

## **Socca Canada Competition Rules & Structure**

### **The Squad**

1. Each squad consists of a minimum of 10 and a maximum of 15 players and tournament participants must be aged 16 or over.

### **Team Clothing & Equipment**

1. Each team must have a minimum of 2 kits of different colours (home and away) consisting of jersey, shorts and socks and must notify the Tournament Director of their kit colours prior to the start of the tournament.
2. The goalkeeper's kit must be a different colour to the kit of the field players of both teams.
3. For safety reasons, it is recommended that players wear shoes with (turf) studs. Shoes with metal studs are prohibited.
4. It is compulsory that shin pads are worn by all players in ALL International Socca Federation and Socca Canada Competitions.
5. All shirts must be clearly numbered on the back. The height of the font is to be no less than 170mm.
6. The shirt number worn by a player must be the same number as listed on the Team Sheet.
7. If a player removes their playing shirt to reveal offensive, political or religious messages then he may be sanctioned during or after the match. Sanctions can include Red or Yellow Cards and a match ban.

### **The Field of Play**

1. The maximum field of play is 60 metres x 35 metres. The Penalty area should be 6m (Width), 7m (depth) and 12m (length).
2. The are located in the middle of each shorter side of the pitch. The posts finish flush with the sideline.
3. The Socca Penalty spot is positioned in the centre of the pitch on the half way line.

### **The Match Ball**

1. The match ball size is 5.
2. If the match ball fails to meet the above requirement the match must be stopped and a replacement ball to be sent onto the field of play.

3. The Tournament Director has overall discretion over the usage of footballs during a competition.

### **The Match**

1. The standard match time for Socca competitions is 40 minutes (two halves of 20 minutes each), unless otherwise agreed for individual tournaments by the Tournament Director.

2. The two halves are divided by a 5 minute break.

3. During half time, the playing teams must leave the field and congregate within the technical zone.

4. The match referee is the sole timekeeper.

5. The Tournament Director shall decide which team sits on which bench for each game.

6. There are no offside rule in any Socca matches.

7. During half time players may not leave the pitch area (e.g. to visit the changing rooms), unless in a medical emergency.

8. The goalkeeper may be taken out of the match and substituted for another outfield player (a 'fly goalkeeper') at any point in the match. The fly goalkeeper must, however, wear a bib, provided by the match referees, as designation of a fly goalkeeper. The designated 'fly goalkeeper' must follow the rules for goalkeepers' possession as outlined in rule....

9. If a match is drawn at full time during the knockout stages of a tournament, a 'Socca Penalty' shoot out will take place, as follows:

i. The first three penalty takers from each team are identified

ii. Penalty takers can be selected in any order, and may include a goalkeeper.

iii. Each team takes alternate turns to take a Socca Penalty.

iv. To start, the ball is positioned on the centre spot. The penalty taker must dribble the ball towards the goal and has 10 seconds to shoot. The player may shoot from any position on the pitch. One member of the defending team, guarding the goal, may also move to any position on the pitch. If the ball rebounds off the post, crossbar or the defending play, and stays in the field of play, then play continues as normal for the full duration of the 10 seconds.

v. The penalty is over when:

a. The ball enters the goal (result = goal)

b. The goalkeeper fouls the player (result = goal)

c. The ball leaves the field of play (result = no goal)

d. The penalty taker fouls the goalkeeper (result = no goal)

e. The 10 second period finishes without the above taking place (result = no goal)

- vi. The goalkeeper can be changed during the shoot out for any named player in the squad.
- vii. If, after each team has taken three penalties, the result is drawn, then the shoot out continues to sudden death, with each team taking alternate penalties until one team has a higher score after taking the same amount of penalties.
- viii. Each penalty taker must be a different member of the named squad, until the end of the roster is reached, excluding any suspended player

## **Referees**

1. The match will be supervised by at least 1 match referee. ISF and Socca Canada have the authority to increase the number of referees appointed per match.
2. The Head of Referees are responsible for supervising the work of referees, answering any questions surrounding referee conduct and may appoint or suspend referees as he or she considers appropriate. The Head of Referees may not discuss incidents or video footage with teams after the matches.

