



SOCCER POINTE-CLAIRE
MODIFICATION TO THE IFAB LAWS OF THE GAME
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Soccer Pointe-Claire Modification to the IFAB Laws of the Game

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1. Introduction

The modifications outlined in this document are applicable only to Soccer Pointe-Claire's own local leagues.

2. Law 1 – The Field of Play

Age Group	Field Width	Field Length	Goal Size
U08	20-25m	35-45m	1.52m x 2.44m
U09-10, SEN 7v7	40-45m	45-60m	1.83m x 5.49m
U11-12, SEN 9v9	45-60m	57-87m	2.44m x 7.32m
U13-SEN	50-90m	90-110m	2.44m x 7.32m

The dimensions of the field of play are subject to change depending on available field resources and decisions of the League and Soccer Pointe-Claire.

3. Law 2 – The Ball

- **U08 and under:** Size 3, circumference 22-23 inches (57-60 cm) – Weight 9-11 ounces (280-320 grams)
- **U09 – U13:** Size 4, circumference 25-26 inches (62-65 cm) – Weight 12-14 ounces (330-390 grams)
- **U14 – SEN:** Size 5, circumference 27-28 inches (68-71 cm) – Weight 14-16 ounces (397-453 grams)

4. Law 3 – The Players

Format	Maximum	Minimum
7-a-side	7	5
9-a-side	9	6
11-a-side	11	7

- The waiting time for a team to reach the minimum number of players is 15 minutes from the scheduled start time of the match.



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Substitution

- For leagues up to U-18, substitutions can occur only at the following moments:
 - a) Goal
 - b) Goal kick
 - c) Half time
 - d) During a throw in that is in the team's favor
 - e) During a throw in that is in the opposing team's favor if that team substitutes
 - f) Injury (only the injured player)
- For Senior leagues, substitutions are allowed at any time during the game (on the fly) but must be done through the center of the field of play on the side of the players' benches.
- The substituted player must leave the field of play before the substituting player enters the field of play.

Eligibility

- A player is eligible to play provided their name and player information is on the game sheet.
- A player cannot be added to the game sheet after the start of the second half of the match.

5. Law 4 – The Player's Equipment

- Braces, prosthetics, and casts must be verified by the referee to ensure they do not present any danger to anyone.
- Medic-Alert bracelets are permitted and must be taped in a way that allows the information plate to be clearly visible.
- Jewelry that cannot be removed must be covered with tape and not present a danger to anyone including the player wearing said item.
- The referee's decision on all matters of this Law is final.

6. Law 5 – The Referee

The Referee's responsibilities include:

- Being responsible for the conduct of the game in accordance with the Laws of the Game (LOTG) as issued by the International Football Associations Board (IFAB) and with the Soccer Pointe-Claire Modifications to the IFAB Laws of the Game.



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- Being present at the pitch a minimum of 15 minutes before scheduled kick-off.
- Instructing the Assistant referees on the procedures to be followed.
- Completing the game sheets and having them signed by the team officials at the end of the match, inputting the game data in PTS-Ref after the match, and submitting the game sheets to the Soccer Pointe-Claire Statistician within 48 hours after the match by email (stats@soccerpointeclair.com).
- Making appropriate notations on the game sheet and immediately informing the Soccer Pointe-Claire Referee Coordinator or Soccer Pointe-Claire Director of Refereeing if a match is cancelled or abandoned; if the match was abandoned, noting the minute at which the game was stopped.
- Providing a detailed report of any incident occurring before, during, or after a match to be brought to the attention of the League and/or the Soccer Pointe-Claire Disciplinary committee and sending it to the Soccer Pointe-Claire Director of Refereeing within 48 hours of the end of the match by email (refereedirector@soccerpointeclair.com).
- Informing team officials of a player to be ordered off the field of play for a “cooling off” period. The offending player can be replaced.

