

Small Sided Football

Law 1

The Pitch

The pitch meets the FA small-sided football laws with surrounding barriers.

Dimensions

The pitch is rectangular. The length of the pitch is 40m and the width is 20m.

Pitch Markings

The pitch is divided up into two equal halves by the halfway line. An opening is provided at the halfway line.

A penalty area is defined at each end of the pitch as follows: A semi circle of 8 m radius that is drawn from the centre of each goal line.

The penalty area is the only area that a goalkeeper can handle the ball.

Penalty Mark

A penalty mark is drawn 6m from the midpoint between the goal posts.

Goals

The distance between the goal posts is 4.8 m and the height of the goal posts is 1.8 m.

Safety

The goals will be anchored to the walls behind the goals.

Surface of the pitch

The pitch surface is UEFA approved 3rd generation rubber crumb.

Law Two

The number of players

The maximum number of players on the pitch will consist of two teams of not more than 5 aside on Tuesdays and 6 aside on Wednesday or Thursdays including a goalkeeper on each team.

Substitute Procedure

The number of substitutes made during a game is unlimited and any player who has been replaced may return to the pitch as a substitute for another player as long as they have not been sent off.

A substitute will enter the field only when the player they are replacing is off the pitch. All substitutes will enter and leave the field via the opening at the half way line. If a player enters the pitch before the player he is replacing is off then the game will be stopped. The player leaving the pitch will be asked to leave and the player who entered the pitch will be shown a blue card.

Qualification of Players

The transfer window will be open for 1 week at the half waypoint of the season (after week 7 and before week 8). Teams can make up to 4 changes to their squad (4 players may leave and 4 new players can replace them). At this point players will be allowed to move to another team in the same league. New squad lists must be handed in before your next game (game 8) if you have made changes to your squad.

No player can play for more than one team in the same league. Players who leave a team during the season may not play again for any team in any league until the transfer window is open. If the player leaves a team after the transfer window they shall have to wait until the following season to play.

Any team found fielding an illegal player would be given a forfeit (30-0 loss) for every game they fielded the illegal player (s).

Insurance

You must be over 16 to play in the adult league.

We recommend that all players should have accident insurance as Raw Soccer does not accept any responsibility for any injury that occurs on or around the football pitch.

Raw Soccer does not accept any responsibility for loss or damage to any personal items

Law Three

Safety

A player will not use any equipment or wear anything, which is dangerous to them or other players.

Basic Equipment

A jersey or shirt, shorts, socks, shin guards, and footwear.

Shin guards – MUST BE WORN – no shin guards no play

Must be completely covered by their socks

Made of suitable material

Provide reasonable degree of protection

Infringements/ Sanctions

A player at fault is instructed to leave the pitch to correct their equipment they must report back to the referee at a stoppage in play before they can continue to play.

Law Four

The Referee

The authority of the referee, the power and duties of the referee and the decisions of the referee all comply with the FA small sided laws.

Law Five

The duration of the match

The match will last two equal halves of 25 minutes with a maximum half time interval of 5 minutes.

Team Colors

In the event of a colour clash it will be the away team (second team listed on the fixture list) to bring a change of shirts or wear bibs (where applicable).

Law Six

Kick Off times

The kick off times will be set at the beginning of the season. They will be set inside the times already published and can only be changed by management. A team will have a 5 minute grace period before a game to field a team. Teams must have at least 4 players (6 a-side) or 3 players (5 a-

side) to start a game. If after the 5 minute grace time a team still has insufficient players to form a team then the game will result in a forfeit (30-0 loss).

Start of Play

The choice of ends is decided by the toss of a coin. The winning team get a choice of end and the other team get kick off. The team that win the toss gets kick off in the second half when the teams have changed ends.

Kick off

A goal may be scored direct from a kick-off. The ball can go forward or backwards from kick off.

Law Seven

Ball in and out of play

Ball out of play

The ball is out of play when it hits any netting (ceiling or high walls). The ball is also out of play if the referee stops the game.

The ball in play

The ball is in play if it rebounds off the goal posts, cross bar, surrounding barriers around the pitch and the top boards behind the goal.

Decisions

If the ball does hit the netting an indirect kick in is awarded to the opposing team to the one, which last touched the ball. The kick is taken from the nearest point from where the ball touched the netting.

Law Eight

Direct free kick/ Penalty Kick / In direct free kick

These rules all comply with the FA laws. All free kicks must be taken within four seconds. The referee will count 1,2,3,4 (either in head or aloud) if the kick has not be taken by then the referee will blow his whistle to indicate a in direct free kick to the opposing team.

Play within the penalty area

Any player may enter the penalty area and score or defend from within it. Goalkeepers are allowed to leave the penalty area and be treated as an outfield player.

Blue Cards

If you receive a blue card you will be sin binned for 2 minutes, during this time you cannot be replaced with a substitute. If you receive two blue cards it will be followed by a red.

Red Cards

If a player is sent off from the pitch they will automatically receive a 1-match ban. There is no appeals procedure and the management decision is final. The team contact will be notified if a player is banned. The ban will be effective for the next game. If the sending off offence is thought by management to warrant further action they have the right to increase the ban. If however the referee looks back at their decision and decides that it was incorrect, then the red card and ban could be lifted.

Spitting

Due to the artificial surface there is a complete ban on spitting in the arena. This can be a blue card offence.

Slide Tackling

There is to be no slide tackling in the arena, this can be a blue card offence. After the first slide tackle of the match the referee will stop the game and award a direct free kick to the opposing team. At this point he will warn all players that the next slide tackle will result in an automatic blue card. This law also includes goalkeepers who slide tackle out of their area. Players can slide to shoot for the ball as long as it is not a tackle like wise players can slide to block as long as it is not a tackle.

Law Ten

Goalkeeper returning the ball into play

After holding the ball the goalkeeper must return the ball into play by throwing the ball from any point within the penalty area. They may also roll the ball to themselves but may not touch it again with their hands until another player has touched the ball. Goalkeepers may not punt/drop kick the ball. Goalkeepers have only four seconds to release the ball from their hands. If they hold onto the ball for longer than four seconds then an indirect free kick will be given to the opposing team from where the infringement occurred but not closer to the goal than five yards.

Changing places with the goalkeeper

Any player may change places with the goalkeeper as long as the following observations are made: Referee must be informed before the change is made and may only be made during a stoppage in play.

Back Pass Rule

The back pass rule will be played.

Law Eleven

Postponed/Cancelled fixtures /Withdrawal from a league

Teams do not have the right to postpone or cancel any fixture. If a team fails to turn up for a game they will receive a forfeit game (3-0 loss). If a team pulls out of a league they will automatically lose their deposit.

Forfeits

We have introduced a very high forfeit score to try and keep the number of teams from not turning up down to a minimum. If you know that your team are unable to play please call (at least 24 hours prior to kick off) to try and avoid getting the forfeit.

Champion

The team with the most points at the end of the season will be declared the champion of the league. If teams are tied the championship will be decided by the team with the best goal difference. If teams are still tied then it will be decided on the team scoring the most goals, then least conceded. If it is still all tied then the championship will be decided on a FIFA rules penalty shoot out.