

RULES OF THE PETER HOUSEMAN YOUTH LEAGUE
LAW S OF MINI-SOCCER

For players (both boys and girls) over the age of 6 and under 8 on 31st August 2015

To be read in conjunction with HFA Membership Rule 23.
Peter Houseman Youth League Rules Apply

Where matches are played by Clubs that are members of the Peter Houseman Youth League at Mini-Soccer (Under 7's & 8's) events, they must follow these Laws.

Except where other provision in these Laws are made, the Laws of Association Football apply. Each Law is numbered to correspond with the appropriate Law of the Game.

LAW 1: Playing Area

Size of Pitch

Width	Length
30 Yards	40 Yards
27 Metres	36 Metres

Penalty Area

Width	Length
16 Yards	9 Yards
14.63 Metres	8.22 Metres

Penalty Mark

The penalty mark is 7.00 Yards (6.40 Metres) from the goal line, opposite the centre of the goal.

Halfway Line

The field of play is divided into two halves by a halfway line. The centre mark is indicated at the mid-point of the halfway line. This is also used as the retreat line when restarting play with a goal kick.

Goal Size

The distance between the posts is 3.6m (12 feet) and the distance between the lower edge of the crossbar and the ground is 1.88m (6 feet).

WARNING:

In view of a number of accidents that have occurred, it is necessary to ensure that portable goals of any size are either pinned or weighted to prevent them for toppling forward.

LAW 2: The Ball

The ball should be size 3 for U7 & U8. It should be safe and made of leather or another suitable material.

LAW 3: Number of Players

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Maximum number per team Including Goalkeeper	
Under 7 and Under 8	5 v 5

The above table indicates the maximum number of players per team at that age group. If the competition would like to have smaller numbers, e.g. 4v4 at U7 or U8, this is allowed within this framework.

A match may not START if either team consists of fewer than four players. The minimum number of players in a team required for a match to CONTINUE is also four. Matches can begin with 5v4 but the importance and ethos of Mini-Soccer should be upheld wherever possible and the development of the children should come before the score line.

Players must play with and against players only from their own age range, as per Football Association and Competition rules. Each team must not have a squad greater than double the size of the team per age.

Any number of substitutes, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player. All team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.

LAW 4: Playing Equipment

Players must wear shin guards and goalkeepers must wear a distinguishing playing top. Shin guards must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather.

Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

LAW 5: Referees

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws for Mini-Soccer in connection with the match to which they have been appointed.

Furthermore, referees should also recognise their role is to facilitate the learning of the players, for example, allow young children to take a second attempt at a throw-in if the first is not within the Laws.

LAW 6: Assistant Referee

Assistant referees are not required.

LAW 7: Duration of the Game

In any one day, no player shall play more than 40 minutes. It is the responsibility of the parent/carer or organisation to ensure the child does not exceed this. Each league/competition will determine its own playing time within the maximum time permitted, however, the maximum duration will be two halves of 20 minutes.

It is permitted during development matches that the periods of play can be split into equal

quarters. The half time interval must not exceed five minutes.

Please refer to the Standard Code of Rules for Youth Competitions.

LAW 8: Start and Restart of Play

Procedure

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 five yards away from the ball and in their own half of the field. The ball must be played forward. In Mini Soccer a goal cannot be scored directly from a start or restart of play.

Special Circumstances

A dropped ball to restart the match, after play has been temporarily stopped inside the penalty area, takes place on the penalty area line parallel to the goal line at the point nearest to where the ball was located when the play stopped. No goal can be scored direct from a dropped ball.

LAW 9: Ball in and Out of Play

Normal rules apply, as per Laws of Association Football.

LAW 10: Method of Scoring

Normal rules apply, as per Laws of Association Football.

LAW 11: Offside

There is no off side.

LAW 12: Fouls and Misconduct

Normal rules apply, as per Laws of Association Football. However, in Mini-Soccer all free kicks are direct. A free kick is awarded to the opposing team if the goalkeeper:

- takes more than six seconds to release the ball from his/her hands
- touches the ball again with his/her hands after it has been released from his/her possession and has not touched any other player
- touches the ball with his/her hands after it has been deliberately kicked to him/her by a team mate
- touches the ball with his/her hands after he/she has received it directly from a throw in taken by a teammate.

