

This is a summary of the guidelines and the rules of the game, modified by ANZA Soccer League (ANZA Soccer) for Recreational Play in all age groups. This summary is simplified and is provided for better enjoyment of the game, by making the Rules more readable at the expense of a reduction of the accuracy, which is especially notable regarding the finer points of the Rules. The most accurate listings of the Rules are contained in the FIFA publication. The official Rules of the Game can be found at www.fifa.com/index.html.

Note that the referee is the final authority, during match time, on the pitch, and that the ANZA Soccer Rules Committee is the final authority in all cases. If you feel that the Rules have been incorrectly applied, speak to your child's coach after the game who will contact the appropriate coaching coordinator and/or referee coordinator. Dissent with the referee before, during, and after a game is not tolerated by ANZA Soccer.

Law 1 Field of Play

The field must be rectangular and longer than it is wide. The size is adjusted for youth recreational soccer.

Penalty Mark

The penalty mark is 7.32 meters (8 yards) from the Goal Line opposite the Centre of the Goal.

Law 2 The Ball

Ages U5 to U7 Size 3

Ages U8 to U12 Size 4

Ages U13 to U18 Size 5

Law 3 Number of players

The Under 5's, Under 6's, and Under 7's play in a fun league. In these age divisions, team sizes are at the agreed discretion of the coaches of the two teams playing the match. There will be no league tables for these age groups.

Players in Under 8's, 9's, 10's, 11's and 12's will play in a League on a half-size soccer pitch. The soccer leagues will be played with two teams, each consisting of not more than nine players, one of whom is the goalkeeper. If one side is unable to field a full side, the other side will reduce the number of players on their team, so that the teams have an even number of players, up to a maximum of a two player reduction. Unlimited substitutions can be used. If a team can only field six or fewer players with its own rostered players, that team will forfeit the match and a win result (1-0) will be awarded to the opposition team.

Players in U13 and above will play on a full sized pitch (or three quarter sized pitch), the teams each consisting of not more than eleven players, one of whom is the goalkeeper. If one side is unable to field a full side the other side will reduce the number of players on their team, so that the teams have an even number of players, up to a maximum of a two player reduction. Unlimited substitutions can be used and players may re-enter. If a team can only field eight or fewer players from its own rostered players, that team will forfeit the match and a win result will be awarded to the opposition team. All players must play at least half of each game.

At times, certain age groups have relatively few players per team. If a team in such an age group cannot field the minimal number of players as stated above due to last-minute unavoidable absences, the Age Group Coordinator, in consultation with the coaches, has the authority to overrule this Law in order to allow the game to go forward.

League Table

There will be league tables for age groups U10 and above.

Coach on the Field

For U5 through to U10, one coach is allowed on the pitch throughout the match. For U11 and above, coaches will not be allowed on the pitch and will be limited to the touch line on their half of the pitch.

Walkovers and Forfeits

Walkovers/forfeits will be determined no later than the latest official starting time of the match (see Law 7 for official starting times). If one team does not meet the minimum attendance number with its own rostered players, as per the ANZA Soccer rules, AT THE OFFICIAL LATEST STARTING TIME, the game will be considered a walkover/forfeit with a 1-0 score awarded to the other team. If both teams are unable to field a minimum number team, then the game is recorded as a 0-0 result.

If a game is forfeit, then as long as both coaches agree and wish to play a non-league friendly, only then is it acceptable for coaches to add players to their team from lower age group players, or from players of the same age group who are currently not playing.

Law 4 Playing Equipment

Players MUST wear their official team kit (jersey, shorts, socks) and shin pads. Goalkeepers must wear a distinctively different playing strip. Shin pads MUST be covered entirely by the stockings. If a player turns up without his full team kit or without shin pads then he/she will not be allowed to play that particular match. A player must not wear anything, which is dangerous to himself or another player (including any kind of jewellery, watches or (above the U7s) a brimmed cap). In any contact sport normal reading GLASSES are very dangerous to both the wearer and other players. We recommend that glasses are not worn by any player. Contact lenses and special sports protective glasses may be worn. If no alternative is available, and the parent / guardian of the player insists on the player wearing glasses, then that parent / guardian is entirely responsible for injuries the wearer or other players sustain as a result of wearing glasses.

Law 5 Referees

Each match is controlled by a Referee who has full authority to enforce the Laws of the Game for the match to which they have been appointed. League referees will officiate all matches U-11 and older, where parent/Coach referees are not allowed.

