

Bridge Los Angeles

Small-Sided Game Rules

The ***Laws of the Game*** are the general rules used around the world for professional and competitive games. The Laws of the Game are created and published by IFAB with the approval of FIFA and other football associations. It is the official rules for the world of soccer.

Small-Sided Games Rules are rules modifying the Laws of the Game in order to adapt to recreational games and younger age group players. These rules are implemented to make the game more fun and appealing for younger groups of players.

We will follow the FIFA "Laws of the Game 25/26" standards by the International Football Association Board in the games, except for the following modifications as listed below for these Small-Sided Game Rules.

<u>3rd and 4th Graders</u>		<u>4th and 5th Graders</u>	
<u>Law 1 – The Field of Play</u> is modified as follows:			
Field Size Reduction:	Reduced to 55-65 yards in length and 35-45 yards in width.	Field Size Reduction:	Reduced to 70-80 yards in length and 45-55 yards in width.
Goal Size Reduced:	The goals are reduced to 6.5 feet in height x 18.5 feet in width or 6.5 feet in height x 12 feet in width.	Goal Size Reduced:	The goals are reduced to 6.5 feet in height x 18.5 feet in width
Build-Out Line: A Build-Out Line is a line across the width of the field of play mid-way between the top of the penalty area and the half-way line in each half. They should be equidistant between the penalty area line and the halfway line. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.		Build-Out Line:	Not applicable.

• Ideally, the goalkeeper will wait to put the ball into play once all the opponents are past the built-out line. (<i>punts and drop kicks are not allowed</i>). • However, the goalkeeper can put the ball into play sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resumes. • After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.		
<u>Law 2 - Ball</u> is modified as follows:		
Ball Size Reduction:	Size 4	Ball Size Reduction: Size 4
<u>Law 3</u> is modified as follows:		
• Players on the field reduced ◦ 7v7 (6 field players and 1 goalkeeper). • Game may not start or continue if there are less than 5 players on a team. • Substitutions are unlimited and can occur at any stoppage.	• Players on the field reduced ◦ 9v9 (8 field players and 1 goalkeeper) • Game may not start or continue if there are less than 6 players on a team. • Substitutions are unlimited and can occur at any stoppage.	
<u>Law 5 - Referee</u> is modified as follows:		
• Minimum certification as a U.S. Soccer Grade 9 Referee (maybe changed by the tournament officials if availability becomes an issue).	• Minimum certification as a U.S. Soccer Grade 9 Referee (maybe changed by the tournament officials if availability becomes an issue).	
<u>Law 6 – Other Match Officials</u> is modified as follows:		
Other Match Officials:	Used at the discretion of the competition.	Other Match Officials: Used at the discretion of the competition.

Law 7 – Duration of Match is modified as follows:

Duration of the Match:	• 2 halves • 25-minute halves • 10-minute halftime • No added time	Duration of the Match:	• 2 halves • 30-minute halves • 10-minute halftime • No added time
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Law 8 – The Start and Restart of Play is modified as follows:

- If a player is struck in the head by the ball accidentally, the referee will assess the force of the impact and if the referee stops the game because of the strike/blow to the head.
 - The referee restarts the game with a dropped ball in accordance with Law 8.
- The hit to the head will be considered accidental if when the ball hits the player's head, it occurred in a way that was not planned or intended, happening by accident. The player may be standing still or in motion but not in either case playing the ball. The player may not even be aware that the ball is coming in a direction from which contact is imminent.
- If the accidental hit to the head occurs inside the penalty area AND the referee stops the game, the ball will be dropped at the penalty area line parallel to the goal line at the nearest point to where the incident occurred.

Law 11 – Offside is modified as follows:

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| <ul style="list-style-type: none"> • The build out line will be used to assess where offside offenses can be punished. • Players cannot be penalized for an offside offense between the halfway line and the build out line. • Players can be penalized for an offside offense between the build out line and the goal line. | <p>No changes.</p> |
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Law 12 – Fouls and Misconduct is modified as follows:

- No deliberate heading of the ball. For deliberate heading, the restart is an indirect free kick.
- If a player deliberately heads the ball in a game, an indirect free kick will be awarded to the opposing team from the location of the offense.
- If the deliberate header occurs within the penalty area, the indirect free kick will be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred.

<u>Law 13 – Free Kicks</u> is modified as follows:			
Free Kicks:	• If a goalkeeper punts or drop-kicks the ball <i>within the penalty area</i>, an indirect free kick will be awarded to the opponent to be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred. • If a goalkeeper punts or drop-kicks the ball <i>outside the penalty area</i>, a direct free kick will be awarded for handling to the opponent from the location of the offense. <i>(This punishment will only be considered by the referee if the goalkeeper steps outside the penalty area holding the ball on his/her on hands before punting or drop-kicking the ball).</i>	Free Kicks:	No changes.
<u>Law 16 – Goal Kick</u> is modified as follows:			
Goal Kick:	• The opposing team must move behind the buildout line during a goal kick until the ball is put into play.	Goal Kick:	No changes.

I. **REGULATIONS**

- Bridge Los Angeles will be the final word for all schedules, scores, rules, regulations and procedures.
- Any conflict between the tournament website and other published information shall default to the tournament website.
- The Tournament Director and Committee shall maintain the right to independently make new and possibly conflicting rules or regulations on the tournament website at any time.

Team Check-In/Rosters:

- Teams in is 45 minutes before first scheduled game at playing venue.
- First match of the day check-in is 30 minutes before kickoff.

Bracketing/Game Schedules:

- All brackets and game schedules are final.
- It is the intent of the tournament to bracket teams in a way to ensure the best possible balance and afford the greatest competition and fairness. Changes may take place based on team entries or subsequent team drops. There will be no compensation for the loss of a game due to a team forfeiting or dropping from the tournament.
- Referee has been instructed to start all games on time. Once referee whistles, the clock has started to run, No Stoppage time.
- Preliminary games may end in a tie.
- Semi-Final and Finals games ending in a tie go immediately to FIFA kicks from the mark.
- No stoppage of game clock for injuries, unless medical aid is called.
- The referee may shorten the game if it does not start on time to ensure that subsequent games start on schedule.
- The Field Marshal has the authority to shorten games.

Roster Size:

- 2nd and 3rd Graders 7v7 - 12 players maximum
- 4th and 5th Graders 9v9 - 16 players maximum

Scoring System:

- Preliminary games are awarded points as follows:
 - 3 points maximum per game.
 - Win = Three (3) points for a Win
 - Tie = One (1) point for a Tie
 - Loss = Zero (0) points for a Loss
 - Forfeit = A forfeit win will be scored 2-0 and awarded Three (3) points to the non-forfeiting team.
- Teams tied for advancement after preliminary games, the following tiebreakers apply, in order until a winner is determined:
(In the event of a three-way tie, head-to-head will not be used).
 - Head-to-Head.
 - Goals allowed.
 - Goals scored.
 - Most shutout wins.
 - Still tied and the outcome of the tie break could take a team to a semi-final or final game:
 - Go to FIFA penalty kicks; **OR,**

- Still tied and the outcome of the tie break determines which consolation game the team(s) progress to:
 - Use coin flip.

Special Rules:

- Home team is listed first on the schedule and has choice of side lines, and changes jersey when uniforms conflict.
- Visitor team will set up on the side opposite the home team.
- Spectators must be on the same side as their team.
- Referees have been instructed to start the Games on time. Clock starts running on time.
- Teams must check in with the field marshal at least 15 minutes before each scheduled game time.
- Players may be rostered to and only play for one team in the tournament. (GK is allowed to play in multiple teams within its own school, Not in the same bracket)
- Unlimited substitution is allowed; substitutions may be made, with the consent of the referee, at any stoppage of play.
- Excessive substitutions resulting in confusion or delay of game are to be discouraged by the referee.
- Players must wear shin guards to participate.
- Players with hard casts cannot participate, no exceptions.

Conduct:

- Coaches are responsible for the control and conduct of their sidelines, including players, bench, friends and spectators at all times.
- The use of coaches' boxes and spectator lines will be enforced.

Discipline:

- Harassment of the referees will not be tolerated.

No Protests Will Be Allowed:

Any interpretation of the Tournament Rules and resulting decision is at the sole discretion of the Tournament Director and is FINAL.

Weather Policy

In the event of inclement weather or other circumstances out of the tournament's control leading to a complete cancellation of the event in which no games are played, Bridge Los Angeles offers a full refund.