

PART 2: RULES OF THE GAME

2.1 GENERAL

- The Rules of the Game are those of the *Fédération Internationale de Football Association* (FIFA) as used in the Winter Competition just prior to Bosco Summer Soccer Competition except as modified by the Rules in this document.
- Should a conflict between FIFA and Bosco Summer Soccer Rules arise, the Bosco Summer Soccer Rules shall take precedence.
- Any ambiguities shall be brought to the attention of the Bosco Summer Soccer Committee' (Committee) which will then determine the correct interpretation.

2.2 THE FIELD OF PLAY

- The field of play is marked by lines and is approximately 50 metres long (touchlines) by 25 metres wide (goal lines). Bosco Summer Soccer reserves the right to amend the dimensions of the field of play.
- The touchlines and the goal lines are part of the field of play.
- Each goal area, one at each goal line end, is marked by a semicircle with a radius of 6 metres from the centre of the goal line. The semicircle is part of the goal area.
- Goals must be placed at the centre of each goal line. Each goal is to be approximately 1.5 metres high and 5 metres wide and with a goal net.
- A kick-off spot is not marked and where the ball is placed for the start (or restart) of play is at the discretion of the Referee.

2.3 THE BALL

- Football sizes used shall be as follows:
 - Size 3: for all competitions up to Under 8 (inclusive)
 - Size 4: for Under 9 to Under 12 competitions (both inclusive)
 - Size 5: for competitions from Under 13 (inclusive) and older
- Each team must provide an adequately pumped ball of the correct size for each match.

2.4 THE NUMBER OF PLAYERS

- A match is between two teams, each with a maximum of five players; one must be the goalkeeper. Up to five substitutes per team are permitted in any match.
- A team shall forfeit the match if less than four of its players are available or allowed to play. Exceptions to this rule are:
 - If within 3 minutes of the start of the first half (as indicated by the blowing of the air-horn) a team with less than four players on the field of play has more players available on the sideline but who are not ready to play (e.g. getting changed into the team uniform), the Referee shall delay the start of play until each team has a minimum number of four players.
 - If a team has only three players on the field of play due to one or two of its players serving Yellow Card suspensions.
 - If a team has less than four players due to violent conduct or serious foul play by the opposing team, the Referee shall abandon the match (refer to Part 1 Section 1.6.1 Uncompleted Single Matches).

2.4.1 Substitutions

- Unlimited interchanges are permitted, subject to the approval of the Referee.
 - An excessive number of interchanges or prolonged interchanges will not be allowed, and this shall be at the discretion of the Referee.
- Substitutions may only be allowed during a stoppage in play.
- Only one substitution *per* team is allowed at any one time (see below for exceptions) as follows:
 - Step 1: The team informs the Referee of the substitution.
 - Step 2: When the Referee gives permission
 - an on-field player leaves the field of play,
 - the goalkeeper leaves the goal area to become an on-field player and
 - the substitute enters the field of play from the corner near to the team's goal to replace the goalkeeper.
 - Step 3: The match resumes upon a signal by the Referee.
- Exceptions to the above point are:
 - If a team has no substitutes available, the goalkeeper and an on-field player may exchange positions during a stoppage in play and subject to the Referee's approval.
 - At half-time (including in Extra Time (Finals)) and before the start of Extra Time a team may substitute more than one player without the Referee's permission.

2.5 THE PLAYERS' EQUIPMENT

- All players in a team must wear:
 - Numbered matching shirts of any colour except fluoro Yellow. Sleeveless shirts are permitted.
 - Shorts
 - Shinguards
 - Long socks that must fully cover the shinguards
 - Safe footwear with studs free of sharp edges. Metal studs are not permitted.
- If the Referee deems that the two teams are not wearing colours that distinguish them from each other, the Referee shall order one of the teams to wear bibs or shirts of a different colour provided by Bosco Summer Soccer.
- A player must not use equipment or wear anything that is dangerous. The Referee shall ask order the offending player to remove such items or leave the field of play. However note that:
 - A hat or visor may be worn if the brim is made of soft material.
 - The use of prescription glasses is allowed but not recommended.
 - The wearing of jewellery or similar items is not recommended. If the player is unable to remove the item, the Referee may ask the player to cover such items to ensure the safety of all players.

