



Guidance for Officials

Officiating Youth Football (Mini Soccer, 9 v 9 & 11 v 11)

November 2016

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Introduction

This guidance is provided to support Referees within Hampshire who officiate Youth Football at Mini Soccer, 9 v 9 & 11 v 11. This guidance will assist referees in understanding the differences in the types of football that they may be asked to officiate.

At the rear of this guidance document is an overview of the types of football.

Referees are reminded that unless otherwise stated the Laws of the Game 2016/17 take precedence.

Mini Soccer (Under 7's and Under 8's)

Except where other provisions in these Laws are made, the Laws of the Game 2016/17 apply. Each Law is numbered to correspond with the appropriate Law of the Game.

Law 1: The Field of Play

Size of Pitch – the dimensions shown below are the Maximum Dimensions.

Width	Length
30 Yards	40 Yards
27 Metres	36 Metres

Penalty Area

Width	Length
16 Yards	9 Yards
14.63 Metres	8.22 Metres

Penalty Mark

The penalty mark is 7.00 Yards (6.40 Metres) from the midpoint between the goalposts.

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. This is also used as the retreat line when restarting play with a goal kick.

Goal Size

The distance between the posts is 3.6m (12 feet) and the distance between the lower edge of the crossbar and the ground is 1.88m (6 feet).

WARNING

In view of a number of accidents that have occurred, it is necessary to ensure that portable goals of any size are either pinned or weighted down to prevent them from toppling over.

Law 2: The Ball

The ball should be Size 3 for U7 & U8. It should be made of leather or other suitable material.

Law 3: The Players

Maximum number per team including Goalkeeper	
Under 7 and Under 8	5 v 5

The above table indicates the maximum number of players per team at that age group. If the competition would like to have smaller numbers, e.g. 4 v 4 at U7 or U8, this is allowed within this framework.

A match may not START if either team consists of fewer than FOUR players. The minimum number of players in a team required for a match to CONTINUE is also four. Matches can begin with 5 v 4 but the importance and ethos of Mini-Soccer should be upheld whenever possible and the development of the children should come before the score line.

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, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player. All team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.

Law 4: The Players' Equipment

Goal keepers must wear a distinguishing playing top. Players must wear Shin Guards which must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather.

Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

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 they have been appointed.

Leagues and Clubs are reminded - that they may be appointed a young referee to officiate their matches and must remember that the young referee like the players is developing his/her skills just the same as players. Please therefore support your referee.

A competition may include in its regulations a provision by which a person who is not a registered Match Official may carry out the duties of a Match Official in a specific Match but only in circumstances where a registered Match Official cannot be appointed to or officiate in that Match. In these circumstances the appointed unregistered and/or unqualified match

Official will carry the same powers and duties of an appointed registered Match Official for the purpose of that match.

Furthermore, referees should also recognise their role is to facilitate the learning of the players, for example, allow young children to take a second attempt at a throw-in if the first attempt is not with the Laws of the Game.

Law 6: The Other Match Officials

Assistant Referees are not required.

Law 7: The Duration of the Match

In any one day, no player shall play more than 40 minutes. It is the responsibility of the parent/carer or organisation to ensure that the child does not exceed this. Each league/competition will determine its own playing time with the maximum time permitted, however, the maximum duration will be two halves of 20 minutes.

It is permitted during development matches that the periods of play can be split into equal quarters. The half time interval must not exceed five minutes. Please refer to the Standard Code of Rules for Youth Competitions.

Law 8: The 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 five yards away from the ball and in their own half of the field of play. The ball can be kicked in any direction. In Mini Soccer a goal CANNOT be scored directly from a start or restart of play.

Special Circumstances

A dropped ball is a way of re-starting the match when the referee stops play and Law does not require a Direct/Indirect Free Kick to take place.

The referee drops the ball at the position where it was when play was stopped, unless play was stopped inside the goal area in which case the ball is dropped on the goal area line which is parallel to the goal line at the point nearest to where the ball was located when the play was stopped. A goal CANNOT be scored direct from a dropped ball.

Any number of players may contest a dropped ball (including goalkeepers); the referee cannot decide who may contest a dropped ball or its outcome.

Law 9: The Ball in and Out of Play

As per The Laws of the Game 2016/17.

Law 10: Determining the Outcome of a Match

As per The Laws of the Game 2016/17.

Law 11: Offside

There is NO offside.

