



## RULES FOR SMALL-SIDED GAMES

(For in depth Small Sided Games Rules please see the detailed rules attached)

All districts shall administer Small Sided Games programming under the regulations stated herein (rules of play):

Field sizes must conform to the table as set out below:

Age Group	Min Width	Max Width	Min Length	Max Length
Under 6	18 Meters	22 Meters	25 Meters	30 Meters
Under 7/8	20 Meters	25 Meters	30 Meters	36 Meters
Under 9/10	30 Meters	36 Meters	40 Meters	55 Meters
Under 11/12	42 Meters	55 Meters	60 Meters	75 Meters

### **For Under 6 programming the field marking shall consist of:**

Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of five (5) meters is marked around it.

NB: All field markings may be marked by the means of cones (woz-makers)

### **The Goal Area:**

If 3 v 3 with no goalkeepers, there is no goal area. If 3 v 3 plus a goalkeeper – A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line three (3) meters from the inside each goalpost.

These lines extend into the field of play for a distance of three (3) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

There is no penalty area

There are flag posts

There is no corner arc

### **For Under 7 and Under 8 programming the field marking shall consist of:**

Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by the halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of five (5) meters is marked around it. **NB: All field markings may be marked by the means of cones (woz-markers)**

### **The Goal Area:**

A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line three (3) meters from the inside each goalpost.

These lines extend into the field of play for a distance of three (3) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

If 3 v 3 with goalkeepers, no goal area is required.

There is no penalty area

There are no flag posts

There is no corner arc

### **For Under 9 and Under 10 programming the field marking shall consist of:**

#### **Field Markings:**

Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) meters is marked around it. **NB: All field markings may be marked by the means of cones (woz-makers)**

### **The Goal Area:**

A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, ten (10) meters from the inside of each goalpost. These lines extend into the field of play for a distance of ten (10) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

There is no penalty area

There are no flag posts

There is no corner arc

### **For Under 11 and Under 12 programming the field marking shall consist of:**

#### **Field Markings:**

Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into thirds and by a centre spot that indicates a centre spot that is located at the midpoint. A circle with a radius of nine (9) meters may, but not mandatory be marked around it. An offside line parallel to the centre line should be marked from touch line to touch line at the attaching third mark. **NB: All field markings may be marked by the means of cones (woz-markers)**

There is no goal area

#### **The Penalty Area:**

A penalty area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, eleven (11) meters from the inside of each goalpost. These lines extend into the field of play for a distance of eleven (11) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made nine (9) meters from the midpoint between the goalposts and equidistant to them.

#### **Flag Posts:**

Conform to FIFA is used, they however are not mandatory.

#### **The Corner Arc:**

Conform to FIFA is marked, they however are not mandatory.

#### **Goal sizes must conform to the table as set out below:**

Age Group	Goal Length	Goal Height	Option
Under 6	8 feet/2.438	5 feet/1.524	Anything smaller
Under 7/8	8 feet/2.438	5 feet/1.524	Anything smaller
Under 9/10	12 feet/3.657	6 feet/1.83	none
Under 11/12	12 feet/3.657	6 feet/1.83	none

#### **Ball size must conform to the table as set out below:**

Age Group	Under 6	Under 7/8	Under 9/10	Under 11/12
Ball Size	3	3	3 or 4	4

#### **The duration of the games must conform to the table as set out below:**

Age Group	Under 6	Under 7/8	Under 9/10	Under 11/12
Duration	2 x 15 min	2 x 15 min	2 x 25 min	2 x 25 min
Half Time	5 min	5 min	5 min	5 min

**Number of Players:** *If the recommended goal size is used for the under 6 age group, a goalkeeper must be added.*

Age Group	Under 6	Under 7/8	Under 9/10	Under 11/12
Game Format	<b>3 v 3</b> No goalkeeper	<b>4 v 4</b> Including goalkeeper	<b>7 v 7</b> Including goalkeeper	<b>8 v 8</b> Including goalkeeper

**Substitutions:**

**Substitutions shall be unlimited with equal playing time per player.**

**Squad sizes:**

<b>Age Group Format</b>	<b>Under 6 3 v 3</b>	<b>Under 7/8 4 v 4</b>	<b>Under 9/10 7 v 7</b>	<b>Under 11/12 8 v 8</b>
<b>Minimum</b>	8	8	11	12
<b>Maximum</b>	12	12	14	16

**Free Kicks:**

No direct free-kicks for the following age groups Under 6, Under 7, Under 8, Under 9, and Under 10.

