

Sierra Vista Soccer Club
Modified Laws of the Game for U10
Revised: 15 September 2018

LAW 1 - THE FIELD OF PLAY

A. Dimensions: the field of play must be rectangular. The length of the field is approximately 47 yards. Its width is approximately 30 yards.

B. Markings:

1. Halfway line: a line parallel to the goal lines is to be marked out from touchline to touchline.

2. Center circle: a circle with an eight (8) yard radius.

3. Corner arcs: arcs with a two (2) foot radius at each corner drawn inside the field.

4. Goal area: two (2) lines are drawn at right angles to the goal line, six (6) yards from the inside of each goalpost. These lines extend into the field of play for a distance of six (6) yards and are joined by a line drawn parallel with the goal line.

5. Penalty area: two lines are drawn at right angles to the goal line, 11 yards from the inside of each goalpost. These lines extend into the field of play for a distance of 11 yards and are joined by a line drawn parallel with the goal line.

6. Technical area: two yards back from the touchline, centered on the half line, and the same width as the center circle diameter.

7. A build out line drawn equidistant between the penalty area line and halfway line. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The build out line will also be used to denote where offside offenses can be called. 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 goal line.

C. Goal Size: from six (6) feet high by 18 feet wide minimum to eight (8) feet high by 24 feet wide maximum.

LAW 2 - THE BALL: ball size 4, accepted by the referee and provided by the home team.

LAW 3 - THE NUMBER OF PLAYERS

A. Maximum number of players on the field at the start of the match must be seven (7) per team, one of whom must be a goalkeeper. The minimum number is five (5). For the sake of good sportsmanship:

1. If a goal differential exceeds three (3), the team with fewer goals may add a player. If the goal differential exceeds five (5), the team with fewer goals may add another player to a maximum of nine (9). In the same manner, as the goal differential decreases, the extra players will be withdrawn from the field. (Note: this rule does not apply during tournaments)

2. If one team is short players, for example only six (6) players attend the game, then the opposing coach will also play with six (6).

B. Substitutions are unlimited and can occur at any stoppage. Substitutions must observe the following conditions:

1. The referee is informed and gives an accepted signal.
 2. Substitutes only enter the field of play after the players being replaced have left the field.
 3. Keeper substitutions require notification to the referee, even at half time.
 4. If a team substitutes for an injured player, the other team may also substitute one player.
- C. Each player must play a minimum of 50% of the total playing time.

LAW 4 - THE PLAYERS' EQUIPMENT

A. Footwear: tennis/gym shoes or soccer style cleats. No cleats permitted that have a toe cleat including baseball or football cleats. A toe cleat may be removed (cut off) to make the shoe legal.

B. Shin guards: mandatory and must be covered entirely by the stockings. No part of the shin guard can be exposed. You must put the shin guard on first then put the sock over the shin guard. Players will not put their socks on first then fold their socks over the shin guard. If players apply tape or other similar material externally to the sock, it must be the same color as that part of the sock to which it is applied.

C. The players' jersey colors should be different from those of the opposing team. If a conflict arises, the home team is responsible for providing alternate uniform colors.

D. The Keeper jersey shall be of a color significantly different from the color of any other player.

E. Soft-billed hats are generally only permitted for the Keeper to keep the sun out of his eyes.

F. All jewelry is strictly prohibited - rings, necklaces, bracelets, earrings, metal or hard plastic barrettes, etc.

G. If compression shorts or sweat pants are worn under the uniform shorts, they must be the same color as the shorts.

H. Some items are at the referee's discretion based on safety considerations (e.g. soft casts).

I. Hard casts (made of plaster, fiberglass, etc.) and splints (made of plastic or containing metal) are prohibited.

J. Distinctive clothing (hats, sweatbands, headbands, etc.) that is not part of the uniform is generally prohibited, except for the keeper.

LAW 5 - THE REFEREE: USSF Registered referee.

LAW 6 - THE ASSISTANT REFEREES: use registered referees or club linesmen/women.

LAW 7 – THE DURATION OF THE MATCH: two (2) 25-minute halves. The half-time interval is ten (10) minutes. The referee controls the official time. However, due to scheduling constraints, the game must end on time. Therefore, any delay in the start of the game will result in a reduction of time from each half in an approximately equal amount.

LAW 8 – THE START AND RESTART OF PLAY

- A. Restarts should be in accordance with FIFA rules.
- B. When the referee stops the match for an injured player to be assisted or due to any unusual situation (e.g. coyote on the field), the game shall be restarted by a drop ball.
- C. For the sake of good sportsmanship, it is highly recommend that the team in possession of the ball kick it out of bounds to force a stop in play when an injury occurs on the field. On the restart, the team throwing the ball inbounds will then throw it to the opposing team.

LAW 9 – BALL IN AND OUT OF PLAY: see Laws 15, 16, & 17.

LAW 10 – THE METHOD OF SCORING: conforms to FIFA.

LAW 11 – OFFSIDE: conform to FIFA and IAW Law 1 above (Build out line).

LAW 12 – FOULS AND MISCONDUCT: conform to FIFA with the following exceptions.

- A. The opposing team will be at least eight (8) yards away from the ball for-starts and re-starts.
- B. Slide tackling is not allowed.
- C. IAW United States Soccer Federation (USSF) and Arizona Youth Soccer Association (AYSA) rules, heading is not allowed in U10. If, during the course of a match, a header is performed, play will be stopped and will resume with an indirect kick for the opposing team.

LAW 13 – FREE KICKS: conform to FIFA.

LAW 14 – THE PENALTY KICK: conform to FIFA.

LAW 15 – THROW-IN: conform to FIFA.

LAW 16 – GOAL KICK: conform to FIFA.

LAW 17 – CORNER KICK: conform to FIFA with the following exception:

- A. Opponents must be eight (8) yards from the ball.

FIFA Laws of the Game are available at
<http://www.svsoccer.net/clubsite/?p=8952>