

## Appendix 1-Laws of Rooball (U9 and U10)

These rules are for playing within the SCCSA and may differ slightly from the rules of other soccer associations. Modifications have been made to some FIFA Laws of the Game, to facilitate the transition from the U6-U8 Rooball game to the full-field game.

**GAMES ARE NON-COMPETITIVE** – There are no points table or championships.

### LAW 1 – THE FIELD OF PLAY

The field of play must be rectangular and marked with lines. These lines belong to the areas of which there are boundaries. The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touch lines.

The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 7m is marked around it.

The length of the touch line must be greater than the length of the goal line.

Length (touch line):	minimum 60 m	maximum 70 m
Width (goal line):	minimum 45 m	maximum 50 m

The goal area is a semi-circle with a 7-metre radius this is marked on the field from the centre of the goal line.

A flag post, not less than 1.5 m high, with a non-pointed top and a flag must be placed at each corner. A quarter circle with a radius of 1 m from each corner flag post is drawn inside the field of play.

A goal must be placed on the centre of each goal line.

The distance between the posts is

Length:	minimum 5 m	maximum 6 m
Height:	2 m	

### LAW 2 – THE BALL

All matches are played with a size 4 ball.

A match ball must be given to the referee before the start of the match by both teams.

### LAW 3 – THE NUMBER OF PLAYERS

A match is played by two teams, each consisting of not more than nine players one of whom is the goalkeeper and up to five interchange players. A match may not start if either team consists of fewer than six players. Teams may borrow players from other teams to make up numbers.

Interchange is unlimited, however the following conditions must be observed

- The Referee must be informed and have acknowledged the interchange.
- Interchange is only done during a stoppage in play (throw in, goal kick, corner, after goal scored or after injury).
- Interchange player must enter the field at the halfway point and only after the player being replaced has left the field.

NB- No infringement or sanction will be given, however the referee will give an incident report if Law 3 is persistently ignored after instruction is given.

### LAW 4 – THE PLAYERS' EQUIPMENT

A player must not use equipment or wear anything that is dangerous to themselves or another player (including any kind of jewellery).

The basic compulsory equipment of a player comprises the following separate items:

- Club jersey– if undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt.

- Club Shorts – if tights are worn, they must be of the same main colour as the shorts.
- Club Socks
- Shin guards (covered entirely by socks, made of rubber, plastic or a similar suitable material and provide reasonable degree of protection)
- Footwear

### **Colours**

- The two teams must wear colours that distinguish them from each other
- Each goalkeeper must wear colours that distinguish them from the other players

In the event of any infringement of this Law the player at fault is instructed by the referee to leave the field of play to correct their equipment and must have the permission of the referee before re-entering the field of play.

### **LAW 5 – THE REFEREE**

Each match is controlled by a referee who has full authority to enforce the Laws of the Game.

The Referee:

- enforces the Laws of the Game
- controls the match in cooperation with the assistant referees and, where applicable, with the fourth official
- ensures that any ball used meets the requirements of Law 2
- ensures that the players' equipment meets the requirements of Law 4
- acts as timekeeper and keeps a record of the match
- stops, suspends or abandons the match, at their discretion, for any infringements of the Laws
- stops, suspends or abandons the match because of 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 until the ball is out of play if a player is, in their opinion, only slightly injured
- ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped
- 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
- punishes the more serious offence when a player commits more than one offence at the same time
- takes disciplinary action against players guilty of cautionable and send-off offences. They are not obliged to take this action immediately but must do so when the ball next goes out of play
- takes action against team officials who fail to conduct themselves in a responsible manner and may, at their discretion, expel them from the field of play and its' immediate surrounds
- ensures that no unauthorised persons enter the field of play
- indicates the restart of the match after it has been stopped
- provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

The online team sheet must be correctly completed before the start of the match. A player arriving late may take part in the game once the referee has been notified and their equipment has been checked. The late player must be added to the online team sheet before they take the field.

