



The Tamil Association of Brent

பிறன்ற தமிழ்ச் சங்கம்

133 Aboyne Road, Neasden, London NW10 0EY Mobile: 07956 386706

The Rules OF the Seven - A - Side Soccer Tournament 2010.

The success of the tournament depends on fair play, sportsmanship, co-operation and keeping with the spirit of the Tournament. All Teams are expected to report to the Soccer Committee (at the ground) on the day of the event not later than the published reporting times. This tournament adopts both the current Laws for Small-Sided Football Tournaments which governs, Seven a Side and in addition Mini-Soccer which is played by the under 11's as stipulated by the Football Association of England as directed and stipulated by The Federation International Football Association. (For this competition Mini-Soccer will be played by the under 10's category only). Important Note: under 10's are only allowed to play a maximum of 60 minutes per day/Teams are advised to rotate their Squad of Players to ensure that there is no breach of this rule! Managers and Coaches must adhere to maximum playing times for their Youth Squads in the under 10's section. All Players must have **SHIN PADS** and appropriate **FOOTWEAR** on the day please, **NO Glass Glasses are allowed at any time** this is to ensure the Players safety and for the safety of other Players taking part. Sports Spectacles to be worn and must be securely fastened at the back of the head! Please refer to Rule 9.0 for the Laws of Mini Soccer, which is endorsed by the two aforementioned organizations respectively. At no time are Spectators, Players, Managers, or Coaches allowed on the goal lines itself and spectators are to remain within 1 meter away from the surrounding pitches this is to ensure safety for all and not to distract either of the Goalkeepers from concentrating.

Important Note: Referees are the sole arbitrators of time and facts connected to play are solely their decision. No alcohol is permitted at any time within the Competition grounds.

1.0 Eligibility:

1.1 Players selected for the School Team should have been attending their respective Schools, or are Children of the former students as declared by the TAB-UK. (The Tamil Association of Brent)). For Seven Sided Soccer there should be one Goalkeeper and six Players representing each Team on the pitch at any one time. Team Squads must consist of Ten Players for Seven aside small sided Teams. Team Squads must consist of Nine Players for the Mini-Soccer Squads Teams.

1.2 Adult Team Squads: Players selected for the Teams must have been born on or after the 1st September 1991.

1.3 Under 16: Players selected for the Teams must have been born on or after the 1st September 1993.

1.4 Under 14: Players selected for the Teams must have been born on or after the 1st September 1995.

1.5 Under 12: Players selected for the Teams must have been born on or after the 1st September 1997.

1.6 Under 10: Players selected for the Teams must have been born on or after the 1st September 1999.

2.0 Identification and proof of Age:

On request of the Tamil Committee all TAB-UK Soccer Trophies participants must be able to identify themselves by the following only:

2.1 **Age** declaration document e.g. A current Passport

3.0 Teams:

3.1 **Each** Team should submit a list of a maximum of Ten **Players** for their Team to any of the **TTAOB SOCCER COMMITTEE** at least 15 minutes before the kick off. **Each Player must have signed the Official**

Team list. No mixed Gender Players allowed in the under 12's to Adults Soccer competition. (Mixing of Gender are allowed in the under 10's section only)!

3.2 If there is a clash of colours the Team drawn second shall change strip, (Bibs acceptable) Goalkeepers are not allowed to be in Black and no Teams are to be in Black as this will clash with the Referees!

3.3 No Player may play for more than one team and players must play within their own respective chronological age banding. This is in line with current Children's Legislation and guidelines for Football (Soccer).

3.4 Adult Football, Under 16, Under 14, Under 12 may use up to 3 Substitutes. Rolling substitutes apply to Mini Soccer for the under 10's.

3.5 Such substitutions must not interfere with the tournament schedule.

3.6 Under **NO** circumstances may any under-10 Team Player's, play for the under-12 Team, under-12 any Team Player's play for the under 14 Team, any under-14 Team Player's play for the under 16 Team, any under-16 Team Player's play for the Adult Team respectively.

4.0 Substitution of Players:

4.1 Only Players whose name appears on the official Team list will be allowed to play.

4.2 Teams who wish to substitute a Player/Players shall: Bring this to the attention of the Referee who is in charge of the pitch, where the match is being played that they wish to substitute a Player/Players.

4.3 Method of Substitution:

4.4 A substitute player shall enter the field of play only on indication by **Referee** at the half way line. Any Player entering the field of Play without the indication of the **Referee** will be appropriately penalized by the **Referee**.

4.5 A Player/Players who have been substituted (Player/Players who come out/off the field of play) during a match will not be allowed to participate further in that match. Those Player/Players now cease to be a Player/Players in that match! A Goalkeeper **can be** substituted but takes no further part **in that match**, once the Goalkeeper has been replaced by another Player, he/she ceases to be a Player in that match in a substitute situation. The incoming Goalkeeper **must wear** distinguishing colours to separate himself/herself from the other Players and the **Referee**. Goalkeepers are allowed to be changed with any Player on the field of Play but again with the permission of the Referee when there is a break in play.