2.6 THE REFEREE

- The Referee Coordinator appoints a Referee for each match.
- The Referee has the full authority to enforce the Rules of the Game.
- The Referee shall not act as timekeeper, except in emergencies and for Extra Time; however, a match starts and ends on the whistle of the Referee.
- The decisions of the Referee regarding facts connected with play are final.
- The Referee shall decide the appropriate action required in case of any incident within the game.
- The Referee shall write reports:
 - For all Yellow and Red Card incidents to be forwarded by the Referee Coordinator to the Judiciary Panel
 - As *per* Section 1.6.1 Uncompleted Single Matches
 - When requested by Referee Coordinator or Judiciary Panel

2.7 DURATION OF THE MATCH

- The duration of matches shall be as follows, unless altered by the Committee:
 - Two halves of 20 minutes each: competitions from Under 6 to Under 16 (inclusive)
 - Two halves of 25 minutes each: competitions from Under 18 and older
- The maximum break between halves (not in Extra Time) shall be 5 minutes. In Extra Time, there shall be no break between halves except to allow for any substitutions.
- No allowance is made for time lost due to the delayed start of the game, substitutions, injuries, disciplinary sanctions or any other causes.
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2.8 START AND END OF PLAY

- Prior to starting a match or Extra Time the Referee shall determine which way the teams will play and which team will have the kick-off. In the second half the two teams shall switch sides and kick-off.
- The following procedure is followed to start the first and second halves of a match (not in Extra Time):
 - Step 1: The sound of an air-horn gives the players 30 seconds to assemble on the field of play. During this time the Referee shall
 - determine where to place the ball for the kick-off and
 - ensure that the players of the team not taking the kick-off are at least 6 metres away from the ball.
 - Step 2: A second sound of an air-horn signals the Referee to start the match.
 - Step 3: The half starts upon the whistle of the Referee.
- The following procedure is followed to end the first and second halves of a match (not in Extra Time):
 - Step 1: The sound of an air-horn signals the Referee to end the match.
 - Step 2: The half ends upon the whistle of the Referee.
- In Extra Time (Finals) the Referee is the sole timekeeper. The halves shall start and finish upon the whistle of the Referee and no air-horn is used.
- Additional time is allowed for a free kick to be taken and completed at the end of each half of the match or Extra Time. When additional time is allowed, the team taking the free kick may touch the ball up to two times; the free kick is completed when the ball goes out of play or changes possession.

2.8.1 Drop Balls

- A drop ball is awarded when
 - the Referee stops play due to an incident unrelated to the progress of play (e.g. interference by a spectator, serious injury not consequent to a foul) or
 - the ball hits the Referee, remains on the field of play and:
 - a team starts a promising attack or
 - the ball goes directly into the goal or
 - the team in possession of the ball changes.
- Play is restarted by dropping the ball for one of the players of the team that last touched the ball at the position where it last touched a player. All other players (of both teams) must be at least 6 metres away. If the drop ball is within 6 metres of the defensive goal area, the ball shall be dropped for the attacking team 6 metres from the goal area using an extension of the line from the centre of the goal to the spot where the ball was originally meant to be dropped.
- The ball is in play when it touches the ground.

2.9 SCORING A GOAL

- A goal is scored when the whole ball enters the goal and crosses the goal line (or would have crossed the goal line had the ball not been stopped by the goal net), provided that
 - no offence has been committed by the attacking team or
 - the Referee does not order a restart of play with a drop ball.
- The Referee's decision on whether a goal is scored or not, including whether the ball would have crossed the goal line had it not touched the goal net, is final. The Referee is also responsible for keeping the score of the match.
- A team may score in the opposition goal from anywhere in the field of play. However a goal is disallowed (and match restarted with a goal kick) if the ball is
 - thrown by the goalkeeper without touching another player or goalkeeper before entering the opposition goal or
 - touched by an attacker inside the opposition goal area or
 - kicked from a kick-in or drop ball into the opposition goal without touching another player or goalkeeper.
- A player/goalkeeper may not score an own goal directly (*i.e.* without the ball touching another player/goalkeeper before entering the team's goal) from a kick-off, free kick, drop ball, kick-in, corner or goal kick. In each of these cases the match shall restart with a corner to the opposition team.