Direct and in-direct free-kicks apply for the Under 11 and Under 12 age groups.

**Offside Rule:**

No Offside Rule with the exception of Under 11 and Under 12 where the Offside Rule is in effect at the attacking 3<sup>rd</sup> of the field. This line may be marked as a dotted line, and solid line or single cones on the touch line.

Foul throws are to be re-taken, with the exception of the Under 6 age group where the throw-in is replaced by an indirect kick in.

Scores are not recorded at the following age groups, Under 6, Under 7, Under 8, Under 9 and Under 10.

**Selection Process:**

Districts and clubs are expected to form teams from all registrants each year in a manner which is “non-selective” at the following age groups Under 6, Under 7, Under 8, Under 9 and Under 10. No teams should retain all players from the previous year, thereby making a select team.

**Player Selections via an Evaluation Process - Under 11 and Under 12:**

At the Under 11 and Under 12 age groups districts and clubs should form teams based on the grouping together of likeminded players which includes ability. This grouping must be conducted and implemented via an ongoing evaluation process. The ongoing sustainable evaluation process must be conducted by the District Head Coach, Club Head Coach or Club Technical Director supported by the Club’s coaching staff is mandatory in the evaluation and selection of players. It is important to realize that District’s and Club’s goal should not be to group together likeminded players in order to create a “winning team” at the U13 age group. But rather those likeminded players develop as individuals playing with and against players of equal ability. All Districts and Clubs should encourage that all games are played in a competitive atmosphere whereby the result is not a factor. Players develop by playing in likeminded competitive games as apposed to games where the result is seen to be more important than the players’ individual needs.

This evaluation process must replace the one or two session tryout process. Player Selection via a competition format (tryout process) is NOT to the benefit of the player and nor is it conducive to Player Development. The evaluation process should be a process where by the players being evaluated is grouped into teams of like mindedness and ability.

**How should this process be carried out?**

The initial evaluation of the Under 11 age group must start at the beginning of the season at the Under 10 age group. The evaluation process for the Under 12 age group must start at the beginning of the season at the U11 age group.

The evaluation and selection of the age groups should be conducted through the following means:

- Continual Seasonal In-Club Team Scouting
- Club Academy or Club Program’s of Excellence Monitoring
- Ongoing Club Evaluation Process – camps

### **Evaluation Process:**

To assist the coach of the Under 11 and Under 12 age groups within the Club, it is a recommendation that a series of evaluation camps be held throughout the season. This will provide the coaches and their staff an opportunity to assess the player's capabilities and potential of participating within the 8 a-Side program.

### **No single opportunity try-out:**

In all Small-sided Games Programming, the emphasis shall be placed on development, fun, sportsmanship, education, and respect for teammates, the opponents and officials.

### **Official Under 6 Playing Rules:**

BC Soccer age specific modifications to the FIFA Laws of Game.

### **Law 1 – The Field of Play:**

Length: 25 (min) 30 (max) meters

Width: 18 (min) 22 (max) meters

### **Field Markings:**

Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of five (5) meters is marked around it. **NB: All field markings may be marked by the means of cones (woz-markers)**

### **The Goal Area:**

If 3 v 3 with no goalkeepers, there is no goal area. If 3 v 3 plus a goalkeeper – A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line three (3) meters from the inside each goalpost.

These lines extend into the field of play for a distance of three (3) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

### **The Penalty Area:**

None

### **Flag Posts:**

None

### **The Corner Arc:**

None

### **Goal Posts:**

Goals must be placed on the center of each goal line and must be no larger than 2.348 x 1.524 meters or 8 feet wide by 5 feet high. The maximum size has been established however, smaller sized goals will be permitted; these could be in the form of portable goals, pug-goals or "witches hat cones." Both goals however must be the same size and must be safe and secure. Flag poles and bicycle whip sticks are unacceptable due to safety concerns.

### **Law 2 – The Ball:**

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications.

Size three (3).

### **Law 3 – The Number of Players:**

If the goal is *smaller* than 2.438 x 1.524 meters / 8 feet-wide by 5 feet-high, the match is played by two teams each consisting of not more than three (3) players. There is no goalkeeper.

If the goal is 2.438 x 1.524 meters / 8 feet-wide by 5 feet-high, the match is played by two teams each consisting of not more than three (3) players plus a goalkeeper.

Players must take equal turns in all field positions including the goalkeeper position that must be rotated at half time. It is not necessary that all players play in the goalkeeper position during a single game.

**Substitutions:**

At any stoppage, substitutions are unlimited and must be done with the officials' permission.

