



## **UTILITA KIDS CUP IN PARTNERSHIP WITH NEW DIRECTIONS EDUCATION (U11) RULES OF PLAY**

With the exception of Law 11 (offside), the Laws of Association Football shall apply in general terms, as modified below.

### **THE PLAYING AREA**

The playing area will be set out and marked by cones around the outside of the pitch an area will be marked across the pitch marked by flat cones showing the goalkeepers area.

### **THE BALL**

The ball will be a size 4 football.

### **THE NUMBER OF PLAYERS**

The game day squad will be eight, 8, players SIX,6, players will start the match for each team (Two, 2 subs).

Substitutes may be used at any time and can be rolled on and off during the game.

Any of the other players may change places with the goalkeeper provided that the referee is informed before the change is made.

### **PLAYERS' EQUIPMENT**

Footwear should be worn in accordance with the Laws of the Game and subject to any local regulations.

The wearing of shin guards, which must be covered by socks, in accordance with the Laws of the Game is compulsory.

### **REFEREES**

Referees shall be provided and appointed by the Cardiff City FC Foundation. They shall have the same powers and duties as laid down in the Laws of the Game.

### **TIMEKEEPER/SCORER**

All matches will start and stop on a central whistle controlled by the competitions tent.

Scores will be recorded by the match official and will be handed in to the competitions tent.

At the end of game teams are to confirm the scores with the match official

### **DURATION OF THE GAME**

The duration of all games will be 8 minutes

### **RESTART OF PLAY**

After any stoppages not specifically mentioned in these rules, the game shall be re-started by the referee dropping the ball (unless the ball was in the goalkeeper's possession, in which case the game shall be re-started throwing the ball into play).

### **BALL IN AND OUT OF PLAY**

The ball shall be in play at all times from the start of the game, unless the ball has crossed the goal-line or touchline, or unless the game has been stopped by the referee.

When the ball is put out of play over the touchline, a member of the opposing team shall take a throw-in.

When a member of the defending team puts the ball out of play over his own goal line, the opposing team shall be awarded a corner.

When a member of the attacking team puts the ball out of play over the opponents' goal line, a goal kick will be awarded.

### **OFFSIDE**

There is no offside.

#### **FOULS AND MISCONDUCT**

Charging is forbidden and shall be penalised by the awarding of an indirect free kick.

A player who intentionally obstructs an opponent when not playing the ball shall be penalised by the awarding of an indirect free kick.

#### **CAUTIONS AND SENDING'S-OFF**

A player who is sent off shall automatically be suspended from playing in his team's next match in that particular stage of the competition.

No substitute is allowed for a player who has been sent off during the game in which the offence occurred.

#### **FREE KICKS**

When a player is taking an indirect free kick, all of the opposing players shall be at least 6 feet (2 metres) from the ball until it is in play.

#### **PENALTY KICK**

At the taking of a penalty kick, all players except the penalty taker and the defending goalkeeper shall be at least 6 feet (2 meters) from the penalty mark and not obscuring the kicker's view of the goal in any way.

#### **GOALKEEPER RETURNING THE BALL INTO PLAY**

The goalkeeper can release the ball into play by throwing it underarm or over-arm or by kicking the ball of the floor (No drop kicks).

Having released the ball into play, the goalkeeper cannot play the ball again until it has been played by another player.

Goalkeepers are not permitted to kick the ball out of hand.

#### **COLOUR CLASHES**

The organisers shall provide different colour bibs to be made available at each match. In the event of a colour clash the referee shall instruct one or both sides to wear the bibs provided.

#### **GROUP TABLES**

In group matches, three points should be awarded for a win and one point for a draw.

If two or more teams are equal on points after all matches have been played, and a qualifier needs to be found, then goal difference will be used, followed by goals scored, followed by the result between the two teams in the group.

If two or more teams are still equal, then the qualifiers should be decided by kicks from the penalty mark as described in paragraph 20.

#### **DISPUTES**

The referee's decision is final in relation to any disputes regarding on field matters.