



Western Bay of Plenty
Junior Football Committee

Junior Playing Regulations

THE GAME

Introduce yourself to the opposition coach and work together to make the game more enjoyable.

If there is no appointed referee coaches are responsible for arranging a suitable person to cover this duty.

Dispensated players MUST be pointed out to the opposition coach and identified on the team card before play starts.

The Ball used to be as per FIFA Law 2 but subject to “Notes on The Laws of the Game.”.

When a league is made of several different Grades times allowed will be for the lowest grade, i.e. Gr. 13, 14 & 15 combined will have an half would 35 minutes. If the two teams playing each other are 14 & 15 the 40 mins. e.w. will apply.

REFEREE GUIDELINES FOR JUNIOR SOCCER

LAWS OF THE GAME (ABRIDGED)

TEAMS

Each a maximum of 11 players and a minimum of 7 players, one must be a goalkeeper in a distinctive jersey. (Referee must be notified of any player/goalkeeper change before changing).

Teams must wear shirts and socks of a different colour to the opposition team to clearly distinguish the differences. In the event of a clash of colours **the visiting (away) team** will change strip.

SUBSTITUTES

Substitutes must be entered on a Team card before the game and shall enter with the approval of the referee at the centre line.

- a) Up to a maximum of seven (7) substitutes may be used in an official competition game.
- b) Rolling subs are allowed in all games organised by the Junior Football Committee.
- c) Coaches should endeavour to avoid the situation where the flow of the game is disrupted by frequent interruptions to make substitutions.
- d) The referee must be notified when making a substitution.

NOTIFY THE REFEREE WHEN MAKING A SUBSTITUTION

THE PLAYERS

The basic compulsory equipment a player shall consist of a Jersey or Shirt, Shorts, Socks, Shin-guards and footwear.

Shin pads **MUST** be worn at all times with socks pulled up, and shirts to be tucked in.
Advise players not to chew gum while playing.

No player allowed on the field of play whilst in a plaster cast or similar which could constitute a danger to himself/herself or other players.

A player shall not wear anything which could be dangerous to himself/herself or another player, (such as watches, metal bracelets, jewellery etc.)

Long hair **MUST** be tied back

If a player is **BLEEDING** he/she must leave the field and not return until the bleeding has stopped and the Referee is satisfied.

Bloodied clothing must be changed before player returns to the field of play.
Referees are instructed to check sprigs and shin-guards before the start of the game.

START OF THE GAME

Coin is tossed, the winner of the toss chooses end. The ball is in play when it moves forward. The player who kicked off cannot kick it again before another player has touched it. Both teams must be in own half and the opposing team must not encroach within 10 yards (9.15 m) of the ball until such times as the ball is in play. After a goal the game is restarted by a kick off from the centre spot, by the team against which the goal was scored.

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

DURATION OF THE GAME

The Referee is the sole time keeper of any game.

The duration of the game shall be two equal periods (See Table of Regulations).

Players have a right to an interval at half-time, not to exceed (5) five minutes except by consent of the Referee. The time is stopped for all time lost through substitutions, injury or time - wasting.

Time shall be extended to permit the taking of a penalty kick at or after the end of the normal time in either half. Play ceases the instant a goal is scored, missed or a save made at the penalty kick.

In order to minimize disruption to games on the same pitch, coaches are reminded of JMC policy, referees have been instructed, that where a game is in fact late starting, then that game **WILL BE SHORTENED** to accommodate the correct finishing time.

Once a difference of 10 goals occurs at any time during a match, either coach may decide to discontinue the game or should both coaches agree to continue play then from hereon in the game is to be considered a training or friendly game and both teams coaches should ensure that both teams continue to benefit from their time on the field

OUT OF PLAY

The ball is out of play, when the **whole** of the ball has crossed the goal line or side line

OFFSIDE

When a Referee awards an offside he should point one arm directly into the air above his head indicating an **Indirect Free kick** and the other arm showing the **Direction**.

A player shall only be penalized for being in an offside position if, at the moment the ball touches, or is played by one of his team he is in the opinion of the Referee.

- Gaining an advantage by being in that position.
- Involved in active play.
- Interfering with play.

FREE KICKS

These are either **Direct** or **Indirect** and are taken from where the offence occurred. A direct free kick can be kicked straight into the goal. An indirect free kick must be played by another player before entering the goal. The Referee signals a direct free kick by pointing his arm in the direction of the kick and an indirect free kick by raising his arm above his head and keeping it there until the kick is taken and the ball touches another player.