**Playing Time:**

All players SHALL play equal playing time.

**Law 4 – The Players Equipment:**

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

**Law 5 – The Referee:**

A Small-sided referee or nominated person may be used. The referee's role is to keep players safe and ensure that the game is played under the "fair play" code. A Small-sided or higher official can send a team official from the field if they fail to conduct themselves in a responsible manner.

**Law 6 – The Assistant Referees:**

None required, the referee or nominated person decides as to which team the kick-in is awarded to.

**Law 7 – The Duration of the Match:**

The match shall be divided into two (2) equal fifteen (15) minute half's. There shall be a five (5) minute break between half's.

**Law 8 – The Start and Restart of Play:**

Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least five (5) meters from the ball until it is in play. Dropped balls are not part of Small-sided Games Program at this age group and an indirect free kick will be awarded to the team who had possession when the play was stopped.

**Law 9 – The Ball In and Out of Play:**

Conform to FIFA.

**Law 10 – The Method of Scoring:**

Conform to FIFA.

**Law 11 – Offside:**

None

**Law 12 – Fouls and Misconduct:**

Conform to FIFA, with the exception that all fouls shall result in an indirect free kick. The referee or nominated person must explain ALL infringements to the offending player. An indirect free kick is awarded to the opposing team at the center spot on the halfway line if the goalkeeper punts or drop-kicks the ball in the air from his/her goal area into the opponents goal area NO cards shown for misconduct.

If a player intentionally strikes, deliberately kicks or spits at an opponent, this player must be substituted and will not be permitted participate further during the game. The coach should inform the player as to why and correct these actions.

**Law 13 – Free Kicks:**

Conform to FIFA, with the exceptions that all free kicks are indirect and opponents are at least five (5) meters from the ball until it is in play.

**Law 14 – Penalty Kick:**

None

**Law 15 – The Throw-In:**

A kick-in will replace the official throw-in at this age group. A kick-in is to be considered as an indirect free kick with the opponents five (5) meters from the ball until it is in play.

**Law 16 – The Goal Kick:**

The goal kick should be taken within three (3) meters off the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be five (5) meters away from the ball until it is in play. ***A goal cannot be scored directly from a goal kick.***

**Law 17 – The Corner Kick:**

Conform to FIFA, with the exception that opponents remain at least five (5) meters from the ball until it is in play. ***A goal cannot be scored directly from a corner kick.***

**Official Under 7 & Under 8 Playing Rules**

BC Soccer age specific modifications to the FIFA Laws of Game.

**Law 1 – The Field of Play:**

Length: 30 (min) 36 (max) meters

Width: 20 (min) 25 (max) meters

**Field Markings:**

Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of five (5) meters is marked around it. **NB: All field markings may be marked by the means of cones (woz-markers)**

**The Goal Area:**

A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line three (3) meters from the inside each goalpost.

These lines extend into the field of play for a distance of three (3) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area. If 3 v 3 with goalkeepers, no goal area is required.

**The Penalty Area:**

None

**Flag Posts:**

None

**The Corner Arc:**

None

**Goal Posts:**

Goals must be placed on the center of each goal line and must be no larger than 2.348 x 1.524 meters or 8 feet wide by 5 feet high. The maximum size has been established however, smaller sized goals will be permitted; these could be in the form of portable goals, pug-goals or “witches hat cones.” Both goals however must be the same size and must be safe and secure. Flag poles and bicycle whip sticks are unacceptable due to safety concerns.

**Law 2 – The Ball:**

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications. Size three (3).

**Law 3 – The Number of Players:**

If the goal is *smaller* than 2.438 x 1.524 meters / 8 feet-wide by 5 feet-high, the match is played by two teams each consisting of not more than three (3) players. There is no goalkeeper.

If the goal is 2.438 x 1.524 meters / 8 feet-wide by 5 feet-high, the match is played by two teams each consisting of not more than four (4) players, one of which is a goalkeeper. Players must take equal turns in all field positions including the goalkeeper position that must be rotated at half time. It is not necessary that all players play in the goalkeeper position during a single game.

**Substitutions:**

At any stoppage, substitutions are unlimited and must be done with the officials' permission.

**Playing Time:**

All players SHALL play equal playing time.

**Law 4 – The Players Equipment:**

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

**Law 5 – The Referee:**

A Small-sided referee or nominated person may be used. The referee's role is to keep players safe and ensure that the game is played under the "fair play" code. A Small-sided or higher official can send a team official from the field if they fail to conduct themselves in a responsible manner.

