

AFC FAWLEY FALCONS
ANNUAL FOOTBALL TOURNAMENT 2024

Teams Affiliated to Hampshire Football Association Limited

PLAYING RULES

The following Playing Rules are based on the Football Association Laws for Small Side Football. Except where otherwise stated the Laws of Association Football shall apply.

LAW 1: The Field of Play

Pitch size for 5 a-side shall be 40 x 30 yards.

Goal size shall be 12 x 6 feet.

Penalty area shall be 16 x 9 yards, with a penalty mark 7 yards from the mid-point between the goalposts.

Pitch size for 7 a-side shall be 60 x 40 yards.

Goal size shall be 12 x 6 feet.

Penalty area shall be 18 x 10 yards, with a penalty mark 8 yards from the mid-point between the goalposts.

Pitch size for 9 a-side shall be 80 x 50 yards.

Goal size shall be 16 x 7 feet.

Penalty area shall be 32 x 13 yards, with a penalty mark 14 yards from the mid-point between the goalposts.

Pitch size for 11 a-side shall be 110 x 70 yards.

The goal shall be 24 x 8 feet.

Penalty area shall be 43 x 17.5 yards, with a penalty mark 19.5 yards from the mid-point between the goalposts.

A centre mark shall be made on the halfway line in the exact centre of the playing area.

LAW 2: The Ball

Ball size 3 for U7, U8, U9 and U10 (as per The FA Heading Guidance).

Ball size 4 for U11, U12, U13 and U14.

Ball size 5 for U15.

Fawley Falcons Youth FC shall provide the match ball. The referee will be responsible for the ball.

LAW 3: The Players

Each **U7 and U8** team squad shall consist of **a maximum of 10 players, from which 5 shall be chosen for each match.**

Each **U9 and U10** team squad shall consist of **a maximum of 13 players, from which 7 shall be chosen for each match.**

Each **U11, U12, U12 Girls and U13 Girls** team squad shall consist of **a maximum of 15 players, from which 9 shall be chosen for each match.**

Each **U13, U14, U15 Girls and U15** team squad shall consist of **a maximum of 16 players, from which 11 shall be chosen for each match.**

One player of each team shall be the goalkeeper (however if there isn't a designated goalkeeper within a team, this role can be shared across other players).

Teams must be able to field at least 4 players for 5 a-side, 5 players for 7 a-side, 6 players for 9 a-side and 7 players for 11 a-side before the game is started.

Late players may join the game with the permission of the referee. If a team fails to turn up at the designated time, with the minimum number of players, the match shall be awarded to their opponents as a 2-0 win.

If the playing strength of a team is reduced at any time to fewer than 4 players for 5 a-side, 5 players for 7 a-side, 6 players for 9 a-side and 7 players for 11 a-side, the game shall be stopped and be awarded to the opponents as a 2-0 win, or if more advantageous to the opponents, the score prevailing at the time the game was stopped.

Substitutions may be made at any time during the game with the permission of the referee, on an unlimited rolling basis. A player who has been replaced may return to the playing area as a substitute for another player ("rolling subs").

A substitution may only be made when indicated by the referee. In general, this will be when the ball has gone out of play, and the referee may require the following conditions:

- the player leaving the playing area shall do so at the halfway line.
- the player entering the playing area shall do so from the halfway line, but not until the player leaving the playing area has passed completely over the side line.

To ensure the tournament is a positive and enjoyable experience for all participants, all teams entered to an age group will be reviewed and streamed into groups of similar abilities and experience. Teams that play up a year are requested to register into the same age group as they play in their league. In addition to this, registration by elite and academy level teams are not permitted.

LAW 4: The Player's Equipment

Goalkeepers 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 of the weather. Footwear shall be worn in accordance with the Laws of the Game.

LAW 5: The Referee

Each match is controlled by an appointed Hampshire Football Association referee, who has full authority to enforce the Laws of the Game. Clubs are reminded that they may be appointed a young referee to officiate their matches and must remember that the young referee, like the player, is developing his/her skills. Please therefore support the referee!

To enable clubs to identify young referees, U18's will wear arm bands.

LAW 6: The Other Match Officials

Assistant Referees (Linesman / Lineswoman) are **not** required for **U7, U8, U9 and U10** matches (5 a-side and 7 a-side games)

One Assistant Referee (Linesman / Lineswoman) shall be appointment by each **U11, U12, U12 Girls, U13, U13 Girls, U14, U15 Girls and U15** team. 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 thrown in.
- When a player 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.
- 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 duration of the game shall be in accordance with the number of teams entered in each group and subject to the maximum playing times set by the F.A.

