

# SummerSeven

GFSN Summer Get Together 2017

14-16 July 2017

## Football Association

### Small-Sided Football Laws of the Game

#### Players' Guide

The normal laws of Association Football apply with exceptions:

**1. The Players' Equipment** A player must not use equipment or wear anything that is dangerous to himself or another player. All jewellery **MUST** be removed. Shinguards must be worn and must be covered entirely by the socks, made of a suitable material (rubber, plastic or similar substances) and provide a reasonable degree of protection. Goalkeepers are permitted to wear long trousers and must wear colours which easily distinguish him from the other players and the referees.

**2. The Authority of the Referee** Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the game to which he has been appointed, from the moment he enters the locality where the playing area is situated until he leaves.

**3. The Duration of the Game** The game shall be divided into two equal periods of over five and up to 25 minutes each period subject to the following:

(a) Allowance shall be made in either period for time lost through stoppages as decided by the referee.

(b) The duration of either period shall be extended to enable a penalty kick to be taken. The half-time interval shall not exceed five minutes except by consent of the Referee.

(c) Competition rules may allow for a game to be played in its entirety without a half time interval or requirement to change ends.

**4. Kick-off** is a way of starting or restarting play: at the start of the game, after a goal has been scored, at the start of the second half of the game, and at the start of each period of extra time, where applicable. A goal may be scored directly from the kick-off. All players must be in their own half of the field; the opponents of the team taking the kick-off are at least 3m from the ball until it is in play. The ball must be stationary on the centre mark until the referee gives a signal. The ball is in play when it is kicked and moves. The kicker may not touch the ball a second time until it has touched another player

**Drop Ball** is a way of restarting the game after a temporary stoppage. Play restarts when the ball touches the ground.

**Ball Out of Play** The ball is out of play when: it has wholly crossed the goal line or touchline, whether on the ground or in the air, when the referee has stopped play.

**Ball In Play** The ball is in play at all other times including when: it rebounds from a goal post or the crossbar onto the playing area, or if it rebounds from the referee when on the playing area.

**Offside** There is no offside.

**Areas of Play** All players, both attackers and defenders, are permitted to play within the penalty area. Goals can be scored within the penalty area. Keepers are allowed outside the box.

**5. Substitution Procedure** The maximum number of substitutes permitted is four. The number of substitutions made during a game is unlimited. A player who has been replaced may return to the playing area as a substitute for another player. Substitutions should take place when there is a break in play. Substitution cannot happen until the referee allows it.

**Changing Places with the Goalkeeper** Any of the other players, or substitutes, may change places with the goalkeeper. The following conditions must be observed: the referee must be informed before the change is made, a change may only be made during a stoppage in play, the replacement goalkeeper must wear a jersey which distinguishes him from all other players and the referee.

**Viability of a game – Playing Numbers** For 7 a side if a team loses at any time more than two members of their team the game should be abandoned.

**6. Fouls and Misconduct** Fouls and misconduct are penalised as follows:

**A Direct Free Kick** A direct free kick is taken from the place where the infringement occurred and can be kicked directly into the opponent's goal to score a goal. A direct 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:

- attempts to kick or trip an opponent
- jumps at, pushes, holds or charges an opponent (even with the shoulder)
- strikes or attempts to strike an opponent
- spits at an opponent
- slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (sliding tackle)
- handles the ball deliberately, except for the goalkeeper in his penalty area

**A Penalty Kick** is awarded against a team, which commits any of the offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. Additional time is allowed for a penalty kick to be taken at the end of each half.

**Position of the Ball and the Players for a Penalty Kick** The ball is placed on the penalty mark 6m from the goal line; the player taking the penalty kick is properly identified. The defending goalkeeper must remain on his goal line, facing the kicker, between the goalposts, until the ball has been kicked. The players other than the kicker are located: inside the pitch, outside the penalty area, behind or to the side of the penalty mark, at least 3m from the ball. The player taking the penalty must kick the ball forward; they may not play the ball a second time until it has touched another player. The ball is in play when it is kicked and moves forward.

**Indirect Free Kicks** An indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the point nearest to where the infringement occurred. An indirect free kick is awarded for the following offences:

- a Goalkeeper touches or controls the ball with his hands after it has been deliberately kicked or thrown to him by a team-mate
- a Goalkeeper touches or controls the ball with his hands, in the penalty area, for more than six seconds
- if, in the opinion of the referee, a player: plays in a dangerous manner, deliberately impedes the progress of an opponent when the ball is not being played, prevents the goalkeeper from releasing the ball from his hands, commits any other offence, not previously mentioned for which play is stopped to administer a caution or dismiss a player

From an Indirect Free Kick a goal can be scored only if the ball subsequently touches another player before it enters the goal. For an Indirect Free Kick: the referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

**Position of Free Kick** All opponents must be at least 3m from the ball until it is in play. The ball is in play after it has been touched or played.

**7. Disciplinary Sanctions** Match officials may issue yellow and red cards as per the 11 a side game. The options for a match official imposing disciplinary sanctions are therefore:

- player issued with two yellow cards in the same match is issued a red card
- player issued with a red card is excluded from play for the current game only; depending on the severity of the offence, the competition organisers reserve the right to suspend a player for further games up to and including the remainder of the tournament.

**Sending-Off Offences** A player is sent off and shown the red card if he commits any of the following offences: is guilty of serious foul play, is guilty of violent conduct, spits at an opponent or any other person, denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area), denies 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, uses offensive, insulting or abusive language, or if a player receives a second yellow card in the same match.

**Decisions** A player who has been sent off may not take any further part in the match and the referee may request the player retreat from the vicinity of play.

**8. The Kick-In** is a method of restarting play. A goal cannot be scored directly from a kick-in. A kick-in is awarded if, the whole of the ball passes over a touch line, either on the ground or in the air. A Kick-in is taken from the place where it crossed the touchline. The kick is awarded to the opponents of the player who last touched the ball. The player taking the kick-in may not play the ball a second time until it has touched another player. The ball is in play immediately after it is kicked or touched into the playing area. The players of the defending team must be at least 1m from the place where the kick-in is taken. The feet of the player taking the kick-in must not cross the line.

**The Corner Kick** A goal may be scored directly from a corner kick.

**9. Player registrations** All players must be registered before start of play. A player can only be registered for one team. Teams registering ineligible players will be excluded from the tournament. Teams playing suspended players will forfeit that match.

**10. Tournament Format** The first half of the tournament will be a round robin stage in groups, each team recording 3 points for a win and 1 point for a draw.

If teams are level on points at the end of the group stage, positions are determined by goal difference, then goals scored, then on the result of the game between those two teams. If they still cannot be separated, there will be a penalty shoot-out (three shots per team, then sudden death; only players on the field of play at full time are permitted to take penalty kicks).

The second half of the tournament will be a knockout competition in multiple divisions. It is envisaged that each division will have eight teams. The top two teams from each round robin group will go into the first division; the next two from each group into the second division, and so on. If the number of teams in the tournament is not a multiple of eight, the bottom teams will not make it to the knockout stage. The precise make up of the divisions will be determined when the final number of teams and round robin format has been finalised.

At the knock-out stage, if a game is drawn at the end of normal time, there will be a penalty shoot-out (with the same rules as for the group stage). No extra time.

Full rules can be found at

<https://www.manchesterfa.com/~media/CountySites/ManchesterFA/Documents/Services%20Documents/SmallSidedFootball0809.ashx>