Powers and Duties of The Referee

- Enforces the Laws of the Game.
- Controls the match in cooperation with the Assistant Referee, where appointed, and under the Chief Referee.
- Ensures that the ball meets the requirements of Law 2.
- Ensures the player's equipment meets the requirement of Law 4.
- Ensures that all safety requirements are met.
- Stops, suspends or terminates the match, at their discretion, for any infringements of any kind.
- Stops, suspends or terminates the match, because of any 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.
- Allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalises the original offence if the anticipated advantage does not ensue at that time.
- Takes disciplinary action against team officials who fail to conduct themselves in a responsible manner and may, at the referee's discretion, expel them from the field of play and its immediate surrounds.
- Ensures that no unauthorised person enters the field of play, especially non-rostered players.
- Restart the match after it has been stopped.

Decisions of the Referee

- The decision of the Referee regarding facts connected with play is final. The Referee may only change a decision on realising that it is incorrect, at his/her discretion, and provided that play has not restarted.

Law 6 Timekeeper / Assistant Referee (where applicable)

A person may be nominated to assist the Referee to:

- 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 time to the end of each half
- Supervise the use of rolling substitutes.
- Carry out any other duties as prescribed by the Referee.

Law 7 Duration of the Game

Each game will consist of two equal halves according to the table below, there will be a break in between each half. The official starting time for all matches is defined as the time before the end of the allotted time period at which the match must commence so that the full match may be played. As an example, for those teams in competitive age divisions, the starting time will be:

U-8 08:00-09:00 – (15 min warm-up then match 2 x 20 minutes + 5 minute break)

U-9 09:00-10:00 – (15 min warm-up then match 2 x 20 minutes + 5 minute break)

U-10 10:00 – 11:00 – (15 min warm-up then match 2 x 20 minutes + 5 minute break)

U-11 11:00 – 12:15 – (15 min warm-up then match 2 x 25 minutes + 5 minute break)

U-12 12:15 – 13:30 (15 min warm-up then match 2 x 25 minutes + 5 minute break)

U-14 13:30 – 15:00 (15 min warm-up then match 2 x 25 minutes + 5 minute break)

U17 TBA

U18 will play in outside leagues

Law 8 Start and Restart of Game

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 6.40 meters (7 yards) away from the ball, and in their own half of the field.
- The ball MUST be played forward
- Kick-offs on half pitches (up to/including U12) are indirect kicks.

Penalty Kicks

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 playable. 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 - Back pass. (U11 – Up only)
- 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 of 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.

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 at the point nearest to where the ball was located when play stopped.

Law 9 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.

Ball in Play

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

- It rebounds from a goal post, crossbar or corner flag 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

A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the crossbar, provided that no Infringement of the Laws of the Game has been committed previously by the team scoring the goal.

Law 11 Offside

There will be no offside for ages U6 to U11. For U12 and above, the offside rule will be played. A player is offside when he is in the opposition's half and is behind the last opposition defensive player when the ball is played.

Law 12 Fouls and Misconduct

All free kicks are direct in U-10 and younger. A free kick is awarded to the opposing team if a player commits any of the following 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.
- 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.

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

- Holds an opponent.
- Spits at an opponent.
- Handles the ball deliberately (except for the goalkeeper within his own penalty area).

For Under 11 and up, an indirect free kick is awarded to the opposing team if a player, in the opinion of the referee:

- 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.

Cautionable Offences

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

- Is guilty of unsporting behaviour.
- Shows dissent by word or action
- Persistently infringes the Laws of the Game.
- Delays the restart of play.
- Fails to respect the required distance when play is restarted with a corner kick or free kick.
- Enters or re-enters the field of play without the Referee's permission.
- 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.
- Is guilty of serious foul play.
- Is guilty of violent conduct.
- Spits at or directs abusive language or gestures at an opponent, opposing coach, match official or spectator.
- 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)
- Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable
- Receives a second yellow card in the same match.

If a player gets a red card during the game, the player misses the next game.

Law 13 Free kicks

For all free kicks opponents must be 6.40 meters (7 yards) from the ball.

Law 14 Penalty Kicks

A penalty kick is awarded for an offence, as described in Law 12, committed in Side of the penalty area.

Position of the Ball and the Players

All players except the defending goalkeeper and kicker must be outside the penalty area, and behind the penalty mark.

Infringement/Sanction

If a player or players commit an offence at the taking of the penalty kick, his/her team shall not be allowed to gain an advantage (e.g. 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 touchline, either on the ground or in the air.

- From the point where it crossed the touchline.
- To the opponents of the player who touched the ball last.

Procedure

- At the moment of delivering the ball, the thrower
- Faces the field of play.
- Has part of each foot either on the touchline or on the ground outside the touchline.
- Uses both hands.
- Delivers the ball from behind and over his head, in one motion.
- The thrower may not touch the ball again until it has touched another player.
- The throw in is awarded to the opposing team, if any of these requirements are not carried out.