## **Technical Zone (TZ)**

1. A person is only authorized in the technical zone if they fulfill all of the below criteria: i. they hold a position related to the playing team as team staff. ii. they have a valid tournament accreditation. iii. they behave in an appropriate way.
2. Aside from the coach (and assistant coach, if applicable) every person in the technical zone must be seated during the match, unless a certain task dictates otherwise (such as a physiotherapist attending to a player).
3. Only one designated representative per team shall communicate with the referee and the communication must be from the technical zone. The name of this person must be supplied to the Tournament Director prior to each match.
4. If a representative from the technical zone, whether authorized or not, berates, harasses or could cause any of the referees, to become distracted, then that individual shall receive an automatic red card and this will mean that the individual who receives the red card will need to remove themselves from the technical zone and may not return for the remainder of the match. If the individual does not do this immediately then the referee(s) are instructed to stop play, abandon the match, and award the match to the opposing side.

## **Match Rules**

1. All free kicks are direct. Goals can be scored direct from a goal kick, kick in, corner and kick off.
2. There are no indirect free kicks in ISF and Socca Canada matches, including offences committed inside the goalkeeper's box. Any offence committed inside the goalkeeper's box by the defending team will result in a Socca penalty kick against the defending team.

3. A kick-in is awarded to the team which did not last touch the ball, when the ball leaves the field of play over any of the side lines. The ball must be placed on the ground stationary on or before the side line at the place where it went out. Kick-ins are permitted to go above head height. Except for goal kicks where it can be placed anywhere inside the goal area.
4. A drop ball will be used to restart the match after a temporary stoppage, such as a serious injury, the ball deflating or being damaged or the ball hitting an object that is not part of the field of play
5. If an incident occurs inside goalkeeper's box that requires a drop ball as the restart then the drop ball occurs on the edge of the goalkeeper's box nearest to where the incident occurred.
6. Slide tackling against or next to an opponent is always considered a foul. A player can not challenge a player with a sliding challenge/tackle within 1 meter of the player in possession of the ball.
7. Slide tackling to prevent the ball from going out of play or into the goal is allowed when there are no nearby opponents.
8. Screening is when a player tries to delay or prevent an opponent who is not in possession of the ball from reaching a desired position on the pitch.

Screening will be classed as legal providing the player who sets up the screen:

- i. Stands completely still (inside his cylinder with his hands to the body) when 'contact' is made
- ii. The player has both feet on the turf and does not move when 'contact' is made.

Screening will be classed as obstruction, and therefore a foul will be awarded to the defending team, when the player who sets up the screen:

- i. Moves when contact is made.
- ii. Uses his hands in contact e.g. grabs the opponent, enlarges his natural body shape.
- iii. Pushes the opponent with his hands or body to change the players normal running path.

9. Substitutions are unlimited and may occur at any time during play, under the observation of the referee positioned at the halfway line. The exiting player must have left the playing area before the substitute player crosses the side line. If a player is injured they may leave the field from another point, but the player replacing them must enter at the halfway line upon authorization of the referee.

10. The match referee has the right to penalize any team for 'passive play' during the match if, in the official's opinion, the team in possession of the ball has not made a clear move to form an attack (e.g. moving the ball forward towards the opponent's goal) towards the opponent's goal. Passive play can include, but is not limited to, slow play, time wasting or restricting the competitiveness of the game. The match referee will signal a 5 second warning for passive play by raising his arm in the air and announcing '5 seconds'. From this moment the team in possession has 5 seconds to start forming an attack. If at the end of the 5 second warning period the official deems no attempt has been made to form an attack, a free kick will be awarded to the opponents. If the incident occurs inside the goalkeepers area, a free kick will be awarded on the edge of the penalty area.

# 11. All penalty kicks during normal time will be a 'Socca Penalty'

To start, the ball is positioned on the centre spot and a designated penalty taker must make himself aware to the referee. The remaining players from both teams must be positioned in the non-penalty half of the pitch and are not permitted to enter the other half for the duration (10 seconds) of the penalty kick.

The goalkeeper must start on his goaline. The penalty kick taker has 10 seconds to shoot. The player may shoot from any position on the pitch. The defending team goalkeeper may also move to any position on the pitch and, for the duration of the Socca Penalty only, may touch the ball with his feet in his half outside of the penalty area.