Law 12: Fouls and Misconduct

Normal rules apply, as per The Laws of the Game 2016/17. However, in Mini Soccer all free kicks are DIRECT. A free kick is awarded to the opposing team if the goalkeeper:

- Takes more than six 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 another 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.

Law 13: Free Kicks

For ALL Free Kicks opponents must be five yards from the ball.

Law 14: The Penalty Kick

As per The Laws of the Game 2016/17.

Position of the Ball and Players – All players except the defending goalkeeper and the kicker must be outside the penalty area and at least 5 yards from the penalty mark. The ball must be kicked forward.

Law 15: The Throw-In

As per The Laws of the Game 2016/17.

In addition, U7 and U8 children are permitted to roll the ball underarm with one or both hands into the field of play.

The role of the referee is to also allow young players to learn the game. This may involve letting players take throw-ins again, if incorrect technique is used. The referee should ensure the same player attempts a second time, with guidance and help from the match official.

Laws 16: The Goal Kick

Procedure

A player of the defending team kicks the ball from any point within the penalty area. Opponents must retreat to their own half until the ball is in play.

The defending team does not have to wait for the opposition to retreat and has the option to restart the game before the kick is taken; should they choose to do so.

The ball is in play when it is kicked directly out of the penalty area. Should the goal kick not leave the penalty area then the kick is re-taken.

Law 17: The Corner Kick

The opposing players must remain at least five yards from the ball until it is in play.

The kicker may not touch the ball again until it has touches another player. If he/she does, a free kick is awarded to the opposing team.

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

Mini Soccer (Under 9's and Under 10's)

Except where other provisions in these Laws are made, the Laws of the Game 2016/17 apply. Each Law is numbered to correspond with the appropriate Law of the Game.

Law 1: The Field of Play

Size of Pitch – the dimensions shown below are the Maximum Dimensions.

Width	Length
40 Yards	60 Yards
36 Metres	54 Metres

Penalty Area

Width	Length
18 Yards	10 Yards
16.47 Metres	9.15 Metres

Penalty Mark

The penalty mark is 8.00 Yards (7.32 Metres) from the midpoint between the goalposts.

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. This is also used as the retreat line when restarting play with a goal kick.

Goal Size

The distance between the posts is 3.6m (12 feet) and the distance between the lower edge of the crossbar and the ground is 1.88m (6 feet).

WARNING

In view of a number of accidents that have occurred, it is necessary to ensure that portable goals of any size are either pinned or weighted down to prevent them from toppling over.

Law 2: The Ball

The ball should be Size 3 for U9 and size 4 for U10. It should be made of leather or other suitable material.

Law 3: The Players

Maximum number per team including Goalkeeper	
Under 9 and Under 10	7 v 7

The above table indicates the maximum number of players per team at that age group. If the competition would like to have smaller numbers, e.g. 5 v 5 at U9 or U10, this is allowed within this framework.

A match may not START if either team consists of fewer than FIVE players. The minimum number of players in a team required for a match to CONTINUE is also five. Matches can begin with 7 v 6 but the importance and ethos of Mini-Soccer should be upheld whenever possible and the development of the children should come before the score line.

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, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player. All team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.

Law 4: The Players' Equipment

Goal keepers must wear a distinguishing playing top. Players must wear Shin Guards which must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather.

Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

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 they have been appointed.

Leagues and Clubs are reminded - that they may be appointed a young referee to officiate their matches and must remember that the young referee like the players is developing his/her skills just the same as players. Please therefore support your referee.

A competition may include in its regulations a provision by which a person who is not a registered Match Official may carry out the duties of a Match Official in a specific Match but only in circumstances where a registered Match Official cannot be appointed to or officiate in that Match. In these circumstances the appointed unregistered and/or unqualified match

Official will carry the same powers and duties of an appointed registered Match Official for the purpose of that match.

Furthermore, referees should also recognise their role is to facilitate the learning of the players, for example, allow young children to take a second attempt at a throw-in if the first attempt is not with the Laws of the Game.

Law 6: The Other Match Officials

Assistant Referees are not required.

Law 7: The Duration of the Match

In any one day, no player shall play more than 60 minutes. It is the responsibility of the parent/carer or organisation to ensure that the child does not exceed this. Each league/competition will determine its own playing time with the maximum time permitted, however, the maximum duration will be two halves of 25 minutes.

