

## Catawba Cup Soccer League Under 13 (U13) Playing Rules



### **Zero Tolerance for Profanity, Fighting, Official Abuse**

There will be zero tolerance for profanity, fighting, or abuse of officials from players, coaches, or fans. On-field profanity or fighting will result in an immediate red-card with no substitution allowed. Coaches - please let your players know this.

### **Law 1 – The Field of Play**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length:           minimum 70 yards    maximum 80 yards

Width: minimum 45 yards    maximum 55 yards

Field Markings: The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. Depending on the field used, a circle with a radius of between eight and 10 (8 - 10) yards is marked around it.

The Goal area: Conform to FIFA.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them.

Flag posts: Conform to FIFA.

The Corner Arc: Conform to FIFA.

Goals: Conform to FIFA. A smaller goal may be used but the minimum distance between the posts is eighteen (18) feet and the minimum distance from the lower edge of the crossbar to the ground is six (6) feet.

**Law 2 – The Ball:** Size four (4).

**Law 3 – The Number of Players, Substitutions, Required Playing Time:**

#### Number of Players:

A match is played by two teams, each consisting of nine players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven players.

Substitutions: officials will allow substitutions on the following stoppages.

- possessing team's throw-in: If the possessing team makes a substitution before their throw-in, the defensive team is allowed to make a substitution also and play will be held until the substitution is made. If the possessing team does not make a substitution, a defensive substitution will not be allowed.
- possessing team's corner kick: If the possessing team makes a substitution before their corner kick, the defensive team will be allowed to make a substitution as well and play will be held until the substitution is made.
- goal kick: If the possessing team makes a substitution before their goal kick, the defensive team will be allowed to make a substitution as well and play will be held until the substitution is made.
- foul kick: If the possessing team makes a substitution before their foul kick, the defensive team will be allowed to make a substitution as well and play will be held until the substitution is made.

Playing time: Each player **SHALL** play a minimum of 50% of the total playing time. Teams and matches are coed.

**Law 4** – The Players Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Shin-guards are REQUIRED.

**Law 5** – The Referee: Registered referee is recommended.

**Law 6** – The Assistant Referee: One assistant referee will be used during game play and will have shared duties on the field with the referee.

**Law 7** – The Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) halves of twenty-five (25) minutes each. There shall be a half-time interval of five (5) minutes.

**Law 8** – The Start and Restart of Play: Conform to FIFA with the exception that opponents of the team taking the kick-off are at least ten (10) yards from the ball until it is in play.

**Law 9** – The Ball In and Out of Play: Conform to FIFA.

**Law 10** – The Method of Scoring: Conform to FIFA.

**Law 11** – Offside: Conform to FIFA.

**Law 12** – Fouls and Misconduct: Conform to FIFA with the exception that an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponents penalty area. Slide tackling WILL NOT be allowed.

**Law 13** – Free Kicks: Conform to FIFA with the exception that opponents are at least eight (8) yards from the ball.

**Law 14** – The Penalty Kick: Conform to FIFA with the exceptions that the penalty mark is at ten yards and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

**Law 15** – The Throw-In: Conform to FIFA.

**Law 16** – The Goal Kick: Conform to FIFA.

**Law 17** – The Corner Kick: Conform to FIFA with the exception that opponents remain at least ten (10) yards away from the ball until it is in play.

**Law 18** – Tournament Rules:

#### Over Time and Shoot-Out:

Since in a tournament there must be a winner for each game, these are our overtime rules.

#### Overtime

There will be a 10 minute overtime with 5 minutes halves. After the first half, the teams switch ends of the field. This overtime is not sudden death. The full ten minutes will be played. If the tie is not broken in overtime, a shoot-out will determine the winner.

#### Shoot-Out

If there is a shoot-out, both teams will meet at the center circle for instructions from the officials. Only players on the field at the end of overtime can participate in the shootout. Goalies can be shooters if they were on the field at the end of overtime. Bench players must stay on the bench.

Each coach will pick 5 players and provide their jersey numbers to the officials. The players will shoot in the order in which they were provided to the officials.

Teams will alternate shooting. Team A will shoot with Team B protecting the goal. Then Team B will shoot with Team A protecting the goal. Teams will alternate until all 5 shooters of each

team have taken their turn. Once a player has shot, they must exit the field toward the touchline opposite from the bench. We will have 2 PK markers - one for U10 and one for U12.

Only the shooter and goalie are allowed near the goal. All other players and coaches must remain behind the center line or on the bench if they were not on the field at the end of overtime.

### Method

- The official will place the ball on the marker.
- The official will ask if the keeper is ready. If so, the official will blow his whistle and then the shooter will shoot. The shooter must use a "fluid" motion and make only one strike. No dribbling, stopping, or stuttering is allowed. If any of these occur, then the turn is lost.
- The goalie must remain on the goal line and cannot move off of the line until the ball is struck (move forward to the shooter). The goalie may jump, wave their arms and move side to side as long as they do not come off of the line. If a goalie comes off of the line and a shot was missed, the shooter will take a rekick.
- If at the end of 5 shooters, there is still a tie, then the coaches will then provide players 6 - 10. If a team does not have 10 players, they may use player 1, 2 etc. in their original order again to get their complement of shooters.
- Play will continue like this until the tie is broken.