The ball is in play when it is kicked and moves.

A direct free kick is awarded against an offender for:

- Kicking or attempting to kick an opponent.
- Tripping or attempting to trip an opponent (if you hit the player before the ball).
- Jumping at an opponent.
- Charging 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.
- Holding an opponent.
- Spits at an opponent
- Handles the ball deliberately (except goalkeeper in his own penalty area).

If a defender commits any of the above offences in his/her penalty area then a penalty kick is given to the attacking team at the penalty spot. In that case only the kicker and the goalkeeper are allowed in the penalty area. The goalkeeper stands on the goal line between the goal posts. He/she can move along the line, but cannot step back or forward off the line.

An Indirect free kick is awarded against a player for:

- Dangerous play (e.g. lifting boot too high at another player).
- Offside (refer to previous page).
- Obstruction (when ball not within two paces).
- Charging fairly (when ball not within playing distance).
- Charging the goalkeeper unless he/she is:
 - a) Playing the ball (a charge on a goalkeeper must be shoulder to shoulder).
 - b) Obstructing a player.
 - c) Outside his/her goal area.
 - d) Against the goalkeeper for:
 - e) Taking more than 6 seconds with ball in hand without attempting to put the ball back into play.
 - f) Wasting time to his/her team's advantage.
 - g) When taking a kick off, throw in, free kick, corner kick or penalty kick, playing the ball again before another player has touched the ball.
 - h) Using a team mate to gain height to head the ball.
 - i) Intentionally obstructing the opposing goalkeeper in an attempt to prevent him/her from putting the ball into play.

An Indirect free kick and caution is awarded against the offender for:

- Dissent (words or actions disagreeing with the referee's decision).
- Unsporting behavior (against anyone).

- Persistent infringing of the laws of the game.
- Entering or leaving the field of play without referee approval.

SEND OFF

The referee has the power to send a player off the field for the rest of the game, with no replacement for:

- Violent or serious foul play (plus direct free kick).
- Using offensive, insulting or abusive language (plus indirect free kick).
- Persisting in breaking the laws after a caution (plus an indirect free kick).
- Denying 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.

Please remember the role of all officials is to educate rather than punish, so should you feel the need to red card a junior player, talk to the opposition coach about taking the player off for a time

THROW IN

The throw in is taken from the point where the ball crossed the line, by a player of the team that did not touch the ball last. The thrower must use both hands and throw the ball from behind and over their head; both feet must be in contact with the ground and be behind or on the line. If the thrower throws incorrectly, the other team gains the throw.

A throw in must not be taken from a distance of more than one metre outside the touch line.

Opponents must stand no less than 2 metres from the point at which the throw in is taken.

A goalkeeper is not permitted to receive the ball with his hands from a throw in from his own player.

GOAL KICKS

Taken by the defending team when the ball is last touched by the attacking player and crosses the goal line outside the goal. The ball must be kicked outside the penalty area before it can be touched by another player, or the kick is retaken. All attacking players must be outside the penalty area when the kick is taken.

The goal kick can be taken from any point within the goal area by a player of the defending team.

A goal may be scored directly from a goal kick but only against the opposing team.

CORNER KICKS

Taken by the attacking team when the ball passes over the goal line, outside the goal, having been touched last by one of the defending team.

For Grade 11, from the corner of pitch. (See Table of Regulations)

For Grade 12, 13 & Junior Girls corners shall be taken 5 yards outside the penalty area along the goal line (full size pitch). For Grade 14 and up the kick is as normal (full size pitch).

A goal may be scored direct from a corner kick.

NOTES ON REFEREEING

Children learn the rules as they play and Coaches must use commonsense when interpreting the rules for different age groups.

10 YEARS AND UNDER

INJURY Stop play for any injury. At this age what may seem trivial to you may be a disaster to the child.

OFFSIDE Play to the law and penalize blatant offside but do not split hairs over marginal decisions.

THROW-IN As long as a player is trying to throw the ball in properly do not penalize them. If they are jumping off the ground or not taking the ball behind their head explain the proper way, after all they are still learning.

GOAL-KICKS Goal-kicks are taken from the 9m line. The opposition must retreat to their half of the field. Opposition players can only encroach after the goal kick has been taken.

GENERAL Most players under 10 years have no real knowledge of the laws. Referees must try to educate as well as deliberate. Tell the players what your decision is for and explain what they should be doing.