For all these offences, the free kick should be taken from the penalty area line, parallel with the goal line, at the nearest point to the offence.

LAW 13: Free-Kicks

For all free kicks opponents must be five yards from the ball.

LAW 14: Penalty-Kicks

Normal rules apply, as per Laws of Association Football.

Position of the Ball and the Players All players except the defending goalkeeper and kicker must be outside the penalty area and at least five yards from the penalty mark. The ball must be kicked forward.

LAW 15: Throw-In

Normal rules apply, as per Laws of Association Football.

In addition, U7 and U8 children are permitted to roll the ball underarm with one or both hands into the field of play.

The role of the referee is to also allow young players to learn the game. This may involve letting players take throw-ins again, if incorrect technique is used. The referee should ensure the same player attempts a second time, with guidance and help from the match official.

LAW 16: Goal Kick

Procedure

A player of the defending team kicks the ball from any point within the penalty area.

Opponents must retreat to their own half until the ball is in play.

The defending team does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to.

The ball is in play when it is kicked directly out the penalty area.

LAW 17: Corner Kicks

The opposing players must remain at least five yards from the ball until it is in play.

The kicker may not touch the ball again until it has touched another player. If he/she does, a free kick is awarded against them.

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

RULES OF THE PETER HOUSEMAN YOUTH LEAGUE
LAW 1: LAWS OF MINI-SOCCER

For players (both boys and girls) Under 9 and under 10 on 31st August 2015

To be read in conjunction with HFA Membership Rule 23.
Peter Houseman Youth League Rules Apply

Where matches are played by Clubs that are members of the Peter Houseman Youth League at Mini-Soccer (Under 9's & 10's) events, they must follow these Laws.

Except where other provision in these Laws are made, the Laws of Association Football apply. Each Law is numbered to correspond with the appropriate Law of the Game.

LAW 1: Playing Area

Width	Length
40 Yards	60 Yards
36 Metres	54 Metres

Penalty Area

Width	Length
18 Yards	10 Yards
16.47 Metres	9.15 Metres

Penalty Mark

The penalty mark is 8.00 Yards (7.32 Metres) from the goal line, opposite the centre of the goal.

Halfway Line

The field of play is divided into two halves by a halfway line. The centre mark is indicated at the mid-point of the halfway line. This is also used as the retreat line when restarting play with a goal kick.

Goal Size

The distance between the posts is 3.6m (12 feet) and the distance between the lower edge of the crossbar and the ground is 1.88m (6 feet).

WARNING:

In view of a number of accidents that have occurred, it is necessary to ensure that portable goals of any size are either pinned or weighted to prevent them for toppling forward.

LAW 2: The Ball

The ball should be size 3 for U9 and size 4 for U10. It should be safe and made of leather or another suitable material.

LAW 3: Number of Players

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Maximum number per team Including Goalkeeper	
Under 9 and Under 10	7 v 7

The above table indicates the maximum number of players per team at that age group. If the competition would like to have smaller numbers, e.g. 4v4 at U9 or U10, this is allowed within this framework.

A match may not START if either team consists of fewer than five players. The minimum number of players in a team required for a match to CONTINUE is also five. Matches can begin with 7v6 but the importance and ethos of Mini-Soccer should be upheld wherever possible and the development of the children should come before the score line.

Players must play with and against players only from their own age range, as per Football Association and Competition rules. Each team must not have a squad greater than double the size of the team per age.

Any number of substitutes, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player. All team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.

LAW 4: Playing Equipment

Players must wear shin guards and goalkeepers must wear a distinguishing playing top. Shin guards must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather.

Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

LAW 5: Referees

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws for Mini-Soccer in connection with the match to which they have been appointed.

Furthermore, referees should also recognise their role is to facilitate the learning of the players, for example, allow young children to take a second attempt at a throw-in if the first is not within the Laws.