**Law 6 – The Assistant Referees:**

None required, the referee or nominated person decides as to which team the kick-in is awarded to.

**Law 7 – The Duration of the Match:**

The match shall be divided into two (2) equal fifteen (15) minute half's. There shall be a five (5) minute break between half's.

**Law 8 – The Start and Restart of Play:**

Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least five (5) meters from the ball until it is in play. Dropped balls are not part of Small-sided Games Program at this age group and an indirect free kick will be awarded to the team who had possession when the play was stopped.

**Law 9 – The Ball In and Out of Play:**

Conform to FIFA.

**Law 10 – The Method of Scoring:**

Conform to FIFA.

**Law 11 – Offside:**

None

**Law 12 – Fouls and Misconduct:**

Conform to FIFA, with the exception that all fouls shall result in an indirect free kick. The referee or nominated person must explain ALL infringements to the offending player. An indirect free kick is awarded to the opposing team at the center spot on the halfway line if the goalkeeper punts or drop-kicks the ball in the air from his/her goal area into the opponents goal area NO cards shown for misconduct.

If a player intentionally strikes, deliberately kicks or spits at an opponent, this player must be substituted and will not be permitted participate further during the game. The coach should inform the player as to why and correct these actions.

**Law 13 – Free Kicks:**

Conform to FIFA, with the exceptions that all free kicks are indirect and opponents are at least five (5) meters from the ball until it is in play.

**Law 14 – Penalty Kick:**

None

**Law 15 – The Throw-In:**

Conform to FIFA.

**Law 16 – The Goal Kick:**

Conform to FIFA, except that: it shall be taken from anywhere within the goal area. Opponents must remain at least five (5) meters away from the ball until it is in play. ***A goal cannot be scored directly from a goal kick.***

**Law 17 – The Corner Kick:**

Conform to FIFA, with the exception that opponents remain at least five (5) meters from the ball until it is in play. ***A goal cannot be scored directly from a corner kick.***

**Official Under 9 & Under 10 Playing Rules**

BC Soccer age specific modifications to the FIFA Laws of Game.

**Law 1 – The Field of Play:**

Length: 40 (min) 55 (max) meters

Width: 30 (min) 36 (max) meters

**Field Markings:**

Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) meters is marked around it. **NB: All field markings may be marked by the means of cones (woz-markers)**

**The Goal Area:**

A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line ten (10) meters from the inside each goalpost. These lines extend into the field of play for a distance of ten (10) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area. If 3 v 3 with goalkeepers, no goal area is required.

**The Penalty Area:**

None

**Flag Posts:**

None

**The Corner Arc:**

None

**Goal Posts:**

Goals must be placed on the center of each goal line and measure 3.66 x 1.83 meters or 12 feet wide and 6 feet high.

**Law 2 – The Ball:**

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications.

Size three (3) or four (4)

**Law 3 – The Number of Players:**

A match is played by two teams, each consisting of not more than seven (7) players, one of which is the goalkeeper. Players will take equal turns to play in all field positions including the goalkeeper position that must be rotated at half time. It is not necessary that all players play in the goalkeeper position during a single game. A match may not start if either team consists of fewer than five (5) players, one of which is the goalkeeper.

**Substitutions:**

At any stoppage, substitutions are unlimited and must be done with the officials' permission.

**Playing Time:**

All players SHALL play equal playing time.

**Law 4 – The Players Equipment:**

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

**Law 5 – The Referee:**

A Small-sided referee or nominated person may be used. The referee's role is to keep players safe and ensure that the game is played under the "fair play" code. A Small-sided or higher official can send a team official from the field if they fail to conduct themselves in a responsible manner.

**Law 6 – The Assistant Referees:**

None required, the referee or nominated person decides as to which team the kick-in is awarded to.

**Law 7 – The Duration of the Match:**

The match shall be divided into two (2) equal twenty-five (25) minute half's. There shall be a five (5) minute break between half's.

**Law 8 – The Start and Restart of Play:**

Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least eight (8) meters from the ball until it is in play. Dropped balls are not part of Small-sided Games Program at this age group and an indirect free kick will be awarded to the team who had possession when the play was stopped.

**Law 9 – The Ball In and Out of Play:**

Conform to FIFA.

**Law 10 – The Method of Scoring:**

Conform to FIFA.

**Law 11 – Offside:**

None

**Law 12 – Fouls and Misconduct:**

Conform to FIFA, with the exception that all fouls shall result in an indirect free kick. The referee or nominated person must explain ALL infringements to the offending player. An indirect free kick is awarded to the opposing team at the center spot on the halfway line if the goalkeeper punts or drop-kicks the ball in the air from his/her goal area into the opponents goal area NO cards shown for misconduct.