5.0 Match

5.1 A preliminary round will be played on an All-Play Basis. (Teams in each group play each other in that group and only once). The Home Team in the group to commence kick off. both Captains meet and shake hands with each other and their respective Referee. On completion of the match both Teams shake hands with each other and again with their respective Referee, this also includes both Teams Managers/Coaches.

5.2 If any Teams in a group of **Two** fail to turn up, **Team Three** from the nearest group of three will be substituted for them.

5.3 Duration of the match is as follows: However, this is subject to change on the day of the competition due to sizes of the groups and sizes of the pitches. **This will be decided by the Refereeing Team respectively, facts connected to play and timings of the matches are the sole decision of the Referees and their decisions are final.**

**5.4 Preliminary rounds: 08-3-08 minutes, or (04-1-04),
Quarter Finals: 10-03-10 minutes, or (05-1-05),
Semi-Finals: 10-3-10 minutes, or (06-2-06),
Finals: 15-5-15 minutes, No change.**

5.5 The matches to be played under normal FA Small Sided Laws except:

- 1) There will be **no offside** Rule,
- 2) A maximum of three substitutes will be allowed for each match,
- 3) Sin Bins are being used,

5) Goal Keepers are not allowed out of their areas and attacking Players or defending Players are not allowed in the Goalkeepers area.

Penalty for infringement will be a Penalty kick against a defending Player/Players and Penalty for infringement against an attacking Player/Players will be an indirect free kick, where the infringement occurred. No over head height restrictions apply. However, if some of the matches are being played on 11 a side pitches this rule will not apply! Sin bins are in force for Small Sided Football not for Mini-Soccer matches. The period of suspension will be at least 1-2-3 minutes the Referee to decide who is in charge of that match!!

Special Note:

If a Player/Players is **sent off** from the field of Play by the Referee he/she cannot be replaced for that match and he/she cannot take part in the next match. (A one match suspension will apply)! If the Player/Players are sent off a second time a complete suspension from the Competition will apply! The Referee responsible for that match will submit a written report to the MCFA authority that has sanctioned this Competition under misconduct proceedings.

5.6 Points will be awarded as follows: **Win 3 points, Draw 1 point.**

5.7 If a **Team fail** to turn up at the appointed playing pitch on time a **"WIN"** will be awarded against them to the opposing team at that pitch. **For the purpose of a Goal differences the match will be awarded the equivalent score tot the absent Team's previous defeat or if applicable a 3-0 win will be awarded.**

5.8 In a tie break situation, both teams are allowed to change their Goalkeepers, with any of their Team Players on the field of Play and ensure that the Referee responsible for that match is aware of the change. In the situation of Penalty Kicks to determine the winning team, the Penalty Takers must be from the Players left on the field of play at the end of the match!!

6.0 Tie Group:

In the event of Teams having equal points, the following criteria will apply to declare the winner!

GOAL DIFFERENCE:

(I.E number of goals by the Team less number of Goals against the Team).

IF NOT RESOLVED:

Highest number of Goals scored in the Group,

IF NOT RESOLVED:

Highest number of Goals out of three Penalty Kicks,

IF NOT RESOLVED:

Sudden Death "Penalty Kicks"

IF NOT RESOLVED:

"Toss of a Coin" to be thrown by the Referee responsible for that Match.

7.0 General:

The **TAB-UK** Soccer Committee will be solely responsible adjudicators of the timings of the matches and of penalties imposed in conjunctions with the Referees. Queries regarding the Competition Rules to be directed to the Competitions Director who is the Coordinator of the Referees on the day and the competition writer of the rules for this Football competition. The Captains/Managers/Coaches of each Team should liaise with the Soccer Committee to confirm the start time of their matches. Under 12's to play with a size 4 Football all other age groups under 14's, under 16's and Adults section to play with a size 5 Football. Players are not allowed to wear anything which is Political, Religious, Personal or any Jewellery whilst playing during a match situation.

If the matches are abandoned to due to climatic adverse conditions or for any other reasons, there shall be no awarding of the TTAOB-UK Soccer Trophies. The TTAOB-UK reserve the right to transfer or re-schedule matches to another pitch from those originally allocated in conjunction with the Competitions Director in Football, if required.

8.0 Rules for Mini Soccer applicable tot the under 10's age group:

The ball should be no larger than a size 4 ball,

Players are to play in a 6 V 6 formations,

Mixed Gender are allowed to play in the under 10's section,

Any number of rolling substitutes can participate but only with the authority of the match Referee.

Entry into the field of Play is only allowed when there is a break in Play and substitutes enter and re-enter the field of play at the half way line. Good sportsmanship is promoted by the shaking of hands at kick off between both Team Captains and the Referee, this happens again after completion of the match!