ENCOURAGE Them to do things the right way and PRAISE them when they do.

OVER 10 YEARS OF AGE

Players in this age group should know the rules and should be penalized according to the laws of the game. However as a referee you should still explain what you have given a decision for. Offside, Goal-kicks and Throw-ins should be taken correctly and players penalized for any infringement. If they do not know the rules at this age the only way to make them understand may be by penalizing them.

Injuries should still be treated quickly, though a few seconds for a ball to be cleared or a goal to be scored may not matter, but **ONLY A FEW SECONDS NOT MINUTES.**

No set of rules, however good can work unless you, the Referee or Coach applies commonsense and fairness. It is a difficult task for Coaches to referee games as they become interested more in play than in rules, but do both you must. You are there for young players' safety and enjoyment, therefore your reward will be their pleasure.

Mandatory instructions to referees x FIFA

1. OFFSIDE

A player who is in an offside position may only be penalized if

- He/she is interfering with play in any way,
Or
- He/she is interfering with an opponent,
Or
- He/she is seeking to gain an advantage by being in that position.

2. ALL TACKLES

A tackle which endangers the safety of an opponent, must be sanctioned as serious foul play.

3. GOALKEEPERS

Referees must not permit goalkeepers to take more than 6 seconds while holding the ball in the hands before releasing it into play.

If a goalkeeper holds the ball longer than 6 seconds, the referee must adjudge it as time wasting and award an indirect free kick.

Table of Regulations

Grade	Pitch Size*	Number of Players Per Team	Playing Time	Ball Size	Nominal Goal Size	Penalty Area	Centre Circle Diameter	Corners	Throw-Ins	Penalties/ Free Kicks	Goal Kicks	Off Side
Mini Soccer (5, 6, 7)	30m x 20m	5 (No Keeper)	2 x 15 Minutes	3	2m x 1m (Cones may be Used)	None	None	No – Game started with a goal kick	No – Kick in From side line	No Penalties	None – Game restarted by defending team from goal line	No – but blatant goal hanging should be discouraged
8	40m x 30m	6 (inc GK)	2 x 20 Mins	3	3m x 2m	Line at 9m right across pitch	3.5m	Yes- From Corner of Pitch	Yes- Some Latitude	No Penalties All Free Kicks Direct to be taken from outside the 9m Line	Taken from 9m line. Opposition to retreat to Half Way	Yes – Some Latitude
9 & 10	60m x 40m	7 (Inc GK)	G9 2 x 20 Mins G10 2 x 25 Mins	4	3.5m x 2m	Box – 9m x 15m	3.5m	Yes- From Corner of Pitch	Yes- Some Latitude	Yes – From 9m Line	Taken from 9m line. Opposition to retreat to Half Way	Yes – Some Latitude
11	70m x 50m	9 (Inc GK)	2 x 30 Mins	4	5.5m x 2.1m	Box – 10m x 24m	5.5m	Yes- From Corner of Pitch	Yes- Full FIFA Laws	Yes – Penalties From 9m Spot	Yes – Full FIFA Laws	Yes – Full FIFA Laws
Int Girls	70m x 50m	9 (Inc GK)	2 x 25 Mins	4	5.5m x 2.1m	Box – 10m x 24m	5.5m	Yes- From Corner of Pitch	Yes- Some Latitude	Yes – From 9m Line	Taken from 9m line. Opposition to retreat to Half Way	Yes – Some Latitude
12, 13 & Jnr Girls	Full Sized	11 (Inc GK)	2 x 35 Mins	4	7.3m x 2.4m	Standard pitch Markings		Yes – From 5 outside the line of the Penalty Box	Yes- Full FIFA Laws	Yes – Penalties from 11m Spot Full FIFA Laws	Yes – Full FIFA Laws	Yes – Full FIFA Laws
14, 15 & Snr Girls	Full Sized	11 (Inc GK)	2 x 40 Mins	5	7.3m x 2.4m	Standard pitch Markings		Yes- From Corner of Pitch	Yes- Full FIFA Laws	Yes – Full FIFA Laws	Yes – Full FIFA Laws	Yes – Full FIFA Laws
Open College	Full Sized	11 (Inc GK)	2 x 45Mins	5	7.3m x 2.4m	Standard pitch Markings		Yes- From Corner of Pitch	Yes- Full FIFA Laws	Yes – Full FIFA Laws	Yes – Full FIFA Laws	Yes – Full FIFA Laws