2.10 KICK-INS

- Kick-ins replace FIFA throw-ins.
- The following procedure is followed for a kick-in:
 - Step 1: The ball is placed on the touch line at the spot where the ball left the field of play.
 - Step 2: All defending players must be at least 6 metres away from the ball; however, the player taking the kick-in may elect to play the ball if opposing players are closer than 6 metres.
 - Step 3: The kick-in is taken.
- The ball is in play as soon as the kick-in is taken. Thus, if the ball is kicked directly out of the field of play, a kick-in is awarded to the opposition team.

2.11 GOAL KICKS

- Goal kicks may be taken by the goalkeeper after placing the ball anywhere within the goal area.
- All opposition players shall be at least 6 metres away from the goal area; however, the goalkeeper may elect to take the goal kick even if opposition players are within 6 metres.
- The ball from a goal kick is in play when it leaves the goal area. The goal kick is retaken if the ball
 - does not leave the goal area or
 - is touched by a player other than the goalkeeper before leaving the goal area.

2.12 CORNER KICKS

- The following procedure is to be followed for a corner:
 - Step 1: The ball is placed at the intersection of the goal line and touchline.
 - Step 2: The goalkeeper must stand no more than 0.5 metres in front of the middle of the goal. The goalkeeper is not allowed to move forwards until the ball is kicked.
 - Step 3: All other defending players must stand on or just outside the part of goal line defining the goal area with a maximum of two players on either side of the goal. Each defender must
 - not have any part of their feet beyond the goal line into the goal area and
 - not run forwards until the corner kick is taken.
 - Step 4: The corner is taken.
 - Step 5: As soon as the ball is kicked, the defenders must
 - run in a straight line and
 - not intentionally change the direction of their run until they leave the goal area.
- The player taking the corner kick must not feint kicking the ball.
- It is not an offence if the ball touches a defender who is not infringing the Rules of the Game.

2.13 INFRINGEMENTS

- The definitions and rules of Fouls and Misconduct are the same as those described in the FIFA Rule Book, with differences listed in this section

2.13.1 Offside

- There is no offside rule but deliberately placing a player or players in a blatantly offside position is contrary to the spirit of the game and is considered to be 'Unsportsmanlike Conduct'. Players who continue to play in an offside position may be warned by the Referee with the option of a free kick being awarded to the defending team.

2.13.2 Slide tackles

- A slide tackle is a type of tackle in which a player slides along the ground with one leg stretched out in order to push the ball away from the opposing player.
- Slide tackles are not permitted irrespective of whether contact is made by the offending player with the ball and/or the other player.
- A slide tackle shall result in a Yellow Card to the offending player. However, if the tackle also seriously endangers the safety of the opponent (serious foul play), a Red Card will be issued to the offending player.

2.13.3 Offences denying obvious goal-scoring opportunities (DOGSO)

- An obvious goal-scoring opportunity is defined as either
 - the ball is clearly going into goal or
 - the attacker is about to score or have a clear opportunity to score, with or without only one player or the goalkeeper to beat.
- A player who infringes the Rules of the Game to deny a goal-scoring opportunity commits a DOGSO.
- For a DOGSO offence the Referee must
 - stop the match,
 - caution the offending player with a Yellow Card (for unsporting behaviour) or a Red Card (for serious foul play) and
 - award a goal to the attacking team.

2.13.4 The goal area

- Only the goalkeeper is permitted to be intentionally within the team's goal area (including the lines defining the area).
- If any part of the ball is in the goal area (on the ground or in the air) no player other than the goalkeeper is allowed to touch or play the ball.
- The only exception to this rule applies when players are defending a corner (see section 2.12).

2.13.4.1 Infringements by the goalkeeper

- The goalkeeper must release the ball within 6 seconds of being in control of the ball. The goalkeeper is also deemed to be in control of the ball once it stops moving inside the goal area.
- The goalkeeper must release the ball by hand (inside the goal area) or by kicking the ball from the ground.
- If the ball is intentionally passed by a team-mate with a kick to the goalkeeper, the goalkeeper may not touch the ball with a hand/arm nor kick the ball more than once inside the goal area.
- Any infringements by the goalkeeper inside the goal area shall result in a free kick awarded to the opposing team at 6 metres outside the goal area directly in front of the centre of the goal.

2.13.4.2 Infringements by a defender (other than the goalkeeper)

- A defender may not enter intentionally nor touch the ball inside the goal area unless defending a corner.
- It is not an infringement if a defender enters the goal area unintentionally and neither touches the ball nor gains an advantage.
- Any infringement by a defender inside the goal area shall result in a free kick awarded to the attacking team with the ball placed 6 metres from the goal area using an extension of the line from the centre of the goal to the point of infringement.