9.0 Duration of the match is as follows:

Preliminary rounds: 5:1:5 minutes,

Quarter Finals: 5-1-5 minutes,

Semi Finals: 5:1:5 minutes,

Finals: 7:1:7 minutes,

The match will be played under normal FA Laws for Mini Soccer except there is no offside rule and no indirect free kicks. All other Laws for Mini Soccer apply: please note 5.0 apply to Mini Soccer rules 5.3, 5.4, and 5.5 do not apply. **SPECIAL NOTE:** does apply. Please use rule 9.0 as aforementioned above.

Pass backs are allowed to the Goalkeeper, Players are allowed into the Goalkeepers areas. In the event of a tie break situation rule 5.7, 5.8 and 6.0 applies.

Law 1: Playing Area

WARNING: Please ensure that The FA Goalpost safety guidelines are observed.

Size of Pitch

Under 9s-10s

- Minimum width: 27.45m (30 yards)
- Maximum width: 36.60m (40 yards)
- Minimum length: 45.75m (50 yards)
- Maximum length: 54.90m (60 yards)

Other pitch dimensions

- Penalty Area: Length 9.15m (10 yards); Width 16.47m (18 yards)
- Penalty Mark: 7.32m (8 yards) from the Goal Line opposite the Centre of the Goal.
- Halfway Line: The field of play is divided into two halves by a halfway line. The centre mark is indicated at the mid-point of the halfway line.
- Goal Size: The distance between the posts is 3.6m (12 feet) and the distance between the lower edge of the cross bar and the ground is 1.88m (6 feet).

Law 2: The Ball

- The ball should be size 4 for U9/U10, or Size 3 for Under 8's.
- It should be safe and made of leather or another suitable material.

Law 3: Number of Players

- Under 9s-10s: 6v6 or 7v7

Where the appropriate facilities are available, the FA would encourage leagues and competitions to use the smaller number of players at the youngest age group.

Players must play with and against players only from their own age range, as per Football Association and Competition rules.

Each team must not have a squad greater than double the size of the team per age.

Any number of substitutes, being named, may be used at any time with the permission of the referee. Entry into the field of play will only be allowed during a stoppage in play. A player who has been replaced may return to the playing area as a substitute for another player.

Law 4: Playing Equipment

- Players must wear shin guards and goalkeepers must wear a distinguishing playing strip.
- Shin guards must be covered entirely by the stockings.

Law 5: Referees

The Authority of the Referee

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.

Powers and Duties

The Referee:

- Enforces the Laws of the Game
- Controls the match in co-operation with the assistant referees/time keeper
- Ensures that the ball meets the requirements of Law 2
- Ensures that the players' equipment meets the requirements of Law 4
- Stops, suspends or terminates the match, at their discretion, for any infringements of the Laws
- Stops, suspends or terminates the match because of 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
- Ensures that any player bleeding from a wound leaves 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 penalizes the original offence if the anticipated advantage does not ensue at that time
- Takes disciplinary action against players guilty of cautionable and/or sending-off offences

- Takes 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 unauthorized persons enter the field of play
- Restarts the match after it has been stopped

Decisions of the Referee

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

Law 6: Assistant Referee

Duties

A person may be nominated to assist the referee to:

- Record goals scored
- Act as timekeeper and signify to the referee by an agreed signal when the time of each half has expired
- Suspend time on an instruction from the referee for all stoppages and add that time to the end of each half
- Supervise the use of rolling substitutes
- Carry out any other duties as prescribed by the referee
- If an independent timekeeper/scorer is not nominated, these duties are the responsibility of the referee.

Law 7: Duration of the Game

In any one day, no player shall play more than the stipulated period given below:

- Under 9 & Under 10s: 60 minutes

Each league/competition will determine its own playing time within the maximum time permitted. The half time interval must not exceed 5 minutes. [Please refer to Standard Code of Rules for Youth Leagues]

Law 8: Start and Restart of Play

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 4.5m (5 yards) away from the ball, and in their own half of the field. The ball must be played forward.

In Mini Soccer a goal cannot be scored directly from a start or restart of play

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 parallel to the goal line at that point nearest to where the ball was located when the play stopped.

Law 9: Ball In and Out of Play

The ball is out of 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 all other times, including when:

- It rebounds from a goal or post, crossbar or corner flag post and remains in the field of play
- It rebounds from either the referee or an assistant referee when they are on the field of play
- **Law 10: Method of Scoring**
- **Goal Scored**
- 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.
- **Winning Team**
- The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.
- **Competition Rules**
- For matches ending in a draw, competition rules may state provisions involving extra time, or other procedures approved by the International FA Board to determine the winner of a match.

Law 11: Offside

There is no off side.

Law 12: Fouls and Misconduct

In Mini-Soccer 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

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

- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his/her own penalty area)
- Plays in a dangerous manner
- Impedes 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 in 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
- 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 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.