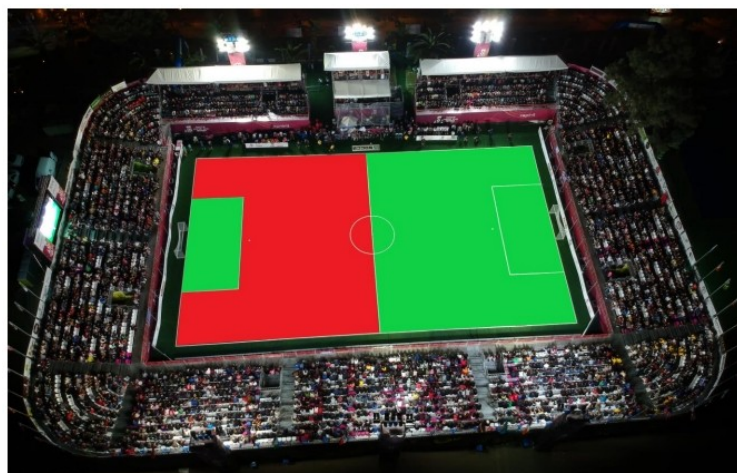
The penalty is over when:

- i. The ball enters the goal (result = goal, normal restart)
- ii. The goalkeeper fouls the player (result = goal, normal restart)
- iii. The ball leaves the field of play (result = no goal, goalkeepers' ball.)
- iv. The penalty taker fouls the goalkeeper (result = no goal, goalkeepers' ball)
- v. The 10 second period finishes without any of the above taking place (result = no goal, goalkeepers' ball.

12. A goalkeeper, whether primary or flying, is allowed to touch the ball with his feet within the green areas (shown in diagram below) under any circumstances, (for example; making a tackle, making a save, clearing the ball, dribbling out with the ball, receiving a pass from a teammate or shooting at goal.) as many times as they want without restrictions. This allows the goalkeeper to leave his area whilst dribbling the ball to create for a more exciting game.

Within the red area, the goalkeeper (primary or flying) is allowed to touch the ball with his feet under any circumstances, (for example; making a tackle, making a save, clearing the ball, dribbling out with the ball, shooting at goal) as many times as they want but they are NOT permitted to receive the ball via a pass from a teammate. This will result in a free kick to the opposing team.

This is to prevent slow play from the team in position of the ball.



## Discipline

1. The ISF and Socca Canada believe in the absolute authority of the referees. In the final instance any referee on the pitch may take any action he or she deems necessary in order to ensure that the on-field players, and all those in the technical zone, act and behave appropriately. Allied to this, the following rules shall be enforced.
2. A yellow card is an automatic sin bin offence (2 minutes) and can be provided to either a player, coach, manager or official of the team. A replacement player is NOT allowed to replace the sin binned player for the duration of the punishment.
3. If a second yellow card is shown to any individual then that automatically translates to a red card and that player, coach, manager or official is banned for the remainder of the match.
4. If a player, coach, manager or official receives a yellow card in two different matches, or a straight red card, he is banned from the next match. The ban will apply at all stages of the tournament. (e.g. a ban in the group stages also applies to the knockout rounds).
5. The referees are encouraged to deliver immediate red cards should either their authority be challenged in any way, or they feel a team is not playing in the correct sportsmanlike spirit.
6. A person who receives a red card must leave the technical zone and may not re-enter at any point during or immediately after the match.
7. A referee can decide to give a 2-minute penalty ("sin bin") to any player, at any time, during the match. Examples of instances where this might be applicable would be (non-exhaustively) being abusive or swearing at a Referee, or in relation to an official, single bad fouls, or persistent fouling.
8. The match referees are the sole timekeeper of the two minutes sin bin and the match referees have the authority to increase the duration of the sin bin should they be unnecessarily pressurised by either the player or the team or members of the technical zone in the timing of the two minutes period.
9. If a player is abusive or swears at a Referee, or the Referee feels intimidated in any way, he should give a player an immediate red card.
10. The Referee will move a free kick forward by 5 metres if there is dissent towards him/her and may repeat such sanction and continue to move the ball forward in increments of five metres as he or she sees fit. If, by moving the free kick 5 metres forward, the offence is in the penalty area then a penalty shall be awarded. The intention of this is to eliminate dissent towards a referee completely.
11. If a coach, manager, substitute or member of technical staff receives an immediate red card then the team will play with one less player for the remainder of the match.
12. The Tournament Director has the authority to increase the length of any suspension of any player, coach, manager or official for any reason during the tournament.