### **LAW 6 – THE ASSISTANT REFEREE**

There are no assistant referees allocated to these matches, however the referee may give permission to a responsible person from each team to indicate when the ball is out.

### **LAW 7 – THE DURATION OF THE MATCH**

The duration of the match is two 25 minutes halves with a 5 minute break at halftime. Games will commence at the advertised time; there is no time added on for stoppages or injuries.

### **LAW 8 – THE START AND RESTART OF PLAY**

A kick-off shall start or restart play, for the start of the match, after a goal has been scored, and the start of the second half.

A goal may be scored directly from the kick-off.

The procedure for a kick-off:

- At the start of the match teams must enter the field of play from the halfway mark, in a line after the referee has signalled them by a whistle to come on.
- A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.
- The other team takes the kick-off to start the match; therefore the team that wins the toss takes the kick-off to start the second half of the match.
- In the second half of the match, the teams change ends and attack the opposite goals.
- After a team scores a goal, the kick-off is taken by the opposing team.
- All players must be in their own half of the field of play.
- The opponents of the team taking the kick-off are at least 7 m from the ball until it is in play.
- The ball must be stationary on the centre mark.
- The referee gives the signal to kick off.
- The ball is in play when it is kicked.
- The kicker must not touch the ball again until it has touched another player.

If the player taking the kick-off touches the ball again before it has touched another player then a 2<sup>nd</sup> attempt is given. If the same infringement occurs after the 2<sup>nd</sup> attempt an indirect free kick is awarded to the opposing team to be taken from the position of the ball when the infringement occurred.

In the event of any other infringement of the kick-off procedure, then the kick-off is re-taken.

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game.

The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped. Play restarts when the ball touches the ground.

If any of the following infringement occurs, the ball is dropped again:

- If it is touched by a player before it makes contact with the ground.
- If the ball leaves the field of play after it makes contact with the ground, without a player touching it.

## **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 or play has been stopped by the referee.

The ball is in play at all other times, including when it rebounds off a goalpost, crossbar or corner flag post and remains in the field of play or it rebounds off the referee when they are on the field of play.

## **LAW 10 – THE METHOD OF SCORING**

All players are allowed to play and score within the semi-circle goal area.

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 infringement of the Laws of the Game has been committed previously by the team scoring the goal.

## **LAW 11 – OFFSIDE**

It is not an offense to be in an offside position. Offside becomes an offence when the player in an offside position becomes involved in active play.

Offside will not be penalised in this game, however deliberately placing a player in a position to gain unfair advantage is contrary to the spirit of the game and is discouraged. The referee may verbally caution the players doing this or penalise such as unsporting behaviour.

## **LAW 12 – FOULS AND MISCONDUCT**

*Fouls and misconduct are penalised as follows:*

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
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands
- commits any other offence, not previously mentioned, for which play is stopped to caution or send off a player

A free kick is awarded to the opposing team if a goalkeeper, commits any of the following offences:

- controls the ball with their hands for more than six seconds before releasing it from their possession
- touches the ball again with their hands after they have released it from their possession and before it has touched another player
- touches the ball with their hands after it has been deliberately kicked to them by a team-mate
- touches the ball with their hands after they have received it directly from a throw-in taken by a team-mate

A player is cautioned and shown the yellow card if they commit any of the following seven offences:

- unsporting behaviour
- dissent by word or action
- persistent infringement of the Laws of the Game
- delaying the restart of play
- failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- deliberately leaving the field of play without the referee's permission

An interchange player is cautioned if they commit any of the following three offences:

- unsporting behaviour
- dissent by word or action
- delaying the restart of play

A player or interchange player is sent off if they commit any of the following seven offences:

- serious foul play
- violent conduct
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within their own goal area)
- denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

A player or interchange player who has been sent off must leave the vicinity of the field of play and the technical area.