Cautionable Offences

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

1. Is guilty of unsporting behavior
2. Shows dissent by word or action
3. Persistently infringes the Laws of the Game
4. Delays the restart of play
5. Fails to respect the required distance when play is restarted with a corner kick or free kick
6. Enters or re-enters the field of play without the referee's permission
7. 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:

1. Is guilty of serious foul play
2. Is guilty of violent conduct
3. Spits at an opponent or any other person
4. 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)
5. Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick
6. Uses offensive or insulting or abusive language and/or gestures
7. Receives a second caution in the same match

Law 13: Free Kicks

For all free kicks opponents must be 4.5m (5 yards) from the ball

Law 14: Penalty Kicks

A penalty kick is awarded for offences, as described in Law 12

Position of the Ball and the Players

All players except the defending goalkeeper and kicker must be outside the penalty area and at least 4.5m (5 yards) from the penalty mark.

The ball must be kicked forward.

Infringement/Sanctions

If a player or players commit an offence at the taking of a penalty kick his/her team shall not be allowed to gain an advantage (i.e. 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 touch line, either on the ground or in the air
- From the point where it crossed the touch line
- To the opponents of the player who last touched the ball

Procedure

At the moment of delivering the ball, the thrower:

- Faces the field of play
- Has part of each foot either on the touch line or on the ground outside the touch line

Throw-in

- Uses both hands
- Delivers the ball from behind and over their head
- The throw-in is awarded to the opposing team, if any of these requirements are not carried out

The thrower may not touch the ball again until it has touched another player. If he/she does, a free kick will be awarded against them. The ball is in play immediately when it enters the field of play.

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 4.5m (5 yards) from where the kick is taken until the ball is in play.

Law 17: Corner Kicks

The opposing players must remain at least 4.5m (5yards) 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 when it enters the field of play.

Small Sided Football Laws

The Pitch

Small Side Football may be played with or without barriers.

Dimensions:

The pitch must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 25m

maximum 50m

Width: minimum 16.5m

maximum 35m

For 7 a side football the following dimensions are recommended

Length: minimum 50m
maximum 60m

Width: minimum 30m
maximum 40m

Pitch-Size Guidelines

Pitch Markings

The pitch is marked with lines. These lines belong to the areas of which they are boundaries.

The two longer boundary lines are called touchlines. The two shorter lines are called goal lines.

All lines are 8cm wide.

The pitch is divided into two halves by the halfway line.

The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 3 m is marked around it.

If barricades are used to surround the playing area, where possible an opening should be provided at the point of the halfway line and the touch line.

A penalty area is defined at each end of the pitch as follows:

A semi circle of 8m radius shall be drawn from the centre of each goal line. The extremities of these semi-circles should reach the goal-line, barrier or wall regardless of whether or not the goal posts encroach onto the playing area.

Penalty Mark

A penalty mark is drawn 6 m from the midpoint between the goal posts and equidistant from them.

The Corner Arc

Where barriers do not surround the playing area a quarter circle with a radius of 25cm from each corner is drawn inside the pitch.

Goals

Goals must be placed on the centre of each goal line.

They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

The distance (inside measurement) between the posts is maximum 5m, minimum 3m and the distance from the lower edge of the crossbar to the ground is maximum 2m minimum 1.20m.

Both goal posts and the crossbar have the same width and depth of 8cm. Nets, made of hemp, jute or nylon, are attached to the posts and crossbars behind the goals. The lower part is supported by curved bars or some other adequate support.

Safety

The goals may be portable but they must be anchored securely to the ground during play as per Health and Safety requirements.

Playing Surface

Where natural turf is not used the surface must be smooth and flat and non-abrasive. The use of wood or artificial material is recommended.

The Ball

Qualities and Measurements

The ball is:

- spherical
- made of leather or other suitable material
- size appropriate to the age group playing

Replacement of a Defective Ball

If the ball bursts or becomes defective during the course of a match:

- the match is stopped
- the match is restarted by dropping the replacement ball at the place where the first ball became defective

If the ball bursts or becomes defective while not in play:

- the match is restarted according to the Laws

The ball may not be changed during the match without the permission of the referee.

LAW 3

The Number of Players

A match is played by two teams, each consisting of not more than seven players, one of whom is the goalkeeper.

Substitution Procedure

Substitutes may be used in any match played under the rules of an official competition at FIFA, confederation or national association level.

The maximum number of substitutes permitted is three.

The number of substitutions made during a match is unlimited. A player who has been replaced may return to the pitch as a substitute for another player.

Substitutions should take place when there is a break in play, or during play if the second official is involved in refereeing the game.