Inclement Weather – Rain and Thunderstorms

- Before the game, if the field of play is not in playing condition and/or is unsafe for use, the game will be cancelled.
- During the game, if the field of play becomes unsafe for use, the game is abandoned.
- At the first sight of lightning or sound of thunder, the game must not begin or be stopped if it has already started. Teams must seek shelter. The game can only start or restart 30 minutes after the last sight of lightning or sound of thunder. If this delay renders the game unable to start or resume, the game is cancelled if it did not begin or abandoned if the game was in progress.
- Rain alone is not a reason for cancelling or abandoning a game unless it renders the field of play dangerous for its participants.

7. Law 6 – The Other Match Officials

No modifications



8. Law 7 – The Duration of the Match

Age group	Duration
U08-U10, Indoor Senior	2 x 25
U11-U12	2 x 30
U13-U14	2 x 35
U15-U16, Senior	2 x 40
U17-U18	2 x 45

- Because of scheduling restrictions, no allowance for time lost can be made.
- In the event the match starts late, the referee must reduce the time of the halves to ensure the game finishes within its scheduled time slot.

9. Law 8 – The Start and Restart of Play

- In 7-a-side soccer, the opposing players must be at least 6 meters away from the ball on their own side of the field of play during kickoff.

10. Law 9 – The Ball In and Out of Play

No modifications

11. Law 10 – Determining the Outcome of a Match

No modifications

12. Law 11 – Offside

- In 7-a-side soccer, this Law does not apply.

13. Law 12 – Fouls and Misconduct

Slide Tackling – Senior Leagues

- In Soccer Pointe-Claire's Senior Leagues, slide tackling to directly challenge possession of the ball from another player is prohibited.



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- A slide or a lunge does not necessarily constitute a slide tackle, nor a foul in of itself, and is subject to the opinion of the referee.
- A slide tackle to directly challenge possession of the ball from another player is evaluated as playing in a dangerous manner and is to be sanctioned by an indirect free kick and a caution (yellow card) for unsporting behavior.
- In the event contact is made with an opponent, a slide tackle to directly challenge possession of the ball from another player is evaluated as tackling the opponent and is to be sanctioned by a direct free kick and, in the opinion of the referee, either a caution (yellow card) for unsporting behavior (reckless) or a send-off (red card) for serious foul play (using excessive force).

Playing on the ground

- Playing on the ground is not a foul in of itself and is permitted.
- If the act threatens injury to someone (including the player him/herself) and includes preventing a nearby opponent from playing the ball for fear of injury, it is evaluated as playing in a dangerous manner and is sanctioned by an indirect free kick.

Ejections

- An ejected player or team official has 2 minutes to leave the field of play. Play cannot resume until the ejected player or team official complies. The field of play is considered any area where the person can be seen or heard by the referee.

Spectators

- Team officials are responsible for the actions of their supporters. The referee can stop the game for inappropriate behavior such as disparaging remarks aimed at negatively influencing the course of the game.

14. Law 13 – Free Kicks

- In 7-a-side soccer, opposing players must be at least 6 meters from the ball during a free kick.
- In Indoor 7-a-side soccer, when the ball touches the ceiling during a sequence of play, an indirect free kick is awarded to the opposing team at the spot perpendicular to where the ball touched the ceiling. If this spot is in the penalty area, a goal kick or a corner kick is awarded instead.



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15. Law 14 – The Penalty Kick

- In 7-a-side soccer, the ball is placed 7 meters from the goal line. All players must be at least 6 meters from the ball and behind the ball.

16. Law 15 – The Throw-In

- For Indoor 7v7 LOOGS, kick-ins are used instead of throw-ins. The kick-in is an indirect free kick taken where the ball exited play from the touch line. Opposing players must be at least 6 meters from the ball during the kick-in.

17. Law 16 – The Goal Kick

No modifications

18. Law 17 – The Corner Kick

- For Indoor 7-a-side soccer, the ball must be placed on the corner where the touch line and the goal line intersect.