



Guam Football Association

2017 FALL TRIPLE J RWYL – U10 Level 1

Under 10 (2007, 2008)

Field of Play	Comp:40x30 ; UA3 Mini Fields	Suggested Roster Size	11-15
Ball	Futsal (size 4)	Goalkeeper (Y/N)	YES
Duration	U10: 2-25 Min; 5 min half-time	Substitution	Unlimited (at the halfway line) Controlled by the Referee as per LOTG
Players on field	7v7: Maximum 7; Minimum 5	Referees	1 man system

Unless specifically stated, all rules of the game will be in accordance to FIFA 2017/18 Laws of the Game.

Law 1 – Field of Play: Matches will be played on the artificial surfaces. All persons including coaches entering the artificial pitches are required to respect and comply the GFA Pitch Rules (i.e., no spectators, **cleats required, no coolers on artificial surfaces**, utilize sidewalks). Only during maintenance and emergency first aid treatment/medics are exempt from footwear requirement.

Safety – Goals must be anchored securely to the ground. To assist with safety of all players, coaches referees and staff, check before all warm-up and matches take place.

Law 2 – The Ball: The ball will be provided by GFA (Futsal). The ball will be inspected by the Referees for approval for use. Air pressure is at least the minimum specs of .6-.8 PSI.

Law 3 – Number of Players: A match is played by two teams, each consisting of not more than seven (7) players, one of whom is the goalkeeper. A match may not start if either team consist of fewer than five (5) players.

Number of Substitutions: Unlimited substitution is allowed. To replace a player with a substitute, the following must be observed:

- The referee must be informed before any proposed substitution is made
- The substitute only enters the field of play after the player being replaced has left the field
- The substitute only enters the field of play at the halfway line and during a stoppage in the match
- The substitution is completed when a substitute enters the field of play
- All substitutes are subject to the authority and jurisdiction of the referee, whether called upon to play or not.

Changing the goalkeeper: Any of the other player may change places with the goalkeeper provided that:

- The referee is informed before the change is made
- The change is made during a stoppage in the match

Infringements and sanctions: Please refer to the 2017/18 FIFA Laws of the Game (LOTG) for details.

Law 4 – Players' Equipment:

Basic Equipment: The basic compulsory equipment of a player comprises the following separate items:

- A jersey or shirt with sleeves
- Shorts – **No pockets allowed.**
- Stockings - **Players must have stockings with the same base color (black socks, black socks with white stripes, etc.)**
- Shinguards – a) are covered entirely by the stockings, b) are made of rubber, plastic or similar suitable material, c) provide a reasonable degree of protection (Caution: For the intent and purpose for player's safety, the shinguards must be age/size appropriate which covers the majority of the player's shins. It shall be the coaches' responsibility to ensure that the players are wearing proper sized shinguards).

Colors: The two teams must wear colors that distinguish them from each other. Should it conflict, the home team (listed first) on schedule must wear bibs. Each goalkeeper must wear colors that distinguish him from the other players including the opponent. It is highly recommended that players wear similar color shorts and socks in competitive division.

Law 5 – The Referee: Each match is controlled by referees who has full authority to enforce the LOTG in connection with the match to which he has been appointed.

Decision of the referee: The decision of the referee(s) regarding facts connected with the play, including whether or not a goal is scored and the result of the match, are final. The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advise of an associate referee, provided that he has not restarted play or terminated the match.

Law 6 – Other Match Officials: Not applicable.

Law 7 – Duration of the match: The match lasts two equal periods of 25 minutes. Half-time interval must not exceed five (5) minutes. The duration of the match or half-time may be altered only with the decision of the referees and/or the Referee Administrator or Youth Administrator to keep the match on schedule. There will be no grace periods to delay the start of a match. There will be no added time given. If a penalty kick has to be taken or retaken, the duration of either half is extended until the penalty kick is completed.

Law 8 – The Start and Restart of Play: Kick off will be awarded to the Home team. In the second half, the teams change ends and the opposite team will take the kick-off. There will be no grace periods to delay the start of a match. **The ball is in play when it is kicked and clearly moved (can go backwards or sideways).** A goal may NOT be scored directly from the kick-off. The player taking the kick-off cannot touch the ball again before it has touched another player. (If the player touches it twice during kick-off, an indirect free kick is awarded to the opposing team to be taken from the position of the ball when it was infringed.)

Law 9 – The Ball In and Out of Play: The ball is out of play when a) it has wholly crossed the goal line or touch line whether on the ground or in the air, b) play has been stopped by the referee.

The ball is in play at all other times, including when a) it rebounds off a goalpost, crossbar or corner flagpost and remains in the field of play, b) it rebounds off either the referee or an assistant referee when they are out of field of play.