A substitution is one that is made when the ball is in or out of play for which the following conditions must be observed:

- The player entering the playing area may not do so until the player leaving the playing area has passed completely over the boundary line
- Where barricades are used the players must use the opening onto the playing area
- A substitution is complete when the substitute enters the playing area from which moment he becomes a player and the player he is replacing ceases to be a player
- A substitute is subject to the authority and jurisdiction of the referee whether called upon to play or not

Changing Places with the Goalkeeper

Any of the other players, or substitutes, may change places with the goalkeeper. The following conditions must be observed:

- Referee must be informed before the change is made
- Change may only be made during a stoppage in play
- The replacement goalkeeper must wear a jersey which distinguishes him from all other players

Infringements/Sanctions

If, while a substitution is being made, a substitute enters the pitch before the player being replaced has completely left:

- play is stopped
- the player being replaced is instructed to leave the pitch
- the substitute is 'sin binned' for the agreed period.
- Play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken on the penalty area line, at the place nearest to the position of the ball when play was stopped

Where barricades are used if, while a substitution is being made, a substitute enters the pitch or a player being replaced leaves it from a place other than the recognized opening in the barricades:

- play is stopped
- the substitute is 'sin binned' for the agreed period.
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken on the penalty area line, at the place nearest to the position of the ball when play was stopped

A match should not be considered valid if the playing strength of either team is reduced by more than two players (for five –a-side) and by three for (six and seven –a side)

LAW 4

The Players' Equipment

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player, including any kind of jewelry which is potentially dangerous and cannot be easily removed, should be taped.

Basic Equipment

The basic compulsory equipment of a player is: A jersey or Shirt, Shorts, If thermal undershorts are worn under shorts, they should be of the same main colour as the shorts

- Socks
- Shinguards
- Footwear – which is subject to local conditions

Shinguards

are covered entirely by the socks

- are made of a suitable material (rubber, plastic or similar substances)
- provide a reasonable degree of protection

Goalkeepers

- the goalkeeper is permitted to wear long trousers
- each goalkeeper wears colours which easily distinguish him from the other players and the referees

Infringements/Sanctions

For any Infringements of this Law:

- The player at fault is instructed by the referee to leave the pitch to correct his equipment or to obtain any missing item of equipment. The player may not return to the pitch without first reporting to the referee, who then checks that the player's equipment is now correct. The player is only allowed to re-enter the match when the ball is out of play.
- Players can return to play whilst the ball is in play if a second official has checked the equipment. If no second official is present the player must wait for a break in play in order for the referee to check the faulty equipment.

LAW 5

The Referee

The Authority of the Referee

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 he has been appointed, from the moment he enters the locality where the pitch is situated until he leaves.

Powers and Duties

The Referee:

- enforces the Laws of the Game

- allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time
- keeps a record of the match and provides the appropriate authorities with a match report which includes information on any disciplinary action taken against players, and/or team officials and any other incidents which occur before, during or after the match
- acts as timekeeper
- stops, suspends or terminates the match for any infringement of the Laws or due to any kind of outside interference
- takes disciplinary action against players guilty of cautionable and sending-off offences
- takes action against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the playing area and its immediate surrounds
- ensures that no unauthorised persons enter the pitch
- stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the pitch
- ensures any player bleeding from a wound leaves the playing area
- allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- ensures that any ball used meets the requirements of Law 2
- Make use of timed suspensions to exclude temporarily players guilty of infringements of the laws.
- In the absence of a second official, the referee should make excluded players aware of the end of their period of suspension

Decisions of the Referee

The decisions of the referee regarding facts connected with play are final.

LAW 6

Match Official

Duties

The duties of the Match Official are to assist the referee in the control of the game in the following areas: -

- Control of the substitution procedure, ensuring that the player to be replaced has left the FOP before the substitute is allowed to enter the FOP
- Check the equipment of all the substitutes entering the FOP
- Ensure that a player sent from the FOP by the referee, to replace any missing or defective equipment is checked before being allowed back on to the FOP
- If a player has been sent from the FOP by the referee to have a 'blood injury' treated that the bleeding has stopped before that player is allowed back on to the FOP
- Keep a full record of the match details

- Act as the timekeeper for any player who has been given a temporary suspension from the game
- Report to the referee any misconduct by any of the team players or officials in the technical / bench / substitute area
- Carry out any other duties as requested by the referee

LAW 7

The Duration of the Match

The duration of the game shall be divided into two equal periods of over five and up to 25 minutes each period subject to the following:

- (a) Allowance shall be made in either period for time lost through stoppages as decided by the referee.
- (b) The duration of either half shall be extended to enable a penalty kick to be taken.

At half time the interval shall not exceed five minutes except by consent of the Referee.

- (c) Competition rules may allow for a game to be played in its entirety without a half time interval or requirement to change ends.

For matches ending in a draw, competition rules may state provisions involving extra time or other procedures approved by the International FA Board to determine the winner of the match.

LAW 8

Start of Play

Preliminaries

The choice of ends is decided by the toss of a coin. The team winning the toss decides which goal it wishes to attack in the first half of the match.

The other team takes the kick-off to start the match.