LAW 6: Assistant Referee

Assistant referees are not required.

LAW 7: Duration of the Game

In any one day, no player shall play more than 60 minutes. It is the responsibility of the parent/carer or organisation to ensure the child does not exceed this. Each league/competition will determine its own playing time within the maximum time permitted, however, the maximum duration will be two halves of 25 minutes.

It is permitted during development matches that the periods of play can be split into equal quarters. The half time interval must not exceed five minutes.

Please refer to the Standard Code of Rules for Youth Competitions.

LAW 8: Start and Restart of Play

Procedure

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 five yards away from the ball and in their own half of the field. The ball must be played forward. In Mini Soccer a goal cannot be scored directly from a start or restart of play.

Special Circumstances

A dropped ball to restart the match, after play has been temporarily stopped inside the penalty area, takes place on the penalty area line parallel to the goal line at the point nearest to where the ball was located when the play stopped. No goal can be scored direct from a dropped ball.

LAW 9: Ball in and Out of Play

Normal rules apply, as per Laws of Association Football.

LAW 10: Method of Scoring

Normal rules apply, as per Laws of Association Football.

LAW 11: Offside

There is no off side.

LAW 12: Fouls and Misconduct

Normal rules apply, as per Laws of Association Football. However, in Mini-Soccer all free kicks are direct. A free kick is awarded to the opposing team if the goalkeeper:

- takes more than six seconds to release the ball from his/her hands
- touches the ball again with his/her hands after it has been released from his/hers possession and has not touched any other player
- touches the ball with his/her hands after it has been deliberately kicked to him/her by a team mate
- touches the ball with his/her hands after he/she has received it directly from a throw in taken by a teammate.

For all these offences, the free kick should be taken from the penalty area line, parallel with the goal line, at the nearest point to the offence.

LAW 13: Free-Kicks

For all free kicks opponents must be five yards from the ball.

LAW 14: Penalty-Kicks

Normal rules apply, as per Laws of Association Football.

Position of the Ball and the Players All players except the defending goalkeeper and kicker must be outside the penalty area and at least five yards from the penalty mark. The ball must be kicked forward.

LAW 15: Throw-In

Normal rules apply, as per Laws of Association Football.

The role of the referee is to also allow young players to learn the game. This may involve letting players take throw-ins again, if incorrect technique is used. The referee should ensure the same player attempts a second time, with guidance and help from the match official.

LAW 16: Goal Kick

Procedure

A player of the defending team kicks the ball from any point within the penalty area.

Opponents must retreat to their own half until the ball is in play.

The defending team does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to.

The ball is in play when it is kicked directly out the penalty area.

LAW 17: Corner Kicks

The opposing players must remain at least five yards from the ball until it is in play.

The kicker may not touch the ball again until it has touched another player. If he/she does, a free kick is awarded against them.

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

RULES OF THE PETER HOUSEMAN YOUTH LEAGUE
LAWS OF MINI-SOCCER

For players (both boys and girls) under 11 on 31st August 2015

To be read in conjunction with HFA Membership Rule 23.
Peter Houseman Youth League Rules Apply

Where matches are played by Clubs that are members of the Peter Houseman Youth League at Mini-Soccer (Under 11's) events, they must follow these Laws.

Except where other provision in these Laws are made, the Laws of Association Football apply. Each Law is numbered to correspond with the appropriate Law of the Game.

LAW 1: Playing Area

Width	Length
50 yards	80 yards
45 Metres	73.125 Metres

Penalty Area

Width	Length
32 Yards	13 Yards
29.26 Metres	11.88 Metres

Halfway Line

The field of play is divided into two halves by a halfway line. The centre mark is indicated at the mid-point of the halfway line. This is also used as the retreat line when restarting play with a goal kick.

Goal Size

The distance between the posts is 4.87m or 6.40m (16 feet or 21 feet) and the distance between the lower edge of the crossbar and the ground is 2.13m (7 feet).

WARNING:

In view of a number of accidents that have occurred, it is necessary to ensure that portable goals of any size are either pinned or weighted to prevent them for toppling forward.