2.13.4.3 Infringements by an attacker

- An attacker may not enter intentionally nor touch the ball inside the goal area.
- It is not an infringement if an attacker touches the ball outside the goal area and then
 - enters the goal area unintentionally and
 - does not compromise the safety of the goalkeeper (by making contact with the goalkeeper or forcing the goalkeeper to take evasive action to avoid contact).
- Any infringement by an attacker inside the goal area shall result in a free kick awarded to the goalkeeper.

2.13.5 Corner kicks

2.13.5.1 Infringements by the defending team

- Any infringements by the defending team when a corner is taken the first time shall result in the retake of the corner unless a goal is scored.
- A second infringement by the defending team when a corner is retaken shall result (unless a goal is scored) in a Yellow Card to the offending player and a retake of the corner.

2.13.5.2 Infringements by the attacking team

- Any infringements by attacking team when a corner is taken the first time shall result in the retake of the corner.
- A second infringement by the attacking team when a corner is retaken shall result in a Yellow Card to the offending player and in a goal kick awarded to the defending team.

2.14 DISCIPLINARY ACTION

- If a player infringes the Rules during play, the Referee shall determine the action to take as follows:
 - Decision 1: For a DOGSO Rule 2.13.3 applies with no exceptions, overriding any other Rule.
 - Decision 2: If not a DOGSO offence the Referee may play advantage or award a free kick.
 - Decision 3: The Referee decides whether the infringement was serious enough for any further disciplinary action against the offending player.
- If an infringement happens during a stoppage in play, play is restarted according to the previous decision.
- Play must not be restarted until the Yellow or Red Card has been administered unless
 - the non-offending team takes a quick free kick which results in a goal or an obvious goal-scoring opportunity and
 - the Referee has not started the procedure to show the Yellow or Red Card.
- When more than one offence occurs at the same time the Referee shall punish the more serious offence.

2.14.1 Free kicks

- All free kicks are direct; that is, a goal is awarded if the ball is kicked directly into the opposition team's goal without touching another player or goalkeeper.
- All defending players must be at least 6 metres away from the ball.
- The player taking the free kick may elect to play the ball even if opposing players are within 6 metres of the ball.
- If a defender commits an infringement within 6 metres of the goal area, the free kick is awarded to the attacking team 6 metres from the goal area using an extension of the line from the centre of the goal to the point of infringement.

2.14.2 Yellow Cards

- A player shown a Yellow Card shall serve a 5-minute suspension in the match.
- The suspension will commence as soon as the player leaves the field of play.
- The player may not be replaced for the duration of the suspension.
- The Referee must write a detailed report of any Yellow Card incident to the Referee Coordinator

2.14.3 Red Cards

- A player shown a Red Card shall leave the field of play and no longer take part in the match.
- The player may not be replaced for the rest of the match.
- The Referee must write a detailed report of any Red Card incident to the Referee Coordinator.

2.14.4 Judiciary Panel

- Refer to Part 4: Disciplinary Procedures

2.15 SPECIAL RULES AND EXEMPTIONS FOR MIXED LEAGUE UNDER 6 (ML6) COMPETITION

- **Coaches:** Coaches are allowed onto the field of play for the first three played rounds of the competition. However coaches are not allowed to
 - enter the goal area and/or
 - to physically move players
 - Any coaches who persistently infringe this rule shall be asked to leave the field of play.
- **Passes to the goalkeeper:** A goalkeeper is allowed to pick the ball or kick the ball more than once inside the goal area even if the ball is deliberately passed to the goalkeeper by a team-mate.
- **Corners:** There are no corners. Instead a goal kick is awarded to the defending team.
- **Goal kicks:** When a goal kick is taken by a team all the players of the opposition team must withdraw to halfway up the field of play (position indicated and at the discretion of the Referee) and they are not to move into the opposition half until the ball
 - goes into their half or
 - is touched by a teammate of the goalkeeper or
 - goes out of play.
 - Any infringements by the opposition team shall result in the retake of the goal kick.
- **Starting/Restarting play incorrectly:**
 - A kick-off, goal kick, kick-in or free kick is retaken if taken incorrectly the first time.
 - If the team retakes the start/restart of play incorrectly, the Referee shall award the kick to the opposition team.