

# CHESTERFIELD FC COMMUNITY TRUST FOOTBALL COMPETITION RULES



## LAW 1 PLAYING AREA

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 with specific age groups.

## LAW 2 THE BALL

The ball size is dependant on the age of the participants at the event. If it is an event for year 3 – year 4 pupils it will be a size 3, if it is an event for year 5 – year 8 it would be size 4 and then for anything older than year 8 would be using a size 5. It will be safe and made of leather or other suitable material.

## LAW 3 NUMBER OF PLAYERS

Chesterfield Schools League games will be 7 a side with the Year 3 and 4 event being 6 a side. You should have a maximum of 9 players per squad (More can be allowed if agreed with Chesterfield FC Community Trust or SHAPE learning Partnership staff but at national competitions schools will only be allowed maximum 9 players)

Repeat substitutions will be allowed, with the permission of the referee. Substitutions should be made when the ball is out of play.

Power play rules will apply. If a team goes 4 goals behind, they are allowed to bring on an extra player. Then once a team goes 6 goals behind, they can again bring another player on.

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 PLAYING EQUIPMENT

Players must wear shin pads and goalkeepers must wear a distinguishing playing top. Shin pads 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.

## LAW 5 REFEREES

Each match is controlled by a referee who has full authority to enforce the Laws for Mini-Soccer in connection with the match to which they have been appointed. Furthermore, referees should also recognise their role is to facilitate the learning of the players.

## LAW 6 ASSISTANT REFEREES

Assistant Referees will not be needed for Chesterfield FC Community Trust events.

## LAW 7 DURATION OF THE GAME

Duration of the game will be dependent on the number of teams within the competition. This will be announced during the introduction of the event.

## LAW 8 START AND RESTART OF PLAY

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.

From kick off the ball must be played backwards. A goal can't be scored directly from a start or restart of play. At no point can a goal kick be taken out of hands; they must throw or pass the ball along the floor.

## Special Circumstances

A dropped ball to restart the match, after play has been temporarily stopped, a drop ball takes place closest to the position where the game was stopped. No goal can be scored direct from a dropped ball.

## LAW 9 BALL IN AND OUT OF PLAY

Normal rules apply, as per Laws of Association Football (touchline restart and goal kicks). Touchline restart for year 3 and 4, throw ins for year 5 and 6 along with goal kicks.

## LAW 10 METHOD OF SCORING

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 offence has been committed by the team scoring the goal.

The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals the match is drawn.

In an event of a draw after the allocated time during a knockout game. Rest remains the same. The two teams will compete in a best of 3 penalty shootout. Penalty spots is located at the edge of the goalkeeper's area.

## LAW 11 OFFSIDE

It is not an offence to be in an offside position.

## LAW 12 FOULS AND MISCONDUCT

Direct free kicks and penalty kicks can only be awarded for offences committed when the ball is in play. Penalty kicks can only be award if offence is committed inside the goalkeepers designated box. Indirect free kick can be awarded in an event of deliberate heading. The indirect free kick is taken



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at the point where the ball was deliberately headed, except from when a player deliberately heads the ball within their own penalty area, the referee will stop the game and restart with an indirect free kick to the opposition from the nearest side line of the penalty area where the offence took place

Pass back rule will apply to year 5 and 6 pupils taking part in a mixed competition. However, for year 3 and 4 as well as girls events the ball can be directly passed back to the goal keeper and picked up to restart play.

In a case of a foul or misconduct which is deemed by the referee as excessive or a repeated offence then the team will be asked to substitute the player.

### LAW 13 FREE KICKS

During free kicks opponents must be five yards away from the ball.

### LAW 14 PENALTY KICKS

All players except the defending goalkeeper and kicker must be outside the penalty area and at least five yards from the penalty mark. The ball must be kicked forward.

### LAW 15 TOUCHLINE RESTART AND THROW INS

A touchline restart (Year 3 and 4) is awarded when the whole of the ball passes over the whole of the touchline, on the ground or in the air, a pass-in/dribble-in is awarded. The kicker that takes the pass-in/dribble-in may touch the ball again before it is touched by another player. During a pass-in/dribble-in the ball must be stationary on the touchline at the point where it left the pitch; only the kicker may be off the pitch. All opponents must stand at least five yards from the

point on the touchline where the pass-in or /dribble-in is to be taken from. A goal cannot be scored directly from a pass-in.

A throw in (Year 5 and 6) is awarded when the whole of the ball passes over the whole of the touchline, on the ground or in the air. Normal rules apply, as per Laws of Association Football. 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.

### LAW 16 GOAL KICK

The goalkeeper kicks the ball from any point within the penalty area marked by spots. The defending team must wait for the opposition to retreat beyond the half way point. The ball is in play when it is kicked directly out the penalty area.

Goal kicks must be off the floor when restarting play and throw or kicked off the floor when received in play.

Goals can't be scored directly from a goal kick.

### LAW 17 CORNER KICKS

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 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.

### FAIR PLAY:

The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by

the rules of a contest, respects their opponents, and accepts victory or defeat graciously.

### HEALTH & SAFETY:

Long hair must be tied back.

No jewellery should be worn.

All loose clothing must be tucked in, and shoelaces tied

No chewing gum/sweets.

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

Please ensure your pupils bring some liquid refreshments with them.

Please make sure all players warm up appropriately before each match.

All team teachers must ensure their pupils are always under adult supervision, even when not playing. During this time teams can watch and encourage their fellow teams.

You are responsible for the First Aid of your school's pupils. Please ensure your pupils bring with them any medical supplies they may need i.e., asthma inhalers.

Please ensure that your pupils have been thoroughly briefed with regards to health and safety.

**For more information, please contact:**

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