Law 16 Goal Kick

Procedure

A player of the defending team kicks the ball from any point within the goal area (in pitches where the goal area is not lined, the kick is taken from anywhere in the penalty area). Opponents must remain outside the penalty area (or at least 6.40 meters/7 yards from where the kick is taken if there are no separate goal and penalty areas) until the ball is in play.

Law 17 Corner Kicks

The opposing players must remain at least 6.40 meters (7 yards) 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 as it enters the field of play. Under 11's take the corner kick from the corner of the half pitch, younger age groups may take corner kicks from a shorter distance along the goal line.

Guidelines on Glasses

Children should play football with sports glasses or contact lenses suitable for playing sports, as there is a danger of injury with ordinary glasses due to the potential of the glass breaking.

Guidelines on Caps

As the bills on caps represent a possible danger to other players, they are not recommended at any age, and are not allowed in age groups which play competitively. As an exception, they are allowed in cases where a goalkeeper is facing the sun and requires protection from glare.

These rules are based on those set out by the FIFA board and are subject to change at any time. If for any reason these rules are changed by FIFA in mid-season, then ANZA will implement the rule changes at the beginning of the subsequent season. These are the sole rules of the ANZA league. If a dispute arises during any game, these will be the rules used to decide the matter

The Australian & New Zealand Association International Junior Soccer League 2011

ISSUE 1.4h 27 August 2011

ADDENDUM:

1) SEA CUP ELIGIBILITY

Players who want to be considered for any of the ANZA Soccer SEA Cup teams must:

- Be registered ANZA Soccer or ANZA FC members (this includes ANZA membership)
- Be playing on an ANZA Soccer or ANZA FC team before the tournament and after the tournament

If this does not occur, the players involved will not be eligible for the SEA Cup at any time

2) LIGHTNING CANCELLATION

- Decisions on cancelling games due to lightning lie with the Age Group Coordinator for the age group impacted, or the senior ANZA Soccer organizing team member available at the time. If neither of these positions are represented at the games, then the coaches must take responsibility to take players off the fields. In all cases, the match referee may, at any time, exercise his right of ultimate control over the match and require the match to be suspended or abandoned for cases of lightning. (In other cases, for example rain, only the referee may suspend or cancel the match for these conditions.)
- Typically if lightning is in the area and causes a stoppage of play, players will be asked to leave the field at that time, and play will be suspended in the first instance for 15 minutes, and if not cleared by this time, then for a further 15 minutes. If after the 2nd 15 minute suspension period the fields are still not playable, the games will be deemed to be cancelled with the following rules being taken into account to decide scores

i. If the cancellation takes place in the 1st half then the game will be considered a 0-0 result

ii. If the cancellation takes place after the end of the first half (that is either during the half time break, or in the second half), the score standing at the time of the abandonment, will stand.

3) DISSENT

- Players who receive a yellow card due to dissent will be dismissed from that game – no replacement will be allowed for this player. Players who receive a yellow card for a technical infringement (foul etc) will continue on the field until they receive a second yellow (and therefore red card). The aim here is to eliminate the constant talk back to referees. Players who are dismissed for dissent (with a yellow card) will be allowed to play in the next game for the team
- Players who receive a red card in a game will be suspended for the next game
- Players who aggregate 3 yellow cards in a season will be suspended for a game after the 3rd yellow card

4) LEAGUE STANDINGS and DETERMINATION OF DRAWS

U13 and above

- The position of teams in the table shall be determined by the number of points scored in that Season (3 points for a win, 1 for a draw, 0 for a loss), the team having scored the highest number of points being at the top of the table and the team having scored the lowest number of points being at the bottom.
- If any 2 or more teams have scored the same number of points their position in the table shall be determined on goal difference, that is to say, the difference between the total number of goals scored by and against a team in League Matches in that Season, and the higher or highest placed team shall be the team with the higher or highest goal difference.

- If any 2 or more teams have scored the same number of points and have the same goal difference the higher or highest placed team shall be the team having scored the most goals in League Matches in that Season.
- If any 2 or more teams have scored the same number of points, have the same goal difference and have scored the same number of goals in League Matches in that Season they shall be deemed to occupy the same position in the table.

U10, U11 and U12

For U10, U11 and U12: League Tables Are Calculated as follows:

In response to concerns raised by a number of coaches and parents, the Committee has taken the decision to abolish goal difference as way of separating teams that are level on points in the league tables. This is designed:

- To discourage coaches from just playing their strongest players (at the expense of weaker members of the squad) in order to score as many goals as possible simply to improve the team's goal difference
- To encourage coaches to ensure more equal playing time for all players in their squad.

In place of 'goal difference' ANZA Soccer will use a 'count back' system. During the season teams that are level on points will be placed in alphabetical order in the league table. At the end of the season, teams that are still level on points will be separated using the following criteria:

- their head-to-head record
- the highest number of wins over all teams
- the highest number of draws over all teams
- if the teams still cannot be separated, then there will be a penalty shoot out on the day of the awards ceremony in order to determine the final placings.