## Abandoned or Cancelled Matches

1. If a match is abandoned or cancelled at any point during the match, play will restart at the point at which the match was abandoned and the score will start the same.
2. In the case of floodlight failure the match will be suspended and play restarted with the time and score the same as when play was suspended. If the ball was in play when play was suspended then the match will restart with a drop ball on the centre spot.
3. If a match is abandoned or cancelled at any point because of the behaviour of a particular player or team then the Tournament Director can unilaterally decide to award the match and decide the score to whichever team the Tournament Director considers is appropriate.
4. The Tournament Director has the authority to exclude any player, coach, manager or member of a team, for howsoever long the Tournament Director decides, including for the duration of the tournament, should it be necessary.
5. In all circumstances, the decision of the Tournament Director is final.

## Discipline Guidance

1. The following gives guidance to officials and players on the expected sanctions for on and off pitch behaviour.
2. Cards are extinguished once a ban has been served.
3. If a substitute, manager, coach or backroom staff receive any card, the same sanction applies, and one on-field player must be nominated and receive the sanction. (leave the field of play).

## Discipline Guidelines

Card	Sanction
 <b>Yellow Card</b> (A player can receive multiple yellow cards in a match)	2 minutes sin bin – note this is the maximum time however the referee reserves the right to allow a sin binned player back on to the pitch in exceptional circumstances, or if a goal is scored, solely at the referee's discretion
 <b>Red Card</b>	Permanent ban for remainder of match

Examples
<ul style="list-style-type: none"> <li>• Obvious disagreement with a decision</li> <li>• Persistent petty fouling</li> <li>• Unsportsmanlike behaviour</li> <li>• Time wasting</li> <li>• Foul but not malicious</li> <li>• Not retreating required distance from free kick</li> </ul>
As above plus: <ul style="list-style-type: none"> <li>• Foul which denies clear goalscoring opportunity</li> <li>• Violent/ malicious behaviour</li> <li>• Abuse towards referees</li> <li>• Swearing at referee</li> <li>• Time wasting at crucial moment</li> <li>• Persistent challenge to authority of referee</li> </ul>

## Practical Advise

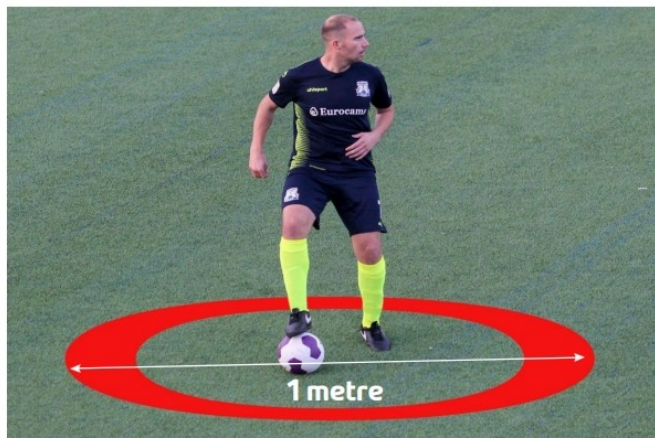
1. The ISF has a duty to ensure our members understand our rules and we therefore offer some practical advice and explanation on some of our rules.
2. Match Rules (1) states that all free kicks are direct. There are no indirect free kicks in ISF matches, including offences committed inside the goalkeeper's box. Any offence committed inside the goalkeeper's box by the defending team will result in a penalty kick against the defending team.

This is to ensure that ISF matches are more direct and exiting game. Players need to be aware that there are no indirect free kicks and offences inside the Goalkeepers Area will result in a penalty if the offence is committed by a defending team.

## Practical Advise: Slide Tackles

1. Match Rules (6) states that players are not allowed to slide challenge a player when the player has the ball in their possession. The ethos of the rule is to protect players, ensure a fluid game and to prevent injuries. Players can however, slide to prevent the ball from going out of play and to prevent a goal as long as an opponent is not **nearby**.

As a guide, players need to imagine a circle around the player of 1 metre. If a player does not slide tackle in this imaginary circle, a foul will not be awarded against you.



## Conclusion

1. All ISF and Socca Canada matches are based on the principles of friendship, sportsmanship and fair play. All teams who participate in a competition hosted by the ISF and Socca Canada agree to abide by these values.
2. The ISF and Socca Canada strictly refuses discrimination based on race, religion, belief or sexual orientation. All Tournaments and Competitions staged by ISF and Socca Canada shall not be used to deliver political messages.