

GHCSA – YOUTH SOCCER

SNAPSHOT OF LOCAL LEAGUE RULES FOR UNDER 10 (9 versus 9) GAMES

08/11

This is not a comprehensive definition of the rules, only a summary. All rules are to be based upon the principles of the FIFA Laws of the Game with modifications allowed for small-sided play.

LAW 1 – THE FIELD:

- Recommended dimensions: **50 yards by 75 yards**
- Field Markings to include touchlines, halfway line, goal lines, and;
 - Center Mark with a **8 yard** radius Center Circle.
 - Goal Area Box measuring **19 yards** wide and **6 yards** deep
 - Penalty Mark is set **10 yards out from center of goal**
 - Penalty Area **measuring 35 yards wide and 14 yards deep**
 - Corners marked with **3 foot** radius arc and corner flags.
- Goals: **7 feet** high by **7 feet** wide with net in good condition

LAW 2 – THE BALL:

Size **four (4)** ball, properly inflated, in good condition.

LAW 3 – PLAYERS:

- Each team will have at least **8 and a maximum of 9 players (1 being the Goal Keeper) on the** playing field at any one time.
- Each player given opportunity to play at least 50% of game.
- Goal Keeper must have on a different color jersey or pinnie** to distinguish from team and referees. Please do not use yellow.
- No player shall serve as Keeper for more than 50% of game.**
- Unlimited substitutions may be made with permission from Referee at:
 - a throw-in for team in possession only. (No substitutions on corner kicks will be allowed)
 - a goal kick, after a score, or injury by either team,
 - start of each quarter and at half time by either team.
 - for the player (only) being issued a yellow card.**

LAW 4 – PLAYERS EQUIPMENT:

- YMCA provided jersey and solid black shorts to be worn on top of all other clothing and must be tucked in. If the opposing team jerseys are of same color, then the home team must put on pinnies over jersey.
- Tennis shoes or soft cleated soccer shoes.
- Proper shin-guards are mandatory, worn under the sock.
- Absolutely no jewelry (includes ear rings), wristwatches, or casts.

LAW 5 – REFEREE:

- Scheduled by Referee Assignor - USSF **Grade 8 Referee** certification desired.
- Enforces the Laws of the Game, keeps time and game report, stops play for foul or injury, determines if field and equipment appear safe, stops game if needed, may require Coach to leave field for improper conduct, gives advantage when warranted, determines proper restart, has final decision on play and fouls.
- Holds pre-game meeting with Coaches and Players.
- Indicates direction of play after each whistle or stoppage of play
- May correct a decision if ball has not yet been put back into play.
- Referee may decide to stop the game for weather. Play continues if cold or light rain. Any indication of lightning = immediate stop.
- Referee to report all misconduct to the league.

LAW 6 – REFEREE LINESMAN:

- Two Assistant Referees needed**, USSF Grade 9 certification required.
- Uses sideline flags to indicate misconduct, substitution requests, off-side fouls, and possession when ball goes out of play for throw-ins, corner, or goal kicks. Referee may over-rule.

LAW 7 – DURATION OF THE GAME:

- Two continuous 25 minute halves** with half time break (5 minutes).
- Referee game clocks will begin at designated game times. Referee to deduct time from game if start is delayed to prevent delay to next game.

LAW 8 – START OF PLAY:

- Prior to commencement of game, the Referee shall conduct equipment check, prayer, and coin toss.
- Referee to toss coin and give the call to visiting team captain Winner has choice of goal. Opposing team is awarded kickoff.
- Game starts by player kicking ball forward from Center Mark. The kicker cannot be the first player to re-touch the ball. Opposing team must be outside center circle until ball is played.
- After a score, opposing team kicks off in the same manner.
- At half time, teams change ends and opposite team kicks-off.
- A goal may be scored directly from a kick-off (no Goalie).**

LAW 9 – BALL IN AND OUT OF PLAY:

The ball is in play at all times except for:

- When ball has wholly crossed a goal line or touchline.
- When game has been stopped by the Referee.