It is permitted during development matches that the periods of play can be split into equal quarters. The half time interval must not exceed five minutes. Please refer to the Standard Code of Rules for Youth Competitions.

Law 8: The 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 five yards away from the ball and in their own half of the field of play. The ball can be kicked in any direction. In Mini Soccer a goal CANNOT be scored directly from a start or restart of play.

Special Circumstances

A dropped ball is a way of re-starting the match when the referee stops play and Law does not require a Direct/Indirect Free Kick to take place.

The referee drops the ball at the position where it was when play was stopped, unless play was stopped inside the goal area in which case the ball is dropped on the goal area line which is parallel to the goal line at the point nearest to where the ball was located when the play was stopped. A goal CANNOT be scored direct from a dropped ball.

Any number of players may contest a dropped ball (including goalkeepers); the referee cannot decide who may contest a dropped ball or its outcome.

Law 9: The Ball in and Out of Play

As per The Laws of the Game 2016/17.

Law 10: Determining the Outcome of a Match

As per The Laws of the Game 2016/17.

Law 11: Offside

There is NO offside.

Law 12: Fouls and Misconduct

Normal rules apply, as per The Laws of the Game 2016/17. However, in Mini Soccer all free kicks are DIRECT. A free kick is awarded to the opposing team if the goalkeeper:

- Takes more than six 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 another 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.

Law 13: Free Kicks

For ALL Free Kicks opponents must be five yards from the ball.

Law 14: The Penalty Kick

As per The Laws of the Game 2016/17.

Position of the Ball and Players – All players except the defending goalkeeper and the kicker must be outside the penalty area and at least 5 yards from the penalty mark. The ball must be kicked forward.

Law 15: The Throw-In

As per The Laws of the Game 2016/17.

The role of the referee is to also allow young players to learn the game. This may involve letting players take throw-ins again, if incorrect technique is used. The referee should ensure the same player attempts a second time, with guidance and help from the match official.

Laws 16: The Goal Kick

Procedure

A player of the defending team kicks the ball from any point within the penalty area. Opponents must retreat to their own half until the ball is in play.

The defending team does not have to wait for the opposition to retreat and has the option to restart the game before the kick is taken; should they choose to do so.

The ball is in play when it is kicked directly out of the penalty area. Should the goal kick not leave the penalty area then the kick is re-taken.

Law 17: The Corner Kick

The opposing players must remain at least five yards from the ball until it is in play.

The kicker may not touch the ball again until it has touches another player. If he/she does, a free kick is awarded to the opposing team.

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

(Under 11's and Under 12's)

Except where other provisions in these Laws are made, the Laws of the Game 2016/17 apply. Each Law is numbered to correspond with the appropriate Law of the Game.

Law 1: The Field of Play

Size of Pitch – the dimensions shown below are the Maximum Dimensions.

Width	Length
50 Yards	80 Yards
45 Metres	73.125 Metres

Penalty Area

Width	Length
32 Yards	13 Yards
29.26 Metres	11.88 Metres

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 4.87m or 6.40m (16 feet or 21 feet) and the distance between the lower edge of the crossbar and the ground is 2.13m (7 feet).

WARNING

In view of a number of accidents that have occurred, it is necessary to ensure that portable goals of any size are either pinned or weighted down to prevent them from toppling over.

Law 2: The Ball

The ball should be Size 4 for U11 / U12. It should be made of leather or other suitable material.

Law 3: The Players

Maximum number per team including Goalkeeper	
Under 11 / U12	9 v 9

The above table indicates the maximum number of players per team at that age group. If the competition would like to have smaller numbers, e.g. 7 v 7 at U11, this is allowed within this framework.

A match may not START if either team consists of fewer than SIX players. The minimum number of players in a team required for a match to CONTINUE is also SIX. Matches can begin with 9 v 8 but the importance and ethos of Mini-Soccer should be upheld whenever possible and the development of the children should come before the score line.

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, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player. All team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.

Law 4: The Players' Equipment

Goal keepers must wear a distinguishing playing top. Players must wear Shin Guards which must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather.

Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

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 they have been appointed.

Leagues and Clubs are reminded - that they may be appointed a young referee to officiate their matches and must remember that the young referee like the players is developing his/her skills just the same as players. Please therefore support your referee.