U7 and U8 matches will be **10 minutes** duration, with no half time.

U9, U10, U11, U12 Girls and U12 will be **15 minutes** duration, with no half time.

U13, U13 Girls, U14, U15 Girls and U15 matches will be **20 minutes** duration, with no half time.

Times for each group will be confirmed on the Tournament Management System group schedule.

- Allowance shall be made in either period for lost time through stoppage as decided by the referee.
- The duration of the game shall be extended to enable a penalty kick to be taken.

LAW 8: The Start and Restart of Play

The 'home' team gets choice of ends. The away team starts the game with the first kick-off. 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:

- 5 yards away from the ball and in their own half of the field of play for U7, U8, U9 and U10.
- 7 yards away from the ball and in their own half of the field of play for U11 and U12.
- 10 yards away from the ball and in their own half of the field of play for U13, U14 and U15.
- The ball can be kicked in any direction.

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.

LAW 9: The Ball in and 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.

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

- It rebounds from a goal post or the cross bar.
- It rebounds from the referee when on the playing area.

The goalkeeper shall not handle the ball outside the penalty area. If a goalkeeper leaves the goal area, he is then treated as any other player. The pass back rule shall apply. Players from both sides are allowed within the penalty area and a goal may be scored from any location within the whole playing area including the penalty area.

LAW 10: Determining the Outcome of a Match

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 a draw.

LAW 11: Offside

Teams will be playing on the correct size pitch for their age group, therefore normal rules apply as per The Laws of the Game.

No offside for U7, U8, U9 and U10.

Offside applies for U11, U12, U13, U14 and U15.

LAW 12: Fouls and Misconduct

Normal rules apply, as per The Laws of the Game.

However, in U7, U8, U9 and U10 all free kicks are **DIRECT** and shall be taken from the place where the infringement occurred.

If the goalkeeper handles the ball, having received it from his own player, within the penalty area an **INDIRECT** free kick will be awarded.

A player who has been sent off may not take any further part in the game.

LAW 13: Free Kicks

For ALL Free Kicks in U7, U8, U9 and U10 age groups, opponents must be 5 yards from the ball.

For ALL Free Kicks in U11 and U12 age groups, opponents must be 7 yards from the ball.

For ALL Free Kicks in U13, U14 and U15 age groups, opponents must be 10 yards from the ball.

LAW 14: The Penalty Kick

As per The Laws of the Game, a penalty kick is awarded against a team which commits an offence for which a direct free kick is awarded inside its own penalty area.

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 for U7, U8, U9 and U10.
- 7 yards from the penalty mark for U11 and U12.
- 10 yards from the penalty mark for U13, U14 and U15.

The ball must be kicked forward.

Penalty shoot-out will be **3 penalties for U8 to U12 and 5 penalties for U13 to U15**, with only players who were on the field of play at the final whistle being eligible to take part. The team winning a toss of the coin will decide the team to take the first kick.

If scores are equal after both teams have taken 3 (U7 to U12) or 5 (U13 to U15) penalties, it will become ‘Sudden Death’ with the remaining players, including the goal keepers, taking the remaining kicks required. If the scores are equal after all players have taken a penalty, both teams start again with the players taking kicks in the same order, and it still being ‘Sudden Death’ until a winner is decided.

LAW 15: The Throw-In

As per The Laws of the Game, a throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touch line.

LAW 16: The Goal Kick

As per The Laws of the Game, a goal kick awarded when the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored.

For U7, U8, U9 and U10 games, goal kicks can be taken from anywhere inside the penalty area. Opponents must retreat to their own half until the ball is in play.

For U11, U12, U13, U14 and U15 games, goal kicks must be taken from anywhere in the 6-yard box.

A defender may take the goal kick instead of the goalkeeper.

When the goalkeeper has the ball in his/her hands they may return the ball into play by throwing or rolling the ball. The throwing out of the ball can be overarm or underarm.

For ALL teams a drop kick will be allowed.

LAW 17: The Corner Kick

As per The Laws of the Game, a corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.

For U7, U8, U9 and U10 games, opposing players must remain at least 5 yards from the ball until it is in play.

For U11, U12, U13, U14 and U15 games, opposing players must remain at least 10 yards from the ball until it is in play.