LAW 2: The Ball

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The ball should be size 4 for U11. It should be safe and made of leather or another suitable material.

LAW 3: Number of Players

Maximum number per team Including Goalkeeper	
Under 11	9 v 9

The above table indicates the maximum number of players per team at that age group. If the competition would like to have smaller numbers, e.g. 7v7 at U11, this is allowed within this framework.

A match may not START if either team consists of fewer than six (6) players. The minimum number of players in a team required for a match to CONTINUE is also six (6). Should a team fall below this, normal rules apply, as per Laws of Association Football.

Players must play with and against players only from their own age range, as per Football Association and Competition rules. Each team must not have a squad greater than double the size of the team per age.

Any number of substitutes, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player. All team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.

For all other substitution rules, normal rules apply, as per Laws of Association Football.

LAW 4: Playing Equipment

Players must wear shin guards and goalkeepers must wear a distinguishing playing top. Shin guards must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather.

Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

LAW 5: Referees

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws for 9 v 9 in connection with the match to which they have been appointed.

The powers and duties of the referee are as normal Laws apply, as per Laws of Association Football.

LAW 6: Assistant Referee

Two assistant referees may be appointed whose 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 throw-in
- When a player may be penalised for being in an off side position
- When a substitution is requested and when misconduct or any other incident occurs out of the view of the referee.
- When offences have been committed whenever the assistant referees have a better view than the referee (this includes, in certain circumstances, offences committed in the penalty area)
- Whether, at penalty kicks, the goalkeeper moves off the goal line before the ball is kicked and if the ball crosses the line.

LAW 7: Duration of the Game

In any one day, no player shall play more than 100 minutes. It is the responsibility of the parent/carer or organisation to ensure the child does not exceed this. Each league/competition will determine its own playing time within the maximum time permitted, however, the maximum duration will be two halves of 30 minutes.

It is permitted during development matches that the periods of play can be split into equal quarters. The half time interval must not exceed 15 minutes.

Please refer to the Standard Code of Rules for Youth Competitions.

LAW 8: Start and Restart of Play

Procedure

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 nine yards away from the ball and in their own half of the field. The ball must be played forward.

Normal rules apply, as per Laws of Association Football.

LAW 9: Ball in and Out of Play

Normal rules apply, as per Laws of Association Football.

LAW 10: Method of Scoring

Normal rules apply, as per Laws of Association Football.

LAW 11: Offside

Normal rules apply, as per Laws of Association Football.

LAW 12: Fouls and Misconduct

Normal rules apply, as per Laws of Association Football.

LAW 13: Free-Kicks

For all free kicks opponents must be ten yards from the ball.

Normal rules apply, as per Laws of Association Football.

LAW 14: Penalty-Kicks

Normal rules apply, as per Laws of Association Football.

Position of the Ball and the Players

All players except the defending goalkeeper and kicker must be outside the penalty area and at least nine yards from the penalty mark.

LAW 15: Throw-In

Normal rules apply, as per Laws of Association Football.

LAW 16: Goal Kick

Normal rules apply, as per Laws of Association Football.

LAW 17: Corner Kicks

Normal rules apply, as per Laws of Association Football.

RULES OF THE PETER HOUSEMAN YOUTH LEAGUE
DEVELOPMENT FOOTBALL TROPHY EVENTS

At the discretion of the Management Committee there may be Trophy Events held during the season as per The Football Association Youth Development Review Programme.

The organisation of these competitions if held will be arranged by the Leagues Management Committee.

There will only be maximum of three Trophy Events held each season and each event must be over a 2 week period for Under 7's & Under 8's, a 4 week period for Under 9's & Under 10's and a 6 week period for Under 11's. The Management Committee will decide the number of Trophy Events to be held each season together with the age groups that will participate in these events.

The format of each competition if held will be decided by the Leagues Management Committee.

All other rules as per Peter Houseman Youth League, League Cup and Laws of Mini Soccer will apply.

Any matters not provided for in these rules shall be decided by the Management Committee and will be accepted as final.