### **LAW 13 – FREE KICKS**

A free kick is awarded for any of the offences outlined in Law 12. All free kicks in this game are indirect.

The referee indicates an indirect free kick by raising their arm above their head. They maintain their arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded and if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

The ball must be stationary when the kick is taken and the kicker must not touch the ball again until it has touched another player.

All opponents must be at least 7 m from the ball until it is in play. When a free kick is taken and the opponent is closer to the ball than the required distance, the kick is retaken.

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

#### **LAW 14 – THE PENALTY KICK**

There are no penalty kicks in this game. If a free kick is awarded to the attacking team inside the goal area, the kick must be taken from the edge of the goal semi-circle. Defending players may stand on their goal line.

#### **LAW 15 – THE THROW IN**

A throw-in is a method of restarting play.

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air.

A goal cannot be scored directly from a throw-in.

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- holds the ball with both hands
- delivers the ball from behind and over their head
- delivers the ball from the point where it left the field of play

All opponents must stand no less than 2 m from the point at which the throw-in is taken.

The ball is in play when it enters the field of play.

After delivering the ball, the thrower must not touch the ball again until it has touched another player.

If, after the ball is in play, the thrower touches the ball again before it has touched another player, a free kick is awarded to the opposing team, to be taken from the place where the infringement occurred.

If an opponent unfairly distracts or impedes the thrower, they are cautioned for unsporting behaviour.

For any other infringement of this Law the throw-in is re taken by the player for a 2<sup>nd</sup> attempt. Following two foul attempts possession passes to the opposing team.

#### **LAW 16 – THE GOAL KICK**

A goal kick is a method of restarting play.

A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10.

A goal may be scored directly from a goal kick, but only against the opposing team.

A goal kick is kicked from any point within the goal area by a player of the defending team.

Opponents must remain 7m from the ball until it is in play.

The kicker must not play the ball again until it has touched another player.

If, after the ball is in play, the kicker touches the ball again before it has touched another player, a free kick is awarded to the opposing team.

In the event of any other infringement of this Law, the kick is retaken.

#### **LAW 17 – THE CORNER KICK**

A corner kick is a method of restarting play.

A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10.

A goal may be scored directly from a corner kick, but only against the opposing team.

The ball must be placed inside the corner arc nearest to the point where the ball crossed the goal line.

The corner flag post must not be moved.

Opponents must remain at least 7 m from the corner arc until the ball is in play.

The ball must be kicked by a player of the attacking team.

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

The kicker must not play the ball again until it has touched another player.

If, after the ball is in play, the kicker touches the ball again before it has touched another player, a free kick is awarded to the opposing team.

In the event of any other infringement of this Law, the kick is retaken.

### **TECHNICAL AREA**

Each field should have an area marked out as a technical area for each team either side of the halfway line. It should be at least 2m from side line.

THE TECHNICAL AREA IS THE DESIGNATED SEATING AREA FOR THE COACH, MANAGER AND PLAYERS. ONLY ONE COACH, ONE MANAGER AND INTERCHANGE PLAYERS WHO ARE ENTERED ON THE TEAM SHEET AND CAPABLE OF TAKING THE FIELD ARE ALLOWED IN THE TECHNICAL AREA.

Players who are injured prior to the game and therefore are not participating in the game must not be in the technical area.

Interchange players are to remain seated while in the area unless preparing to take the field. They should warm up behind the technical area. They are to stand only when about to take the field at which point they will come to the halfway mark.

Coaches and managers are to encourage parents and spectators to sit on the opposite side of the technical area where grounds allow for this, or at least 3m from the technical area.

### **THE COACHES**

Coaches are not permitted to enter the field of play unless called on by the Referee. Coaches may walk their team's defensive sideline ONLY after requesting permission from the Referee.

### **SPECTATORS**

Are not to be in the technical area and must be at least 3m away from the technical area, nor stand along the goal line or behind the goals to a distance of 7m.