If a player intentionally strikes, deliberately kicks or spits at an opponent, this player must be substituted and will not be permitted participate further during the game. The coach should inform the player as to why and correct these actions.

**Law 13 – Free Kicks:**

Conform to FIFA, with the exceptions that all free kicks are indirect and opponents are at least eight (8) meters from the ball until it is in play.

**Law 14 – Penalty Kick:**

None

**Law 15 – The Throw-In:**

Conform to FIFA.

**Law 16 – The Goal Kick:**

Conform to FIFA, except that: it shall be taken from anywhere within the goal area. Opponents must remain at least eight (8) meters away from the ball until it is in play. ***A goal cannot be scored directly from a goal kick.***

**Law 17 – The Corner Kick:**

Conform to FIFA, with the exception that opponents remain at least eight (8) meters from the ball until it is in play. ***A goal cannot be scored directly from a corner kick.***

**Official Under 11 & Under 12 Playing Rules**

BC Soccer age specific modifications to the FIFA Laws of Game.

**Law 1 – The Field of Play:**

Length: 60 (min) 75 (max) meters

Width: 42 (min) 55 (max) meters

**Field Markings:**

Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of nine (9) meters may, but not mandatory be marked around it. An offside line parallel to the centre line should be marked from touch line to touch line at the attacking third mark.

**The Goal Area:**

None

**The Penalty Area:**

A penalty area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, eleven (11) meters from the inside of each goalpost. These lines extend into the field of play for distance of eleven (11) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made nine (9) meters from the midpoint between the goalposts and equidistant to them.

**Flag Posts:**

Conform to FIFA is used, they however are not mandatory.

**The Corner Arc:**

Conform to FIFA is used, they however are not mandatory.

**Goal Posts:**

Goals must be placed on the center of each goal line and measure 5.486 x 1.83 meters or 18 feet wide and 6 feet high.

**Law 2 – The Ball:**

The ball must conform to FIFA standards and **must** conform to the FIFA inflation specifications.

Size four (4)

**Law 3 – The Number of Players:**

A match is played by two teams, each consisting of not more than eight (8) players, one of which is the goalkeeper. A match may not start if either team consists of fewer than seven (7) players, one of which is the goalkeeper.

**Substitutions:**

At any stoppage, substitutions are unlimited and must be done with the officials' permission.

**Playing Time:**

All players SHALL play equal playing time.

**Law 4 – The Players Equipment:**

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewelry is not permitted.

**Law 5 – The Referee:**

A Small-sided referee or nominated person may be used. The referee's role is to keep players safe and ensure that the game is played under the "fair play" code. A Small-sided or higher official can send a team official from the field if they fail to conduct themselves in a responsible manner.

**Law 6 – The Assistant Referees:**

A nominated person.

**Law 7 – The Duration of the Match:**

The match shall be divided into two (2) equal thirty (30) minute half's. There shall be a five (5) minute break between half's.

**Law 8 – The Start and Restart of Play:**

Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least nine (9) meters from the ball until it is in play.

**Law 9 – The Ball In and Out of Play:**

Conform to FIFA.

**Law 10 – The Method of Scoring:**

Conform to FIFA.

**Law 11 – Offside:**

Conform to FIFA, with the exception of only occurring in the attacking third.

**Law 12 – Fouls and Misconduct:**

Conform to FIFA, with the exception that all fouls shall result in an indirect free kick at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponents penalty area. Cautionary and expulsion cards are used.

**Law 13 – Free Kicks:**

Conform to FIFA, with the exceptions that all free kicks are indirect and opponents are at least nine (9) meters from the ball until it is in play. An indirect kick awarded to the attacking team that occurs inside the penalty area, shall be taken from the outside edge of the penalty area in line where the offense took place.

**Law 14 – Penalty Kick:**

Conform to FIFA, with the exceptions that the penalty mark is marked at nine (9) meters from the goal line. All players except the player taking the kick must be nine (9) meters from the ball.

**Law 15 – The Throw-In:**

Conform to FIFA.

**Law 16 – The Goal Kick:**

Conform to FIFA, except that: it shall be taken from anywhere within the goal area. Opponents must remain at least nine (9) meters away from the ball until it is in play.

**Law 17 – The Corner Kick:**

Conform to FIFA, with the exception that opponents remain at least nine (9) meters from the ball until it is in play.