



The Leeds United Foundation

ROAD TO WEMBLEY

U11's Football Tournament

RULES OF PLAY

1. GENERAL

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

2. THE PLAYING AREA

Matches shall be played on a playing area which has been agreed by the organisers. Where possible, the following pitch markings should be utilised:

- A suitable mark should be made in the exact centre of the playing area;
- A goalkeeper's area should be drawn from each goal line. The two areas to be of identical dimensions;
- A penalty mark to be placed at a suitable distance from the centre of each goal line. (NB in the event of there not being any penalty mark, the referee shall place the ball for the taking of any penalty).

Where possible, full size goals should not be used; the goals should ideally be reduced in size according to the playing area.

3. THE BALL

For all competitions played under 'The Leeds United Foundation Schools Champions the ball will be a **size 4** football.

4. THE NUMBER OF PLAYERS

A squad of **eight players (maximum)** shall be nominated and registered prior to the start of the competition. The Leeds United Foundation encourages the teams to be "MIXED" and inclusive to both boys and girls; **The final team selection is with the School**

Any change to the nominated squad, prior to the start of the competition, due to illness, injury etc, should be communicated to the Leeds United Foundation contact.

At all stages **six players** will start the match for each team (up to 4 subs). Unless this is otherwise agreed (for example 7v7)

Substitutes may be used at any time. Play must have stopped and substitutions must wait for the appropriate signal from the match official (substituted players may return to the game, if necessary).

Any of the other players may change places with the goalkeeper provided that the referee is informed before the change is made and provided also that the change is made during a stoppage in the game.

NB: In the National Final (Wembley) the match must be played with all eight players. If there is an injury or illness to a player meaning that they are unable to compete either in advance of the game or during play, the opposing team will be asked to play with an equal number of players with the remaining squad player(s) acting as substitute(s), in order to keep the match on an even playing level. Any schools that, for any reason, may have reached the Final stage with a squad size of less than 8 must the required additional players to reach a squad of 8.

5. 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 stockings, in accordance with the Laws of the Game is compulsory.

6. REFEREES

Referees shall be provided and appointed by the The Leeds United Foundation. They shall have the same powers and duties as laid down in the Laws of the Game.

7. TIMEKEEPER/SCORER

An independent timekeeper/scorer may be appointed to assist the referee. If required, this official shall:

- a) Record goals scored;
- b) Act as timekeeper and signify half-time and full-time by an agreed signal;
- c) Suspend time on the referee's instructions for all stoppages and add that time to the end of each half.

8. DURATION OF THE GAME

The duration of all games played prior to the Finals shall be determined and confirmed by the Leeds United Foundation prior to the commencement of the Local Area Group.

Allowances shall be made in either period for time lost through stoppages as decided by the referee and recorded by the timekeeper if appointed.

9. START OF PLAY

At the start of play the ball must be played forward. Every player of the team opposing that of the kicker shall remain not less than 6 feet (2 metres) from the ball.

10. 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).

The referee shall not drop the ball within 6 feet (2 metres) of the lines marking the goal areas or the touchlines. “

11. BALL IN AND OUT OF PLAY

The head-height restriction shall not apply. The ball shall, therefore, 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 and/or timekeeper.

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.

12. OFFSIDE

There is no offside. Players may place themselves in any part of the playing area

13. FOULS AND MISCONDUCT

Charging is forbidden and shall be penalised by the awarding of a direct 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.

14. 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.

15. FREE KICKS

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

All free-kicks given against the defending side for infringements committed in or near the goal area shall be taken from a distance not less than 6 feet (2 metres) outside the goal area at the nearest point to where the offence occurred.

16. PLAY WITHIN THE GOAL AREA

Both defending and attacking players are able to enter the area and clear the ball/shoot. However goalkeepers must not handle outside the area and cannot pick up back passes, in line with standard Laws of The Game.

17. PENALTY KICK

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

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

19. 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.

20. DRAWN MATCHES

If a match results in a draw at full-time, the match shall be determined by penalty kicks unless otherwise determined by the organisers in advance.

Each team shall take three penalty kicks in turn with the team scoring the most being declared the winner. If the scores are level after three penalty kicks each, then sudden death will apply.

21. 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 should 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.

22. LOCAL VARIATIONS TO THE RULES OF PLAY

Matches shall be played in accordance with the Rules of Play. Variations to the Rules of Play may be made to account for local factors (e.g. venue).

Any variations must be made in advance by the organisers and all matches within each section (e.g. mini-league, knockout etc) of the tournament must be played to the same Rules of Play.

23. DISPUTES

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