



10U Laws of the Game Soccer

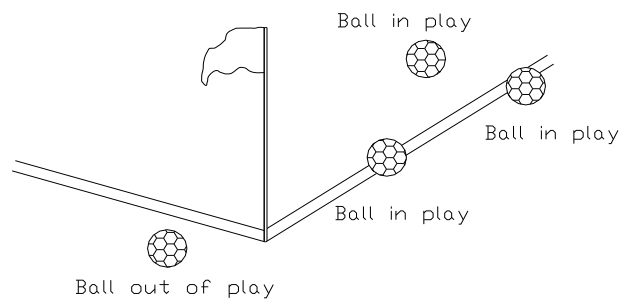
- Law 1, The Field: The following fields at FNC Park, conforming to the guidelines set by the Mississippi Youth Soccer Association, are for 10U soccer: The Grove Field “B” and The Pitch
- Law 2, Ball Size: Size four (4).
- Law 3, Number of Players:
- a. On Field 7 v 7, one of whom must be a goalkeeper
 - b. Substitutions Players shall enter and leave the field at the half-line. Player cannot enter field until substituted player is off of the field. The number of substitutions shall be unlimited with the consent of the referee at the following times:
 - 1. Prior to a throw-in your favor
 - 2. Prior to goal-kick by either team
 - 3. After a goal by either team
 - 4. For an injured player(s) when the referee stops play (opposing team may substitute an equal number of players
 - 5. At half time
 - 6. For a cautioned player(s) (opposing team may substitute an equal number of players
 - c. Playing Time Each player SHALL play a minimum of 50% of each game.
- Law 4, Player’s Equipment:
- 1. A player must not use equipment or wear anything dangerous to himself or another player (including any kind of jewelry).
 - 2. A jersey or shirt must be worn
 - 3. Shinguards are MANDATORY
 - 4. Socks must cover the shinguards
 - 5. Footwear **(CLEATS WITH “FRONT” CLEAT ARE NOT ALLOWED)**
 - 6. Goalkeeper must wear colors which distinguish him from other players, referees, and assistant referee.
- Law 5, The Referee: As per FIFA, each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed.
- Law 6, Assistant Referee: Up to two assistant referees may be appointed whose duties are subject the decision of the referee.
- Law 7, Duration of Match: The match shall be divided into four (4) equal, twelve (12) minute quarters. There shall be a two (2) minute break between quarters and a five (5) minute break for halftime.
- a. Lost Time There shall be an allowance for lost time at the end of either half, which is at the discretion of the referee.
 - b. Extra Time There is no extra time. Matches that end in a draw will remain a draw.
- Law 8, Start of Play: Kick-off
- 1. At the start of the match
 - 2. After half time
 - 3. After a goal is scored
 - 4. A goal may be scored directly from the kick-off
 - 5. All players must be in their own half of the field
 - 6. Opposing team players must be out of the center circle
 - 7. The ball is in play when it is kicked and moves forward



8. The kicker cannot touch the ball a second time until it has touched another player
9. After a team scores a goal, the kick-off is taken by the other team

Law 9, Ball in & Out of Play:

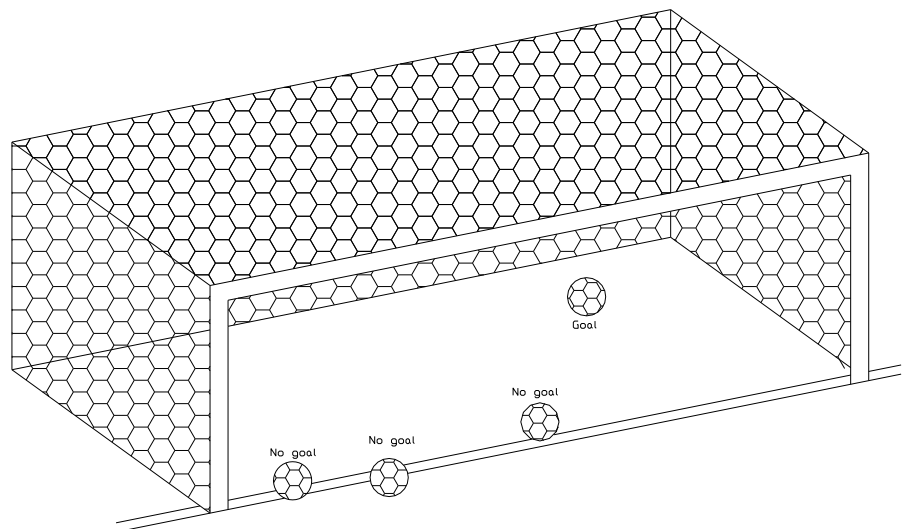
1. Out of play is determined by the ball not the player touching the ball.
2. For the ball to be out of play, the whole ball must be across the line
3. If any portion of the ball is on the line then the ball is in play
4. The ball is out of play on the ground or in the air if the whole ball is over the line
5. A player can play the ball even if the player is out of bounds
6. A ball that crosses the line in flight but comes back into play is out of play where it crossed the line
7. A ball is in play that strikes a corner flagpost, goal post, or goal cross bar and remains in the field of play
8. The referee is part of the field of play. The ball that makes contact with the referee and remains in the field of play is still in play.