A competition may include in its regulations a provision by which a person who is not a registered Match Official may carry out the duties of a Match Official in a specific Match but only in circumstances where a registered Match Official cannot be appointed to or officiate in that Match. In these circumstances the appointed unregistered and/or unqualified match Official will carry the same powers and duties of an appointed registered Match Official for the purpose of that match.

Furthermore, referees should also recognise their role is to facilitate the learning of the players, for example, allow young children to take a second attempt at a throw-in if the first attempt is not with the Laws of the Game.

Law 6: The Other Match Officials

Two Assistant Referees may be appointed whose duties, subject to the decision of the referee, are to indicate:

- When the whole of the ball leaves the field of play.
- Which team is entitled to a corner kick, goal kick or throw-in.
- When a play may be penalised for being in an offside position.
- When a substitution is requested or when any other incident occurs out of the view of the referee.
- When offences have been committed whenever the assistant referee has a better view than the referee (this includes, in certain circumstances, offences committed in the penalty area).
- Whether, at penalty kicks, the goalkeeper moves off the goal line before the ball is kicked and if the ball crosses the line.

(The Referee is the sole Judge, Assistant Referees are there to assist the Referee NOT insist).

Law 7: The Duration of the Match

Each league/competition will determine its own playing time with the maximum time permitted, however, the maximum duration will be two halves of 30 minutes.

It is permitted during development matches that the periods of play can be split into equal quarters. The half time interval must not exceed 15 minutes. Please refer to the Standard Code of Rules for Youth Competitions.

Law 8: The 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 seven yards away from the ball and in their own half of the field of play. The ball can be kicked in any direction

Special Circumstances

A dropped ball is a way of re-starting the match when the referee stops play and Law does not require a Direct/Indirect Free Kick to take place.

The referee drops the ball at the position where it was when play was stopped, unless play was stopped inside the goal area in which case the ball is dropped on the goal area line which is parallel to the goal line at the point nearest to where the ball was located when the play was stopped. A goal CANNOT be scored direct from a dropped ball.

Any number of players may contest a dropped ball (including goalkeepers); the referee cannot decide who may contest a dropped ball or its outcome.

Law 9: The Ball in and Out of Play

As per The Laws of the Game 2016/17.

Law 10: Determining the Outcome of a Match

As per The Laws of the Game 2016/17.

Law 11: Offside

As per The Laws of the Game 2016/17.

Law 12: Fouls and Misconduct

As per The Laws of the Game 2016/17.

Law 13: Free Kicks

For ALL Free Kicks opponents must be 10 yards from the ball.

Law 14: The Penalty Kick

As per The Laws of the Game 2016/17.

Position of the Ball and Players – All players except the defending goalkeeper and the kicker must be outside the penalty area and at least 7 yards from the penalty mark. The ball must be kicked forward.

Law 15: The Throw-In

As per The Laws of the Game 2016/17.

Laws 16: The Goal Kick

Procedure

As per The Laws of the Game 2016/17.

The ball is in play when it is kicked directly out of the penalty area. Should the goal kick not leave the penalty area then the kick is re-taken.

Law 17: The Corner Kick

As per The Laws of the Game 2016/17.

(Under 13's to Under 16's)

Except where other provisions in these Laws are made, the Laws of the Game 2016/17 apply.

Law 1: The Field of Play

Size of Pitch

As per The Laws of the Game 2016/17.

Law 2: The Ball

The ball should be (Size 4 Under 13's – Under 14's). The ball should be (Size 5 Under 15's – Under 16's). It should be made of leather or other suitable material.

Law 3: The Players

Maximum number per team including Goalkeeper	
Under 13 / U16	11 v 11

A match may not START if either team consists of fewer than SEVEN players. The minimum number of players in a team required for a match to CONTINUE is also SEVEN.

Any number of substitutes, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player.

Law 4: The Players' Equipment

Goal keepers must wear a distinguishing playing top. Players must wear Shin Guards which must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather.

Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

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 they have been appointed.

Leagues and Clubs are reminded - that they may be appointed a young referee to officiate their matches and must remember that the young referee like the players is developing his/her skills just the same as players. Please therefore support your referee.

A competition may include in its regulations a provision by which a person who is not a registered Match Official may carry out the duties of a Match Official in a specific Match but

only in circumstances where a registered Match Official cannot be appointed to or officiate in that Match. In these circumstances the appointed unregistered and/or unqualified match Official will carry the same powers and duties of an appointed registered Match Official for the purpose of that match.

