

# U9/10 Modified Playing Rules

## Law I-The Field:

Dimensions: The field of play shall be rectangular.

Width – Minimum 35 yards – Maximum 45 yards

Length – Minimum 55 yards – Maximum 65 yards

Markings: Distinctive lines not more than (5) inches wide.

A halfway line shall be marked out across the field.

A center circle with an eight (8) yard radius.

Four corner arcs each with a One (1) yard radius.

Goal area: Eight (8) yards Wide and four (4) yards into the field of play joined by a line drawn parallel with the goal line.

Penalty Area: Twenty-four (24) yards wide and twelve (12) yards into the field of play joined by a line drawn parallel with the goal line. Within the penalty area a penalty mark is made eight (8) yards into the field of play centered between the goal posts.

Goals: The size of goals will be 7 x 21 feet.

## Law II-The Ball:

Size: Four (4)

## Law III-Number of Players:

Maximum number of players on the field at any one time is seven (7), one of which must be the Goalkeeper.

Minimum number of players to start a match is five (5).

Maximum number of players on the roster should not exceed thirteen (13) players.

Substitutions: Anytime ball is out of play with the permission of the Referee.

## Law IV-Players Equipment:

Players may not wear any item of equipment that may be dangerous to themselves or others. Tennis shoes or soft-cleated soccer shoes are recommended.

Shinguards are mandatory.

Ear rings, necklaces, wrist bracelets and “hard” hair barrettes are examples of jewelry that should be removed.

**Law V-The Referee:**

Two (2) official licensed referees will be assigned to each field.

**Law VI- Assistant Referee:**

Not used at the U9/10 Level.

**Law VII-Duration of the Game:**

The game shall be divided into two (2) equal, twenty-five (25) minute halves.

There shall be a half-time break not to exceed five (5) minutes.

**Law VIII-The Start of Play:**

Conform to FIFA, with the following exception: Opponent must be eight (8) yards from the ball until it is in play.

**Law IX-Ball In and Out of Play:**

Conform to FIFA: Ball must completely cross over goal line or touch line to be out of play.

**Law X-Method of Scoring:**

Conform to FIFA: Ball must completely cross over goal line and between posts and beneath crossbar to be a goal.

**Law XI-Off-Side:**

Teaching offside is very strongly encouraged to develop your players and better prepare them for the next age level. However, in an effort to continue the flow of the game as they learn, offside will not be strictly called and no stoppage of play unless, in the opinion of the referee, the player is blatantly/purposefully in the offside position (approximately 5 yards or more).

**Cherry picking will NOT be allowed.** Players may not obviously and repeatedly be planted on their attacking half. This is considered unsportsmanlike behavior.

**Law XII-Fouls and Misconduct:**

Conform to FIFA with the following exception:

Opponents must be eight (8) yards away.

An indirect free kick will be awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponent's penalty area.

There is no deliberate heading of the ball an indirect free kick will be awarded to the opposing team at the spot of the infraction. If the deliberate header 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.

**Law XIII-Free Kicks:**

Conform to FIFA with the following exception:

Opponents must be eight (8) yards away

**Law XIV-Penalty Kicks:**

Penalty Mark is located eight (8) yards into the field of play centered between goal posts.

Opponents are at least eight (8) yards from the penalty mark and outside the penalty area and arc.

**Law XV-Throw-In:**

Conform to FIFA

**Law XVI-Goal Kick:**

Conform to FIFA.

**Law XVII-Corner Kick:**

Conform to FIFA with the exception that opponents must remain at least eight (8) yards from the ball until it is in play.