Law 10 – Determining the Outcome of a Match: A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the LOTG has been committed previously by the team scoring the goal.

Law 11 – Offside: There are no offside in this division.

Law 12 – Fouls and misconduct: A player who commits a cautionable or sending-off offence, either on or off the field of play, whether directed towards an opponent, a team-mate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offence committed.

Cautionable offences: A player is cautioned and shown the yellow card if he commits any of the following seven offences:

- Unsporting behavior
- Dissent by word or action
- Persistent infringement of the Laws of the Game
- Delaying the restart of play
- Failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- Deliberately leaving the field of play without the referee's permission

A substitute or substituted player is cautioned if he commits any of the three offences:

- Unsporting behavior
- Dissent by word or action
- Delaying the restart of play
- Entering or re-entering the field of play without the referee's permission

Sending-off offences: A player, substitute or substituted player is sent off if he commits any of the following seven offences:

- A serious foul play
- Violent conduct
- Spitting at an opponent or any other person
- Denying 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)
- Denying 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
- Using offensive, insulting or abusive language and/or gestures
- Receiving a second caution in the same match

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.

Law 13 – Free Kicks: Free kicks are either direct or indirect.

Direct free kick

- If a direct free kick is kicked directly into the opponent's goal, a goal is awarded
- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

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.

Indirect free kicks inside the penalty area will require opposing players to be at least 5 yards from the ball or on goal line between the goal posts. All others require players to be 5 yards from the ball.

A goal can be scored only if the ball subsequently touches another player before it enters the goal:

- If an indirect free kick is kicked directly into the opponent's goal, a goal kick is awarded
- If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

Procedure of the free kicks is to be complied according to the LOTG.

Law 14 – The Penalty Kick: A penalty kick is awarded against a team that commits one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

All players with exception of the kicker and goalkeeper must be 5 yards from the ball and either even or behind the ball. Penalty kicks will be taken from the top of the arc.

Law 15 – The Throw-In: A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air. A goal cannot be scored directly from a throw-in. Procedure of the throw-in is to be complied according to the LOTG.

Law 16 – The Goal Kick: A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, a goal is not scored in accordance with Law 10. A goal may be scored directly from a goal kick, but only against the opposing team. Procedure of the goal kick is to be complied according to the LOTG.

Law 17 – The Corner Kick: A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is

not scored in accordance with Law 10. A goal may be scored directly from a corner kick, but only against the opposing team. Procedure of the corner kick is to be complied according to the LOTG.

Added:

- Slide tackling will not be permitted. An automatic yellow card will be warranted. Play will restart with a direct free kick. Slide tackling can endanger the safety of the opponent and must be discouraged as much as possible by the responsibility of the coach.
- Goal Keeper: Goal keeper will have use of their hands. Goal keepers may not punt or drop kick the ball. Goal keeper must throw/roll in place of punt/dropkick. A goal cannot be scored directly from a throw by the goalkeeper.

OTHERS MATTERS:

1. **STANDINGS:** Competitive division will play single round robin with top four teams in standing advancing for playoffs. A club's standing in its division shall be determined in the following manner:
 - i. Total points gained (Win = 3 points, Draw = 1 point, Loss = 0 points)
 - ii. Goal differential
 - iii. Head to Head (if more than two teams, skip to iv.)
 - iv. Greater number of goals
 - v. Fewest number of forfeits
 - vi. Fewest number of disciplinary
2. **SCHEDULES:** GFA reserves the right to make changes to the schedule based on availability of the facility. GFA will determine if any reschedule matches will be warranted due to inclement weather, acts of God, or any other unforeseen circumstances. Teams may not request for match to be rescheduled.
3. **ROSTERS:** Coaches must submit a complete roster to the referee at the first match of the season. If any changes are to be made, such as the moving of players between teams during the Add/Drop Period, coaches must update the roster in a timely manner.
4. **PLAYOFFS:** Top four teams in standing will be placed in playoffs. Should a match result in a draw at the end of the regulation time, the match will immediately proceed to kicks from the penalty mark.

