

U13 PLAYING FORMAT & RULES

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Version Control

Date	Version	Details	Author
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Approval

Delegation required for approval: Chief Executive Officer

Approving Officer

Name: Robert Cavallucci

Position: Chief Executive Officer

Dated: 20/11/2023

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General

The U13 Playing Format and Rules should be read in conjunction with the Statewide Rules of Competition and/or Advanced Rules of Competition.

Key Details		
Number of Players	9 v 9 Including Goalkeeper. Max of 5 substitutes	
Number of Team Officials	Maximum of 5 Team Officials	
Field Size Length	Maximum: 65 wide - 75m long Minimum: 45 wide - 55m long	
Goal Size and Type Height	Height: 2m Width: 5m Permanent or portable goal must be compliant with the Australian Competition and Consumer Commission's Consumer Notice No.28 of 2010. To comply with Australian Safety Standards, portable goals must be anchored securely to the ground.	
Field Marking	Painted lines are required and are recommended to be a different colour to the full field markings	
Penalty Area	Depth: 10m Width: 20m Penalty Spot 7m from goal line	
Duration of Game	2 x 35 minute halves Half Time: 5 minutes (Whistle to Whistle)	
Referee	FQ Appointed and or Teal Shirt or Club appointed referee	
Assistant Referee	FQ Appointed and or Teal Shirt or Club appointed Assistant Referees	
Interchange	Yes	
Ball Size	Size 4	
Points Table & Finals	Yes	
FIFA Laws Of The Game	Yes	

Number of players

Teams are permitted no more than 9 players on the field at any stage (including goalkeeper) and no more than 5 substitutes. No more than 14 players are permitted to participate in a fixture, all of which must be listed correctly on the Squadi Team Sheet prior to kick-off. A match may not start or continue if either team has fewer than seven players. If a team has fewer than seven players because one or more players has deliberately left the field of play, the referee is not obliged to stop play and the advantage may be played, but the match must not resume after the ball has gone out of play if a team does not have the minimum number of seven players.

Interchange

Interchange regulations apply to U13 competitions. All substitutions must be made at halfway and substitutes must enter at halfway. Players being substituted must leave the field of play via the nearest boundary (sideline or goal line).

Offside Law

The offside law will be included in this age group. 9v9 on the smaller sized pitch will help players learn the law, as there is less space between the halfway line and the opposition goals.

Penalties

In accordance with FIFA LOTG, a penalty kick will be awarded if a player commits a direct free kick offence inside their penalty area. All players must be behind the ball and a minimum of 5m from the Penalty Spot while a penalty kick is being taken.

Goalkeeper

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands, played from the ground with their feet, or kicked or dropkicked from their hands within 6 seconds. Once the ball has been released by the goalkeeper or placed on the ground, the game is live and they may be challenged.

Goal Kick

Goal kicks can be taken from anywhere within the penalty area. All opposition players must be a minimum of 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked and clearly moves. Players from the defending team may receive the ball inside the penalty area from a goal kick.

Throw-ins

Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

Corner Kicks

Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.

Discipline

All fouls will follow the FIFA Laws of the Game rules and regulations. Red or Yellow cards will be issued to players in these competitions. If a player receives a red card, the match official will instruct the player to leave the field of play for the remainder of the match and they cannot be replaced. Any player sent from the field of play may not stay in the technical area and the game will be stopped until they leave the area.

For any offense that results in a red card, the match official will be required to submit a red card report to FQ which may result in further disciplinary action for that player.

Sin Bin regulations will be applied to U13 competitions.

Match Officials

Where possible, FQ will continue to appoint Teal Shirt Referees to matches. Similar to the concept of the players learning the game through small sided football, FQ will also be utilising the format to help introduce new referees to the game. Clubs will be asked to arrange a club Assistant Referee as per normal. This breaks down barriers and allows parents to learn the rules of the game in a similar learning environment to the referees and players.

Field Marking and Layouts

All fields are required to be marked, including the penalty area, penalty spot and halfway line but in the reduced U13 format. Field markings must be marked with paint. The lines can be marked in the same colour as the main field although we recommend using different coloured paint for additional lines to avoid confusion of all participants.

Diagrams below illustrate the field markings to be used for U13 competitions. Maximum of two pitches on a full-size football pitch. Alternatively, one pitch can be set-up penalty box to penalty box.

U13 Field Marking Diagram:





