SOCCER POINTE-CLAIRE

SPC Modifications to the IFAB Laws of the Game

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Introduction

This document lists the SPC changes from the IFAB Laws of the Game 2025-2026. If there are no changes, then the IFAB Laws of the Game document will be used.

The SPC leagues represented include:

- U9-U10 (7v7), U11-U12 (9v9), U13 - U18 (Youth Recreational)
- F25 7v7 (Senior House League)
- Champagne (Senior House League)
- LOGS (Senior House League)
- LOOGS (Senior House League)
- O45 9v9 (Senior House League)

Law 1 – The Field of Play

Age Group	Field Width	Field Length	Goal Size
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 SPC.

Law 2 – The Ball

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

Law 3 – The Players

Format	Maximum	Minimum
7v7	7	5
9v9	9	6
11v11	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.

Substitution

For Youth Recreational Leagues up to and including U18, 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)
g) A player who is cautioned (only the cautioned player)

For Senior House 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 or directly in front of the players' benches.

The substituted player must leave the field of play before the substituting player enters the field of play.

For Senior House Leagues, the only exception to the substitution rule is when the goalkeeper is being changed or substituted, which requires the Referee to be informed and is to be done during any stoppage 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.

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 is not permitted and taping is not acceptable. Approved sports glasses or goggles are the only eyewear permitted. Hearing aids are permitted.

All players must wear numbered jerseys of the same colour. In case of conflicting colours between the teams, the visiting team must change. Pinnies are acceptable. In case of conflicting colours with the Referee, the Referee will change the colour of his shirt.

All players, including the goalkeepers, must wear shin pads and must be covered completely by socks.

Players of the same team should wear socks of the same colour.

All players must wear shorts. Only the goalkeeper is permitted to play with pants (track pants or sweat pants).

Hats and caps are not permitted (except by the goalkeeper). Religious headwear such as Canada Soccer approved sport Hijabs or Turbans are permissible.

Undershirts should be the same colour as the main colour of the shirt sleeve. Undershorts should be the same colour as the main colour of the shorts or lower part of the shorts. In both cases, either black or white is acceptable and players of the same team should wear the same colour.

The Referee's decision on all matters of this Law is final.

Law 5 – The Referee

The Referee's responsibilities include:

a) 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 SPC Modifications to the IFAB Laws of the Game.
b) Being present at the pitch a minimum of 15 minutes before scheduled kick-off.
c) Instructing the Assistant Referees on the procedures to be followed and expectations.
d) Completing the game sheets and having both team officials take a photo at the end of the match; inputting the game data in Spordle after the match; and submitting the original game sheets in Spordle within 48 hours after the match.
e) Making appropriate notations on the game sheet and immediately informing the SPC Referee Coordinator or SPC Director of Refereeing if a match is cancelled or abandoned; if the match was abandoned, noting the minute at which the game was stopped.

f) Providing a detailed report of any incident or disciplinary action occurring before, during, or after a match and sent to BOTH the SPC Director of Refereeing and SPC Referee Coordinator within 48 hours of the end of the match by email (refereedirector@soccerpointeclaire.com, refereeassigner@soccerpointeclaire.com).

g) 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

a) Before the game, if the field of play is not in playing condition and/or is unsafe for use, the game will be cancelled.

b) During the game, if the field of play becomes unsafe for use, the game is abandoned.

c) 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 either cancelled (if it did not begin) or abandoned (if the game was in progress).

d) Rain alone is not a reason for cancelling or abandoning a game unless it renders the field of play dangerous for its participants.

Law 6 – The Other Match Officials

Assistant Referees will be assigned to 9v9 matches (U11-U12). No Assistant Referees are assigned to 7v7 games.

Law 7 – The Duration of the Match

Age group	Duration
U09-U10 (Youth Recreational)	4 x 12
Indoor Senior House League	2 x 25
U11-U12 (Youth Recreational)	3 x 20
F25 (Senior House League)	2 x 30
U13-U14 (Youth Recreational)	2 x 35
U15-U16 (Youth Recreational)	2 x 40
LOGS, LOOGS, Champagne (Senior House League)	2 x 40
U17-U18 (Youth Recreational)	2 x 45

Matches are valid after playing 50% of the total duration.

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.

Law 8 – The Start and Restart of Play

Opposing players must be at least 6 yards away from the ball on their own side of the field of play during kickoff for 7v7 soccer (8 yards for 9v9 soccer).

Law 9 – The Ball In and Out of Play

No modifications.

Law 10 – Determining the Outcome of a Match

Regular season games may end in a draw.

For U9-U12 Youth Recreational, when there is a difference of 5 goals, the losing team can add one additional player (i.e. 8v7 or 10v9). If the losing team equalizes the score, the teams return to an equal number of players (either 7v7 or 9v9).

For U13-U18 Youth Recreational and Senior House Leagues: All playoff rounds except the Finals that end in a tie, will go directly to penalty kicks, in accordance with Law 10 from the IFAB Laws of the Game.

For Finals, games ending in a draw, will be followed by 2 x 10-minute periods of extra time to be played in full. If the game is still tied after extra time, the game will go penalty kicks, in accordance with Law 10 from the IFAB Laws of the Game.

Law 11 – Offside

No modifications. In 7v7 soccer, this Law does not apply.

Law 12 – Fouls and Misconduct

Slide Tackling – Senior House Leagues

In SPC's Senior House Leagues (LOGS, LOOGS, F25 7v7, Champagne, O45M 9v9), slide tackling to directly challenge possession of the ball from another player is prohibited.

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.

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. The Referee is not to have direct contact with the spectators.

Ejections

An ejected player or team official has 2 minutes to leave the field of play and technical areas. Play cannot resume until the ejected player or team official complies and the match may be abandoned if this is not followed. To avoid further sanctions, the offender must remain outside the fenced area of the field (if applicable) and must not be heard until after all the officials have left the field of play. Contact with the officials following the match is not permitted.

Drop-Kick

For U9-U12, goalkeepers cannot clear the ball using the conventional “punt”, including volley or half-volley. If they do, play is restarted with a dropped ball in favour of the same goalkeeper inside their own penalty area.

Law 13 – Free Kicks

In 7v7 soccer, opposing players must be at least 6 yards from the ball during a free kick.

In 9v9 soccer, opposing players must be at least 8 yards from the ball during a free kick.

In Indoor 7v7 soccer, when the ball touches the ceiling or any part of the structure 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.

Law 14 – The Penalty Kick

In 7v7 soccer, the ball is placed 8 yards from the goal line. All players must be at least 6 yards from the ball, on the field of play and behind the ball. The ball is in play when it is kicked and moves forward.

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 yards from the ball during the kick-in.
For U9-U10 Youth Recreational, kick-ins are used instead of throw-ins and the player may dribble directly.

Law 16 – The Goal Kick

For U9-U10 Youth Recreational, a retreat line is used and is set 5m from the halfway line (10m for U11-U12) and is indicated with cones outside the field of play. During a goal kick, the player taking the kick has the choice to wait for the opposing team to move behind the retreat line or play the ball immediately. If the distance is requested, the game resumes at the Referee's whistle when the players are in the proper location. Attackers cannot cross the retreat line until the ball is kicked.

Law 17 – The Corner Kick

For Indoor 7-a-side soccer, the ball must be placed exactly on the corner where the touch line and the goal line intersect (i.e. not just in the corner arc).
For U9-U10 Youth Recreational, play is restarted with kicking the ball or by dribbling directly.