Furthermore, referees should also recognise their role is to facilitate the learning of the players, for example, allow young children to take a second attempt at a throw-in if the first attempt is not with the Laws of the Game.

Law 6: The Other Match Officials

Two Assistant Referees may be appointed whose duties, subject to the decision of the referee, are to indicate:

- When the whole of the ball leaves the field of play.
- Which team is entitled to a corner kick, goal kick or throw-in.
- When a play may be penalised for being in an offside position.
- When a substitution is requested or when any other incident occurs out of the view of the referee.
- When offences have been committed whenever the assistant referee have a better view than the referee (this includes, in certain circumstances, offences committed in the penalty area).
- Whether, at penalty kicks, the goalkeeper moves off the goal line before the ball is kicked and if the ball crosses the line.

(The Referee is the sole Judge, Assistant Referees are there to assist the Referee NOT insist).

Law 7: The Duration of the Match

The maximum duration will be two halves as follows:

- U13's and U14's – 2 x 35 minutes
- U15's and U16's – 2 x 40 minutes

The half time interval must not exceed 15 minutes. Please refer to the Standard Code of Rules for Youth Competitions.

Law 8: The 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 10 yards away from the ball and in their own half of the field of play. The ball can be kicked in any direction

Special Circumstances

A dropped ball is a way of re-starting the match when the referee stops play and Law does not require a Direct/Indirect Free Kick to take place.

The referee drops the ball at the position where it was when play was stopped, unless play was stopped inside the goal area in which case the ball is dropped on the goal area line which is parallel to the goal line at the point nearest to where the ball was located when the play was stopped. A goal CANNOT be scored direct from a dropped ball.

Any number of players may contest a dropped ball (including goalkeepers); the referee cannot decide who may contest a dropped ball or its outcome.

Law 9: The Ball in and Out of Play

As per The Laws of the Game 2016/17.

Law 10: Determining the Outcome of a Match

As per The Laws of the Game 2016/17.

Law 11: Offside

As per The Laws of the Game 2016/17.

Law 12: Fouls and Misconduct

As per The Laws of the Game 2016/17.

Law 13: Free Kicks

As per The Laws of the Game 2016/17.

Law 14: The Penalty Kick

As per The Laws of the Game 2016/17.

Position of the Ball and Players – All players except the defending goalkeeper and the kicker must be outside the penalty area and at least 10 yards from the penalty mark. The ball must be kicked forward.

Law 15: The Throw-In

As per The Laws of the Game 2016/17.

Laws 16: The Goal Kick

Procedure

As per The Laws of the Game 2016/17.

The ball is in play when it is kicked directly out of the penalty area. Should the goal kick not leave the penalty area then the kick is re-taken.

Law 17: The Corner Kick

As per The Laws of the Game 2016/17.

Overview and Notes

Type	Ball Size	Players (Max)	Notes	Minimum to Start	Max Subs	Playing Times	Distance from Ball @ Free Kicks	Offside	Goal Kicks from Hand / Deliberate Pass to GK	Free Kicks	Procedure for Foul Throws	Retreat Line	Subs to be made
U7's	3	5 v 5	Development Matches	4	5	4x10/2x20	5 Yards	No	Not Allowed	Always Direct	2 attempts THEN roll-in under arm	Yes	Unlimited
U8's	3	5 v 5	Development Matches	4	5	4x10/2x20	5 Yards	No	Not Allowed	Always Direct	2 attempts THEN roll-in under arm	Yes	Unlimited
U9's	3	7 v 7	Development Matches	5	7	4x12/2x25	5 Yards	No	Not Allowed	Always Direct	2 attempts THEN roll-in under arm	Yes	Unlimited
U9's	3	7 v 7	Competitive Matches	5	7	2x25	5 Yards	No	Not Allowed	Always Direct	Give second chance – then award to other team	Yes	Unlimited
U10's	4	7 v 7	Development Matches	5	7	4x10/2x20	5 Yards	No	Not Allowed	Always Direct	2 attempts THEN roll-in under arm	Yes	Unlimited
U11's	4	9 v 9	Development Matches	6	5	4x15/2x30	7 Yards	Yes	Not Allowed	Direct & Indirect	Give second chance – then award to other team	Yes	Unlimited
U12's	4	9 v 9	Competitive Matches	6	5	2x30	7 Yards	Yes	Not Allowed	Direct & Indirect	No Second Changes	No	Unlimited
U13's	4	11 v 11	Competitive Matches	7	5	2x35	10 Yards	Yes	Not Allowed	Direct & Indirect	No Second Changes	No	Unlimited
U14's	4	11 v 11	Competitive Matches	7	5	2x35	10 Yards	Yes	Not Allowed	Direct & Indirect	No Second Changes	No	Unlimited
U15's	5	11 v 11	Competitive Matches	7	5	2x40	10 Yards	Yes	Not Allowed	Direct & Indirect	No Second Changes	No	Unlimited
U16's	5	11 v 11	Competitive Matches	7	5	2x40	10 Yards	Yes	Not Allowed	Direct & Indirect	No Second Changes	No	Unlimited