Examples:

Assuming Teams X and Y both ended the season on 15 points, the following is an example of how the Count Back system would be applied to arrive at the final standings:

Count Back System- e.g. 1					
	P	W	D	L	Pts
Team X	11	5	5	1	20
Team Y	11	6	2	3	20

During the season, Team X would appear above Team Y because teams level on points are placed alphabetically until all fixtures have been played.

At the end of the season, in order to separate the teams the first criteria to be applied would be the head-to head result between the two teams. If, during the regular season, Team X had beaten Team Y, then Team X would be placed above Team Y in the final standings. On the other hand, if Team Y had beaten Team X during the regular season then Team Y would be placed ahead of Team X. For the sake of this example, let's say the match between the teams had ended in a draw. In that case they would not be able to be separated using the head-to-head criteria.

To try and separate Teams X & Y the second criteria is then applied, i.e. the highest number of wins over all teams. In this example Team Y (with 6 wins against all teams) is placed ahead of Team X (with 5 wins against all teams). Therefore, the final standings would be:

	P	W	D	L	Pts
Team Y*	11	6	2	3	20
Team X	11	5	5	1	20

* more wins against all teams than Team X

Assuming Teams A, B, C and D all ended the season on 15 points, the following is an example of how the count back system would be applied to arrive at the final standings:

Count Back System – e.g. 2					
	P	W	D	L	Pts
Team A	11	5	0	6	15
Team B	11	4	3	4	15
Team C	11	3	6	2	15
Team D	11	3	6	2	15

The first criteria to be applied would be the head-to head between the four teams. Let's assume that the results between the four teams during the season had been as follows:

- Team A beat Team B
- Team A beat Team C
- Team D beat Team A
- Team B drew with Team C
- Team B drew with Team D
- Team C drew with Team D

Then Team A would be placed ahead of the other teams, as it has the best head to head record between the four teams (i.e. Team A scored $3 + 3 + 0 = 6$ points in the head-to-head games with the other three teams). Team D has the second best head-to-head record (i.e. Team D scored $3 + 1 + 1 = 5$ points in the head-to-head games). However, Teams B and C have identical head-to-head records (i.e. $0 + 1 + 1 = 2$ points).

To separate Teams B & C, we then look at the head-to-head result in their fixture but in this example they drew their match and so cannot be separated in this manner.

The second criteria is then applied, i.e. the highest number of wins over all teams. In this example Team B (with 4 wins against all teams) is placed ahead of Team C (with 3 wins against all teams). Therefore, the final standings would be:

	P	W	D	L	Pts
Team A*	11	5	0	6	15
Team D**	11	3	6	2	15
Team B***	11	4	3	4	15
Team C	11	6	6	2	15

* best overall head-to-head record between the 4 teams

** second best head-to-head record between the 4 teams

*** more wins against all teams than Team C

Count Back System - e.g. 3					
	P	W	D	L	Pts
Team E	11	5	3	3	18
Team F	11	4	6	1	18
Team G	11	5	3	3	18

Assuming Teams E, F & G all ended the season on 18 points. Again, the first criteria to be applied would be the head-to-head result between the three teams. If the results between the three teams during the season had been as follows:

- Team E beat Team F
- Team G beat Team E
- Team F beat Team G

Then the teams would have identical head-to-head records (i.e. Teams E, F & G each scored 3 + 0 = 3 points in the head-to-head games) and so cannot be separated using this criteria.

The second criteria is then applied i.e. the total number of wins over all teams. Therefore, Team Teams E & G (with 5 wins each) would be placed above Team F (with 4 wins).

As Teams E & G have the same number of wins (5 each), the next criteria needs to be applied, i.e. the number of games they have drawn against all teams. However, both teams have drawn 3 games and so cannot be separated using this criteria.

The final criteria would then be applied i.e. a penalty shoot out on the day of the Awards Ceremony in order to determine the final league placings. Let's assume Team G wins the penalty shoot out. Therefore, the final standings would be as follows.

	P	W	D	L	Pts
Team G	11	5	3	3	18
Team E	11	5	3	3	18
Team F	11	4	6	1	18

Final Word

As has already been stated, there are several advantages to this system. However, the main reason for the change is to stop stronger teams thinking they have to beat weaker teams by a large margin just to improve their goal difference. Goal difference is now irrelevant and, therefore, Coaches can play for a win without needing to demolish the opposing team. Winning by one goal is enough to get the 3 points and there is no longer an advantage to winning by a huge margin! **So our advice to Coaches is to play in the spirit of ANZA Soccer, and when you're winning give some of the less experienced children a chance to shine rather than trying to score as many goals as possible.**

The Australian & New Zealand Association Soccer League 2015