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, where applicable

A goal may be scored directly from the kick-off.

Procedure

- all players are in their own half of the field

- the opponents of the team taking the kick-off are at least 2m from the ball until it is in play
- the ball is stationary on the centre mark
- the referee gives a signal
- the ball is in play when it is kicked and moves forward
- the kicker may not touch the ball a second time until it has touched another player

After a team scores a goal, the other team takes the kick-off.

Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player:

- an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. For any other infringement of the kick-off procedure the kick-off is retaken.

Dropped Ball

A dropped ball is a way of restarting the match after a temporary stoppage

Procedure

The referee drops the ball at the place where it was located when play was stopped, unless it was in the goalkeepers possession, when the goalkeeper shall, at the referee's signal, return the ball into play by throwing the ball from any point within the Penalty Area.

Play restarts when the ball touches the ground.

Where barricades are in use and a drop ball is required the referee shall drop the ball 2m from the barricade at the appropriate point.

Infringements/Sanctions

The ball is dropped again:

- if it is touched by a player before it makes contact with the ground
- if the ball leaves the pitch after it makes contact with the ground, without a player touching it

LAW 9

The Ball In and Out of Play

Ball Out of Play

The ball is out of 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
- when playing indoors, it hits the ceiling

Ball In Play

The ball is in play at all other times including when:

- it rebounds from a goal post, the crossbar, or the barricades onto the pitch
- it rebounds from the referee when on the pitch

Decisions

When a match is being played on an indoor pitch and the ball accidentally hits the ceiling, the game is restarted by an indirect free kick awarded to the opposing team to the one which last touched the ball.

The indirect free kick should be taken from the point at which the ball began to rise. Should this occur in the penalty area, the free kick should be taken from the penalty area line nearest to where the offence was committed.

The exception to this rule is when the ball hits the ceiling following a deliberate 'save' (as opposed to a clearance) by the goalkeeper. In this case teams should play on)

Height of ball restrictions – If a height restriction is to be introduced the competition rules should identify the height above which an indirect free kick shall be awarded to the opposing team.

If a height infringement occurs within the penalty area and is committed by the defending team an indirect free kick should be awarded on the penalty area line nearest to where the offence took place.

The exception to this rule shall be when the ball rises above the designated height restriction resulting from a save or block performed by a goalkeeper. Play should continue in this circumstance.

Should another player then play the ball whilst it is at a height above the designated height restriction this will result in an indirect free kick to the opposing team

LAW 10

The Method of Scoring

Goal Scored

Except otherwise provided by these Laws, a goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking side, the goalkeeper included.

Winning Team

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals or if no goals are scored, the match is drawn. Please see competition rules about determining winners of matches if there a draw situation.

LAW 11

There is no offside.

LAW 12

Fouls and Misconduct

Fouls and misconduct are penalized as follows:

Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee 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, even with the shoulder
- strikes or attempts to strike an opponent
- pushes an opponent

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

- holds an opponent
- spits at an opponent
- slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (sliding tackle), except when the match is being played on a natural grass playing surface
- handles the ball deliberately, except for the goalkeeper in his own penalty area

A direct free kick is taken from the place where the infringement occurred.

Penalty Kick

A penalty kick is awarded if a player commits any of the aforementioned offences inside his own penalty area, irrespective of the position of the ball but provided that it is in play.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offences:

- touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate
- touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate
- touches or controls the ball with his hands or feet, in the penalty area, for more than four seconds
- Height of ball restrictions (optional modification)– If a height restriction is introduced the competition rules should identify the height above which an indirect free kick shall be awarded to the opposing team. If a height

infringement occurs within the penalty area and is committed by the defending team an indirect free kick should be awarded on the penalty area line nearest to where the offence took place.

The exception to this rule shall be when the ball rises above the designated height restriction resulting from a save or block performed by a goalkeeper. Play should continue in this circumstance. Should another player then play the ball whilst it is at a height above the designated height restriction this will result in an indirect free kick to the opposing team.

An indirect free kick is also awarded to the opposing team, to be taken from the place where the infringement occurred, if, in the opinion of the referee, a player:

- plays in a dangerous manner
- deliberately impedes the progress of an opponent when the ball is not being played
- prevents the goalkeeper from releasing the ball from his hands
- commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the point nearest to where the infringement occurred.

Disciplinary Sanctions

The use of temporary time suspensions ('sin bins) and the exclusion of a player arising from the issuing of a red card are the disciplinary sanctions for use in small-sided football. Match officials should employ the use of temporary timed suspensions in all cases traditionally regarded as cautionable offences. Yellow cards are no longer to be used in small-sided football.

The options for a match official imposing disciplinary sanctions are therefore;

- Player shown a blue card and temporarily suspended from play
- Player issued with a second blue card and permanently excluded from play
- Player issued with a red card and permanently excluded from play

A blue card offence should always be accompanied by a temporary suspension from play.