LAW 10 – METHOD OF SCORING:

- Ball must wholly cross goal line between goal posts.
- Referee should point at Center Mark to indicate a scored goal.
- Scores will be recorded and reported by Referee.
- Charging the Keeper is not allowed if hand is in contact with the ball. Players shall not kick at Keeper while catching or on ground.**

LAW 11 – OFFSIDE:

- Player is in offside position if nearer to goal line than both the ball and the last defender (not including the Goal Keeper). It is not a foul to be in offside position while not involved in active play.**
- Player is not offside; while on own side of field, level (or even) with the last defender, or on a throw-in, goal kick, or corner kick.**
- Offside foul (“indirect” free kick) occurs when a player in offside position becomes active in the play, interferes with opponent, or gains an advantage on a deflection.**

LAW 12 – FOULS AND MISCONDUCT:

- Fouls include hitting, kicking, tripping, jumping upon, charging, pushing, holding, handling or other dangerous or non-sportsmanlike conduct. **Proper sliding tackles are allowed.**
- Deliberate ball “handling” (hand or arm) for the purpose of gaining control of the ball or preventing a score is a foul. Protecting oneself from a hard kicked ball is not a foul. **Keepers cannot “handle” a pass or re-start from a teammate.**
- Referee indicates a foul by whistle and gives direction of the free kick being awarded. Fouls to be explained to the offending player.
- On a free kick, kicker cannot be the first player to re-touch the ball. “Two touches” on a kick-off or free kick is an “indirect” foul.
- Players may be warned (yellow card) for unsporting behavior, dissent, repeatedly breaking rules, delaying restarts, not respecting required distances, and leaving/entering field without Referee permission.**
- Referee may “send-off” (red card) players for serious foul play, violent conduct, spitting at others, denying an obvious goal by handling (except for Keeper) or by foul, insulting or abusive language or gestures, or by receiving two cautions in same game. Player must leave the vicinity of the game.**

LAW 13 – FREE KICKS:

- May be “direct” or “indirect” depending on foul called.**
- “Indirect” foul free kick means the goal can only be scored if the ball subsequently touches another player before entering goal. **Most fouls (except those called on Goalie) result in “direct” kicks.**
- Opposing team must be at least **8 yards** from spot of any free kick.
- Kicking team does not have to wait on Referee signal to take a free kick, but should allow opponents to quickly clear the area.**
- If a free kick is taken within Penalty Area by Defender, ball is not in play until it leaves Area. Opponents shall be outside of Area.**

LAW 14 – PENALTY KICK:

- Used if Defender commits “direct” foul within own Penalty Area.**
- Ball is placed on Penalty Mark, players stay outside of Penalty Area and behind Penalty Mark until kick is taken, kicker is identified, and Referee confirms Keeper is ready. Keeper stays on Goal Line until ball is kicked. Referee signals to start the kick.**
- Failure to abide by Penalty Kick procedures shall result in a re-kick (if by kicking team who subsequently scored or failure by defending team) or “indirect” foul (failure by kicking team).**

LAW 15 – THROW-INS:

- Used when the ball is kicked out of play across a sideline. The throw-in is awarded to the team that did not touch the ball last.
- The throw-in to be taken where indicated by the referee.
- Player must have both feet in contact with the ground and behind the touchline while making the throw. Player to use both hands to deliver the ball from behind and over the head.
- Defenders must be 2 yards from thrower.
- Improper throw-in technique results in change of possession.
- Thrower cannot be the first to re-touch the ball (foul).
- A goal may not be scored directly from a throw-in.

LAW 16 – GOAL KICK:

- Used by defending team after an attacking player kicks ball out of play across goal line. Referee to indicate by pointing at goal area.
- The ball is placed in the defender’s goal area and kicked into play.
- Attackers must be outside of Penalty Area. Ball is not in play until it leaves Penalty Area.**
- A goal may be scored directly by a Goal Kick.**

LAW 17 – CORNER KICK:

- When a defending player kicks the ball out of play across the goal line, a corner kick is awarded to the attacking team. Referee should indicate by pointing at the corner to be used.
- The ball is placed on the corner arc nearest the side where it went out. Corner flag may not be moved.
- The defending team must be at least **8 yards** from the corner arc (foul). Referee to direct players to step back if too close.
- A goal may be scored directly by a corner kick.

LAW 18 – COACHES and PARENTS:

- No tobacco products or alcoholic beverages allowed.
- Coaches, parents and spectators shall respect the emphasis of the YMCA’s Youth Soccer Program towards the development of all participants (players, referees, and coaches). This is a **developmental, recreational league**.
- Coaches must visibly display the NTSSA issued identification badge to be on the field or on team’s sideline during games.
- Only Referees and players are allowed on the field during play.**
- No one should be allowed to run along sidelines during play, be behind the goal lines, or be within 10 yards of goal lines. **Coaches shall wait for Referee to stop play before coming onto the field to attend to an injured player (prevents more injuries).**
- Parents and spectators should be on other side of field from coaches and players and shall not yell at or disrespect the players of either team, the coaches, the referees, or other spectators. Coaches are held responsible for parents’ behavior.
- Referees may issue yellow/red cards for unsportsmanlike conduct.
- Coaches and players shall shake hands after each game. No “score-boarding”, insults, or taunting allowed.

Blue Text Indicates Changes from U4 Division