player comprises the following separate articles:

- ✓ Jersey
- ✓ Shorts
- ✓ Socks
- ✓ shin guards
- ✓ Footwear - the only types of footwear permitted are canvas or soft-leather training or gymnastic shoes with soles of rubber or a similar material.

### **6.2 Goalkeepers**

- ✓ Only the goalkeeper is permitted to wear long pants
- ✓ Each goalkeeper shall wear colors that easily distinguish him from the other players and the referees

## **8. The Referee and Game Rules**

Each match shall be controlled by a referee, who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed, from the moment he enters the premises where the pitch is located until he leaves them.

### **7.1 Duties & Powers**

The referee shall:

- ✓ Enforce the Laws of the Game (FIFA Futsal Law Book)
- ✓ allow play to continue if the team against which an offence has been committed stands to benefit from such an advantage, and penalize the original offence if the anticipated advantage does not ensue.
- ✓ take note of and report to the appropriate authorities any incidents occurring before, during and after the match and any disciplinary measures taken against players or team officials
- ✓ Act as a timekeeper.
- ✓ take disciplinary action against players guilty of cautionable and sending-off offences
- ✓ ensure that no unauthorized persons enter the pitch
- ✓ allow play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- ✓ ensure that any ball used meets the requirements of Law 2

### **7.2 Periods of Play**

The match shall last two equal periods. These times may vary but must not be less than 8 minutes or more than 15 minutes. The duration of either half may be prolonged to enable a penalty kick to be taken, or for a direct free kick to be taken against a team that have committed more than five accumulated fouls.

### **7.3 Half-time Interval**

The half-time interval shall not exceed 5 minutes.

#### 7.4 Kick-off

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

- ✓ at the start of the match
- ✓ after a goal has been scored
- ✓ at the start of the second half of the match
- ✓ at the start of each period of extra time
- ✓ A goal may be scored directly from the kick-off.

#### 7.5 Dropped ball

A dropped ball is a way of restarting the match after a temporary stoppage for any reason not mentioned in the Laws of the Game, provided that prior to the stoppage the ball was in play and had not crossed either the touch lines or goal lines.

#### 7.6 Ball out of play

The ball shall be deemed out of play when:

- ✓ It completely crosses the goal line or touch line, whether along the ground or through the air
- ✓ Play has been stopped by the referees
- ✓ It hits the ceiling

#### 7.7 Competition regulations

If the competition regulations state that a match shall end with a winning team or if a play-off match ends in a draw, only the following procedures shall be taken into account:

- ✓ The number of goals scored away from home
- ✓ Extra time
- ✓ Kicks taken from the penalty mark (please see FIFA Futsal Law Book)

#### 7.8 Free kicks

Free kicks are either direct or indirect. For both direct and indirect free kicks, the ball shall be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

##### 7.8.1 The Direct free kick

If a direct free kick directly enters the opponents' goal, a goal shall be awarded.

##### 7.8.2 The Indirect free kick

A goal shall only be awarded if the ball touches another player before it enters the goal.

##### 7.8.3 Position of free kick

For the first 5 accumulated fouls recorded against either team in each half, and provided the game has been stopped for that reason:

- ✓ The players of the opposing team may form a wall to defend a free kick
- ✓ All opponents shall be situated at least 5yards from the ball
- ✓ A goal may be scored directly in the opponents' goal from this free kick
- ✓ Beginning with the sixth accumulated foul recorded against either team in each half:
- ✓ The defending team's players may not form a wall to defend a free kick
- ✓ The player taking the kick shall be duly nominated
- ✓ The goalkeeper shall remain in his penalty area at a distance of at least 5yards from the ball
- ✓ All the other players shall remain on the pitch behind an imaginary line that is level with the ball and parallel to the goal line, and outside the penalty area. They shall remain 5yards away from the ball and may not obstruct the player taking the free kick. No player may cross this imaginary line until the ball has been struck and starts to move.

### 7.9 The Penalty Kick

A penalty kick is awarded against a team that commits any of the infringements for which a direct free kick is awarded inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick. Additional time shall be allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

#### 7.9.1 Position of the ball and the players

The ball:

- ✓ shall be placed on the penalty mark on the edge of the area.

The player taking the penalty kick:

- ✓ shall be duly nominated

The defending goalkeeper:

- ✓ shall stay on his goal line, facing the kicker and between the goalposts until the ball has been put into play

The players other than the kicker shall be situated:

- ✓ On the pitch
- ✓ Outside the penalty area
- ✓ Behind or to the sides of the penalty mark
- ✓ At least 5 yards from the penalty mark

### 7.10 The Kick-in

The kick-in is a method of restarting play.

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

A kick-in:

- ✓ shall be awarded when the whole of the ball crosses the touch line, either along the ground or through the air, or hits the ceiling
- ✓ shall be taken from the place where the ball crossed the touch line
- ✓ shall be awarded to the opponents of the player who last touched the ball

#### 7.10.1 Position of the ball and the players

The ball:

- ✓ shall remain stationary on the touch line
- ✓ may be kicked back onto the pitch in any direction

The player taking the kick-in:

- ✓ shall have part of one foot on the touch line or off the pitch at the moment he takes the kick-in

The players of the defending team:

- ✓ shall be at least 5 yards from the place where the kick-in is taken

### 7.11 The Goal Kick

The goal kick is a method of restarting play.

A goal may not be scored directly from a goal clearance.

A goal clearance shall be awarded when:

- ✓ the whole of the ball, having last touched a player of the attacking team, crosses the goal line either along the ground or through the air, and a goal is not scored in accordance with FIFA Law 11

### 7.12 The corner kick

The corner kick is a method of restarting play. A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick shall be awarded when:

- ✓ the whole of the ball, having last touched a player of the defending team, crosses the goal line either along the ground or through the air, and a goal is not scored in accordance with FIFA Law 11