The period of timed suspension should be on the following tariff. The release of players from a temporary suspension should be at the direction of the Referee or a Match Official if one is available.

Length of playing period	Period of suspension
Up to 8 mins per half	2 minutes
Up to 15 mins per half	4 minutes
Up to 25 and above per half	5 minutes

Temporary Timed Suspensions – Procedures

A player temporarily suspended from play will be shown a blue card by the match official and informed as to the length of time he/she will be suspended from play.

The player is obliged to leave the pitch and remain in a designated 'sin bin' area for the required suspension area. Separate 'sin bin' areas should be identified for each team. If no designated 'sin bin' areas are provided then suspended players should remain in the area where they can be seen by the referee and adjacent to team officials and substitutes.

A player will be informed as to the end of a period of suspension by the referee or match official and invited to rejoin the game. Where barricades are used the players must use the opening onto the playing area.

Temporary Timed Suspensions

A player is shown the blue card and temporarily excluded from play if he commits any of the following offences:

1. is guilty of unsporting behavior
2. shows dissent by word or action
3. Persistently infringes the Laws of the Game
4. delays the restart of play
5. fails to respect the required distance when play is restarted with a corner kick, kick-in, free kick or goal clearance.
6. enters or re-enters the pitch without the referee's permission or infringes the substitution procedure
7. deliberately leaves the pitch without the referee's permission

For any of these offences, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offence was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred. .

Sending-Off Offences

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

1. is guilty of serious foul play
2. is guilty of violent conduct
3. spits at an opponent or any other person
4. 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 own penalty area)
5. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
6. uses offensive, insulting or abusive language
7. receives a second blue card in the same match

If play is stopped because a player is sent off the pitch for offence 6 or 7, without having committed any additional infringement of the Laws, the game is restarted by an indirect free kick, awarded to the opposing team, to be taken at the place where the infringement occurred. However, if the offence is committed in the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

Decisions

A player who has been sent off may not take any further part in the match nor may he sit on the substitutes' bench, where provided.

LAW 13

Free Kicks

Types of Free Kicks

Free kicks are either direct or indirect.

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

The Direct Free Kick

- if a direct free kick is kicked directly into the opponent's goal, a goal is awarded

The Indirect Free Kick

- a goal can be scored only if the ball subsequently touches another player before it enters the goal

Position of Free Kick

- All opponents must be at least 1m from the ball until it is in play
- the ball is in play after it has been touched or played

Infringements/Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance:

- the kick is retaken

If, after the ball is in play, the kicker touches the ball a second time before it has touched another player:

- an indirect free kick is awarded to the opposing team, taken from the place where the infringement occurred. However, if this offence is committed in the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred

Signals

- **Direct Free Kick:** the referee keeps one arm horizontal pointing in the direction the kick has to be taken
- **Indirect Free Kick:** the referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play

LAW 14

The Penalty Kick

A penalty kick is awarded against a team which commits any of the offences 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 is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

Position of the Ball and the Players

The ball:

- is placed on the penalty mark

The player taking the penalty kick:

- is properly identified

The defending goalkeeper:

- remains on his goal line, facing the kicker, between the goalposts, until the ball has been kicked

The players other than the kicker are located:

- inside the pitch
- outside the penalty area
- behind or to the side of the penalty mark
- at least 5m

Procedure

- the player taking the penalty kicks the ball forward
- he may not play the ball a second time until it has touched another player
- the ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing the goalposts and under the crossbar:

- the ball touches either or both of the goalposts, and/or the crossbar and/or the goalkeeper

Infringements/Sanctions

If any of the following situations occur:

A player of the defending team infringes this Law:

- the kick is retaken, only if a goal is not scored
- the kick is not retaken if a goal is scored

A team-mate of the player taking the kick infringes this Law of the Game:

- the kick is retaken if a goal is scored
- the kick is not retaken if a goal is not scored

The player taking the kick infringes this Law of the Game after the ball is in play:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

The Kick-In

A kick-in is a method of restarting play.

A goal cannot be scored directly from a kick-in.

A kick-in is awarded:

- when the whole of the ball passes over a touch line, either on the ground or in the air, or hits the ceiling
- from the place where it crossed the touch line or 2m into the playing area adjacent to where the ball left the playing area when barricades are in use
- to the opponents of the player who last touched the ball

Position of the Ball and the Players

The ball:

has to be stationary on the touch line; or 2m into the playing area from the barrier where barricades are in use

- is kicked into play in any direction

The player taking the kick-in:

- has part of each foot either on the touch line or on the ground outside the touch line at the moment of kicking the ball; or
- must stand between the ball and the barricade where in use

The players of the defending team:

- are at least 1m from the place where the kick-in is taken

Procedure

- the player taking the kick-in may not play the ball a second time until it has touched another player
- the ball is in play immediately after it is kicked or touched

Infringements/Sanctions

The kick-in is retaken by a player of the opposing team if:

- the kick-in is taken incorrectly
- the kick-in is taken from a position other than the place where the ball passed over the touch line or where indicated by the referee where barricades are in use
- any other infringement of the Law occurs

LAW 16

The Goal Clearance

A goal clearance is a method of restarting play.