Procedure:

 - Each team is responsible for selecting the players from those on the field of play at the end of the match and the order in which they will take the kicks
 - Once all eligible players have taken a kick from the penalty mark, the same sequence does not have to be followed as in the first round of kicks
 - A player other than the goalkeeper who is injured may not be substituted during the taking of the kicks from the penalty mark
 - If the goalkeeper is sent off during the taking of the kicks from the penalty mark, he must be replaced by a player who finished the match
 - A player, substitute or substituted player may be cautioned or sent off during the taking of the kicks from the penalty mark
 - The referee must not abandon the match if a team is reduced to fewer than seven players during the taking of kicks from the penalty mark
 - If a player is injured or sent off during the taking of kicks from the penalty mark and the team has one player fewer, the referee should not reduce the number of players taking kicks for the other team. An equal number of players from each team is required only at the start of the taking of kicks from the penalty mark

For any reason that there are no playoffs, the first-place team is determined by division standings. A club's standing in its division shall be determined in the following manner:

- i. Total points gained (Win = 3 points, Draw = 1 point, Loss = 0 points)
- ii. Goal differential
- iii. Head to Head (if more than two teams, skip to iv.)
- iv. Greater number of goals
- v. Fewest number of forfeits
- vi. Fewest number of disciplinary

5. **ELIGIBILITY:** Player must have current GFA ID Card. **Youth players must play for ONE TEAM ONLY and ONE LEAGUE ONLY.** Club violating this will be sanctioned by the GFA Youth Administrator. Teams in violation will forfeit the match. Please refer to Item 5 should a player be found ineligible in a match. The Add/Drop Period (from Week 2 to before Week 3) allows coaches to move players between teams or up one division (**never down**). Rosters must be updated once changes have been made.

6. **INELIGIBLE PLAYER:** Further sanctions will be made should a team play an ineligible player(s) during the league. It is the teams (coaches/club representative) responsibility to ensure that he/she does not play an ineligible player. Under no condition will the officials of GFA (staff, referees, committee) will be held responsible for any player that is ineligible and play(ed) in the match. Your cooperation is highly appreciated.

GFA Disciplinary Code 2014 (Article 55 Ineligibility): If a player is fielded in an official match despite being ineligible, his team will be sanctioned by forfeiting the match (cf. art. 31) and paying a minimum fine of \$50.00

7. **COACHES (TECHNICAL AREA):** Coaches must adhere to technical area, pitch rules and code of conduct standards. No coaches on the endlines. Please refer to the Zero Tolerance Policy.

8. **DISCIPLINARY MATTERS:** An issuance of a yellow card is a warning. An accumulation of two yellow cards in a game will result in a "soft red" which the player is ejected from the remainder of the game and the team will play short. A straight red card will result an immediate ejection from the remainder of the game and the team will play short.

A "soft red" or a straight red card issuance will warrant an automatic one game suspension and twenty-five (\$25) fine at a minimum. Each red card is reviewed by the disciplinary committee. A notification of disciplinary committee's decision will be submitted to the club representative via email at the earliest seven (7) calendar days from the date of the incident.

9. **FAIR PLAY CAMPAIGN:** As part of our sponsor, Triple J Auto Group, advocating the Fair Play Campaign, please refer to the Fair Play Campaign.

10. **ZERO TOLERANCE POLICY:** It is the club representative and coaches for all age division to abide and uphold the Zero Tolerance Policy throughout the year and at times. Effective in 2016, GFA's campaign with joint effort by all members of GFA to uphold this policy for the Good of the Game. Main area of focus is the dissent, harassment and abuse toward others which includes but not limited to, referees, GFA staff, security guards, players, coaches, spectators and parents.

11. **INCIDENT REPORT:** Please report any/all incident via incident form provided online or in Main Office. Serious/Confidential matters email to: voice@theguamfa.com
All others to: rwyladmin@theguamfa.com

12. **Midseason Youth League Meeting Tuesday, October 10, 2017 6:30pm:** Open to Club representatives, Coaches and Parents.

ABSOLUTELY: NO SMOKING! NO ALCHOLIC BEVERAGE! NO PETS ALLOWED!

GFA YOUTH SOCCER CODE OF CONDUCT

We, the coaches, team managers, and proud parents / relatives of GFA Youth League's soccer player, promise to be a model coach, manager, spectator at games in which our son / daughter / relative is a participant, as well as at other games where youth are present with us. We will:

1. encourage fair play
2. cheer in a positive manner for all players, regardless of which team they represent
3. not criticize the performance of my child or his / her teammates
4. not criticize the opponents of our team
5. not embarrass my own player by my behavior
6. allow the coaches to do the coaching, and coaches will conduct themselves in a model way
7. show respect for the game officials by not criticizing them or undermining their authority in the eyes of our players

8. display good sportsmanship as a positive example for my player
9. represent not only my player, but also the team, our club, the league, and the game of soccer and will conduct myself accordingly.
10. do the greater good

Failure to abide by the “GFA CODE OF CONDUCT” prescribed above, the following steps will be taken by the GFA Youth Administrator, Franshay Shippey

1. Verbal warning
2. Written warning
3. Game suspension with written documentation of incident kept on file by organizations involved
4. Game forfeit
5. Parental season suspension.
6. Should the spectator be a youth member of GFA, player card may be seized