Notes:

All under 7s and 8s matches are Development matches. Most under 9s and 10s matches are Development Matches although there are a number of competitions throughout the season.

Substitutions - Rolling Substitutions are now used in ALL youth football. These should take place at the half way line and during a stoppage of play, with the permission of the referee.

Deliberately playing the ball (to the Goal Keeper) – Pass back – A ball deliberately played back to the goal keeper with the foot by their own player are NOT ALLOWED (note the word deliberately), if not intentional then no offence is committed.

Throw-ins -In Development Matches, players should attempt normal throws and be given a second chance. If the second attempt is also very bad then that player may roll the ball under arm. In Development Matches, the throw should NEVER be awarded to the other team.

In Competitive Matches under 9s and 10s matches a player should be given a second chance. If the second throw is a foul throw, then the throw goes to the opposing team.

Retreat Line - In all Mini Soccer Matches (under 7's to under 9s), when there is a goal kick the players from the opposing team must retreat to the half-way line until the kick is taken.

Goal Kick - At all ages, goal kicks must be taken normally, i.e. kicked from the ground.

Under 7s & 8s

Aged 6 or 7 by
31 August 2016



Max Daily Play:
Development/League
fixtures: 40 mins
Tournaments/trophy
events/festivals: 60 mins



Mixed



5 v 5



30 X 40 YD
27 X 37 M



3



6 X 12 FT
1.83 X 3.66 M

Under 9s

Aged 7 or 8 by
31 August 2016



Max Daily Play:
Development/League
fixtures: 60 mins
Tournaments/trophy
events/festivals: 90 mins



Mixed



7 v 7



40 X 60 YD
37 X 55 M



3



6 X 12 FT
1.83 X 3.66 M

Under 10s

Aged 8 or 9 by
31 August 2016



Max Daily Play:
Development/League
fixtures: 60 mins
Tournaments/trophy
events/festivals: 90 mins



Mixed



7 v 7



40 X 60 YD
37 X 55 M



4



6 X 12 FT
1.83 X 3.66 M

Under 11s & 12s

Aged 9 or 10 for U11 or 10 or
11 for U12 by 31 August 2016



Max Daily Play:
Development/League
fixtures: 80 mins
Tournaments/trophy
events/festivals: 120 mins



Mixed



9 v 9



50 X 80 YD
46 X 73 M



4



7 X 16 FT
2.13 X 4.88 M

Under 13s & 14s

Aged 11 or 12 for U13 or 12 or
13 for U14 by 31 August 2016



Max Daily Play:
Development/League
fixtures: 100 mins
Tournaments/trophy
events/festivals: 150 mins



Mixed



11 v 11



55 X 90 YD
50 X 82 M



4



7 X 21 FT
2.13 X 6.40 M

Under 15s & 16s

Aged 13 or 14 for U15 or 14 or
15 for U16 by 31 August 2016



Max Daily Play:
Development/League
fixtures: 100 mins
Tournaments/trophy
events/festivals: 150 mins



Mixed



11 v 11



60 X 100 YD
55 X 91 M



5



8 X 24 FT
2.44 X 7.32 M

Under 17s, 18s & Senior (18+)

Aged 15 for U16, 15 or 16 for
U17/U18 and 16 for open age*



Max Daily Play:
Development/League
fixtures: 120 mins
Tournaments/trophy
events/festivals: 180 mins



Mixed If
Under
18



11 v 11



70 X 110 YD
64 X 100 M



5



8 X 24 FT
2.44 X 7.32 M

2016/
2017

GAME FORMAT



Maximum Duration Of Play • Age • Gender • Players
Pitch Size • Ball Size • Goal Size

*by 31 August 2016