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

The goal clearance is awarded when:

- the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

Procedure

- opponents remain outside the penalty area
- the goalkeeper does not play the ball a second time until it has touched another player
- the ball is in play when the ball is thrown **or kicked** from any point within the penalty area by the goalkeeper of the defending team

Infringements/Sanctions

If the ball is not thrown or kicked directly beyond the penalty area:

- the goal clearance is retaken

If, after the ball is in play, the goalkeeper touches the ball, before it has touched another player:

an indirect free kick is awarded to the opposing team from the penalty area line from the place nearest to where the infringement occurred

If, after the ball is in play, the goalkeeper picks the ball up after it has been returned from a team mate as a back pass played with the foot:

- an indirect free kick is awarded to the opposing team, to be from the penalty area line from the place nearest to where the infringement occurred

LAW 17

The Corner Kick

A 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 is awarded when:

- the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

Procedure

- the ball is placed inside the corner arc at the nearest corner
- opponents remain at least 1m from the ball until it is in play
- the ball is kicked by a player of the attacking team
- the ball is in play when it is kicked or touched
- the kicker does not play the ball a second time until it has touched another player

Infringements/Sanctions

An indirect free kick is taken by the opposing team if:

- the player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred

For any other infringement:

- the corner kick is retaken

Where the playing area is surrounded by barricades the corner kick is replaced by a kick-in at a point 2m inside the playing area at the corner nearest the point where the ball left the playing area.

Procedures to Determine the Winner of a Match

To determine the winner of a match, tied after fulltime the following procedures or a combination of these procedures may be used, Please refer to competition rules for this.

KICKS FROM THE PENALTY MARK PROCEDURE

Taking kicks from the penalty mark is a method of determining the winning team where competition rules require there to be a winning team after a match has been drawn

Procedure

- the referee chooses the goal at which the kicks will be taken
- the referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick.
- the referee keeps a record of the kicks being taken
- in principle each team takes five kicks, depending on the circumstances described hereafter
- the kicks are taken alternately
- the names of the players taking the kicks are announced to the referee by the captains of each team before the kicks from the penalty mark are taken and must be among those included on the list of players submitted before the match. Only those players on the pitch at the completion of the game are eligible to take part in Kicks from the Penalty Mark
- where a player(s) has been sent off by the referee the opposing team must reduce the number of players to equalize the participants in each team prior to the Kicks from the Penalty Mark commencing
- if, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- if, after both teams have taken five kicks, both have scored the same number of goals or have not scored any goals, kicks continue to be taken in the same order, until one team has scored one goal more than the other from the same number of kicks
- any player who has been sent off may not take part in the kicks from the penalty mark
- any eligible player may change places with his goalkeeper
- only the eligible players and match officials are permitted to remain on the pitch when kicks from the penalty mark are taken
- all players, except the player taking the kick and the two goalkeepers, must remain in the opposite half to that where the kicks are being taken

Notes on the Laws for Small Sided Football

Modifications

Provided the principles of these laws are maintained, the laws may be modified in their application for matches, including for players with disabilities as outlined below.

Any or all of the following modifications are permissible:

- Size of the field of play
- Size, weight and material of the ball
- Width between the goalposts and height of the crossbar from the ground
- The duration of the periods of play

- Substitutions
- Height of ball restrictions – If a height restriction is to be introduced the competition rules should identify the height above which an indirect free kick shall be awarded to the opposing team. If a height infringement occurs within the penalty area and is committed by the defending team an indirect free kick should be awarded on the penalty area line nearest to where the offence took place. The exception to this rule shall be when the ball rises above the designated height restriction resulting from a save or block performed by a goalkeeper. Play should continue in this circumstance. Should another player then play the ball whilst it is at a height above the designated height restriction this will result in an indirect free kick to the opposing team

Other formats of Small Sided Football

The Football Association has the ability to sanction other formats of Small Sided Football. The principles of any approval by the FA shall be based upon,

- The normal laws of Association Football apply with exceptions
- The game should take into full account the health and safety of the players and Officials.

On behalf of the TAB-UK we welcome you and your Teams, Families, Friends, Community Support Officers, Police, Security and visiting Match Officials to our fun filled Community event. Please remember that no alcohol is allowed near the competition grounds at any time. This year the TTAOB-UK have included the Laws for the Mini-Soccer and Small Sided Football Competitions for your information. Do remember that it is the Referees appointed to the matches that have the final decisions on length of time of actual matches and facts connected to play. May you all enjoy the day and may the best Teams win! Have a safe journey home everybody and hopefully see you all again next year!