

# UISA League Super8 Playing Rules

Revised 27 August 2016 – revisions in red



In general, UISA will follow the BC Soccer recommended modifications to the FIFA Laws of the 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) centimetres 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/retreat line parallel to the centre line should be marked from touch line to touch line at the attacking third mark.

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

### 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 if used, however they are not mandatory.

### The Corner Arc:

Conform to FIFA if marked, however they are not mandatory

### Goals Posts:

Goals must be placed on the centre of each goal line and measure 5.486 x 1.83 Meters 18feet 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) balls will be used for all UISA league Super8 play.

### Law 3: The Number of Players

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

#### Team Size:

8 Minimum/10 Minimum recommended as best practice /14 Maximum  
*Recommended game day squads of 11-12 players.*

#### Substitutions:

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

### 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. Jewellery is not permitted.

### Law 5: The Referee

A Small-Sided Referee 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 Referee can send a team official from the field if they fail to conduct themselves in a responsible manner.

### Law 6: The Assistant Referee

A nominated person.

Two Assistant Referees are recommended, however UISA understands that not all clubs will be able to provide ARs for every game. Therefore, teams are encouraged to have a designated, competent parent/family member available to run lines at games.

### Law 7: The Duration of the Match

The match will be divided into two (2) halves of thirty-five (35) minutes each. There shall be a half-time interval of five (5) minutes.

### Law 8: The Start and Restart of Play

Conform to FIFA with the exception that 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.

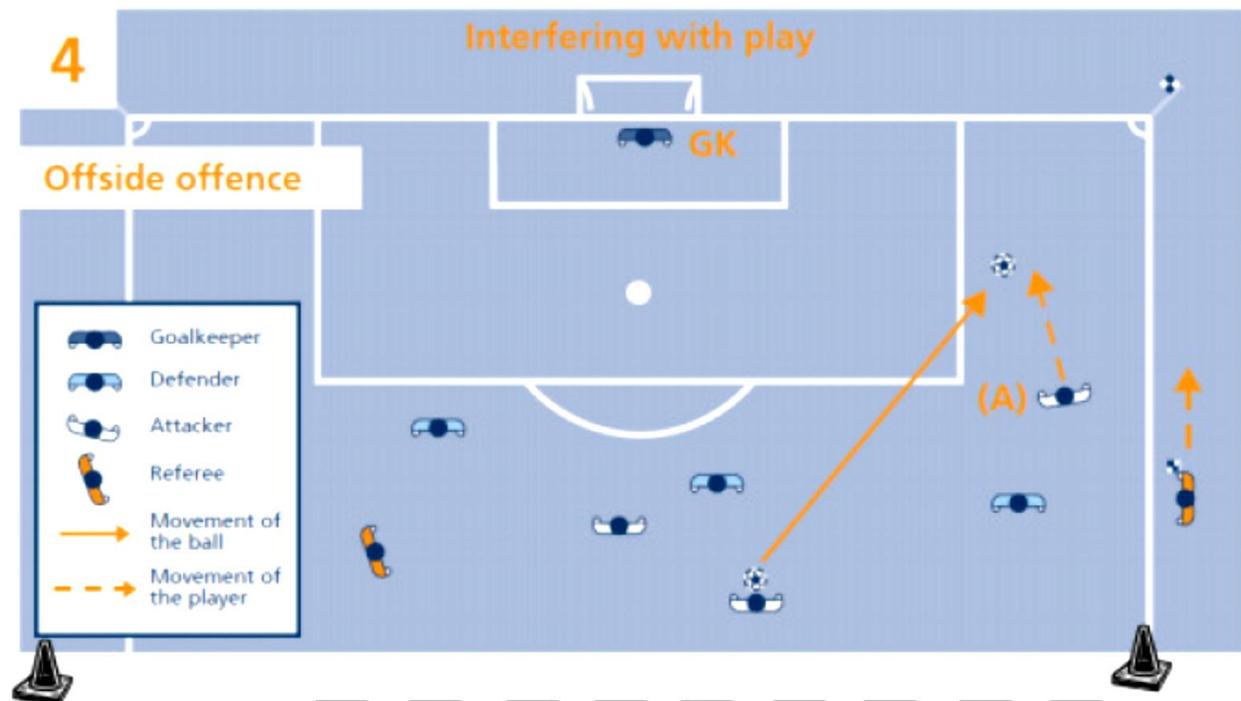
## Law 10: The Method of Scoring

Conform to FIFA.

## Law 11: Offside

Conform to FIFA, with the exception of only occurring in the attacking third. A line may be marked as a dotted line, a solid line or single cones on the touch line. When an offside offence occurs, the referee awards an indirect free kick to be taken from the position of the offending player when the ball was last played to him by one of his team-mates.

A player in an offside position (A) may be penalised before playing or touching the ball, if, in the opinion of the referee, no other team-mate in an onside position has the opportunity to play the ball.



## Law 12: Fouls and Misconduct

Conform to FIFA with the exception that an indirect free kick is awarded to the opposing team at the centre spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area **directly** into the opponents penalty area. Cautionary and expulsion cards are used.

### Law 13: Free Kicks

Conform to FIFA with the exception that opponents are at least nine (9) meters from the ball. 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: The 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 penalty area.

#### Retreat line:

All opposing players will retreat to the offside line or flags indicating the attacking 3rd zone and cannot pursue the ball until:

- The ball is received by a teammate OR,
- The ball travels over the retreat line OR,
- The ball leaves the field of play

If a team chooses to play quickly, they can. The ball will be in play as soon as it leaves the penalty area regardless of the opposing team's position.

If a player passes the retreat line before the ball is deemed in play, then the goal kick will be retaken.

If the opposing team repeatedly infringes the retreat line, an indirect free kick shall be awarded from the place where the offence occurred for not respect the restart.

### Law 17: The Corner Kick:

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