Law 10, Scoring Method:

A goal is scored when the whole of the ball passes over the goal line (on ground, in air, or in goalie's possession), between goal posts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

A goalkeeper punting/kicking the ball from his own goal area may NOT score directly into the opponent's goal. Balls played from the goalkeeper MUST be touched by another player on the field in order to score.





Law 11, Offside:

It is not an offense in itself to be in an offside position. A player is NOT in offside position if:

1. He is in his defending side of the build out line.
2. He is level with the second last opponent
3. He is level with the ball
4. He is level with the last two opponents
5. He receives the ball directly from goal kick, corner kick, or throw-in

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

1. Interfering with play
2. Interfering with an opponent
3. Gaining an advantage by being in that position

Law 12, Fouls & Misconduct:

a. Direct Free Kick

A DIRECT free kick will be awarded to the opposing team when a player commits any of the following offenses considered by the referee to be careless, reckless or using excessive force:

1. Kicks or attempts to kick an opponent
2. Trips or attempts to trip an opponent
3. Jumps at an opponent
4. Charges an opponent
5. Strikes or attempts to strike an opponent
6. Pushes an opponent
7. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

A DIRECT free kick is also be awarded to the opposing team when a player:

1. Holds an opponent
2. Spits at an opponent
3. Handles the ball deliberately (except for the goalkeeper within his own penalty area)

A DIRECT free kick is taken from where the offense occurred.

b. Indirect Free Kick

An INDIRECT free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following offenses:

1. Takes more than six seconds while controlling the ball with his hands before releasing it from his possession
2. Touches the ball again with his hands after it has been released from his possession and has not touched any other player
3. Touches the ball with his hands after it has been deliberately kicked to him by a team-mate
4. Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

5. **Added spring 2016:** When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. 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 point nearest to where the



infringement occurred. If a player does not deliberately head the ball, then play should continue.

6. **Added fall 2016:** 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.

An INDIRECT free kick is awarded to the opposing team if a player, in the opinion of the referee:

1. Plays in dangerous manner
2. Impedes the progress of an opponent
3. Prevents the goalkeeper from releasing the ball from his hands
4. Commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or send off a player.

An INDIRECT free kick is taken from where the offense occurred

c. Disciplinary Sanctions

Conforming to the FIFA Laws, the YELLOW card is used to communicate that a player has been cautioned. The RED card is used to communicate that a player has been sent off and must leave the vicinity of the field of play and coaching area. The referee has the authority to take disciplinary sanctions from the moment he enters the field of play until he leaves the field of play after the final whistle.

Sending-off (RED card) offenses include:

1. Serious foul play
2. Violent conduct
3. Spitting at an opponent or any other person
4. Denying the opposing a team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (excluding the goalkeeper in his own penalty area) or by any other offense punishable by a free kick or penalty kick.
5. Using offensive, insulting or abusive language and/or gestures.
6. Receiving a second YELLOW card in the same match.

Law 13, Free Kicks:

Free kicks are either DIRECT or INDIRECT. All opposing players must remain eight (8) yards from the ball until it is played.

DIRECT KICKS kicked directly into an opponents' goal result in a goal.

INDIRECT KICKS can only result in a goal if the ball is subsequently touched by any other player before it enters the goal.

Law 14, Penalty Kicks:

A penalty kick is awarded against a team which commits one of the ten offenses for which a direct free kick is awarded, inside his own penalty area and irrespective of the position of the ball, provided it is in play. All other players must remain 8 yards away from the penalty spot until the ball is kicked.

Law 15, Throw-In:

When the whole of the ball, having last touched a player, passes over the touch line, either on the ground or in the air, the opposing team is awarded a throw-in from the point where it crossed the touch line.

The player throwing the ball in must face the field of play, have part of each foot on the ground outside the touch line, use both hands and deliver the ball from behind and over his head.



The thrower may not touch the ball again until it has touched another player. The ball is in play immediately as it enters the field of play. A goal cannot be scored directly from a throw-in.

Law 16, Goal Kick:

When the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, the defending team will be awarded a goal kick.

The ball is kicked from any point within the goal area by a player of the defending team. Opponents remain outside the penalty area until the ball is in play.

The kicker does not play the ball a second time until it has touched another player. The ball is in play when it is kicked beyond the penalty area. A goal may be scored directly from a goal kick, but only against the opposing team.

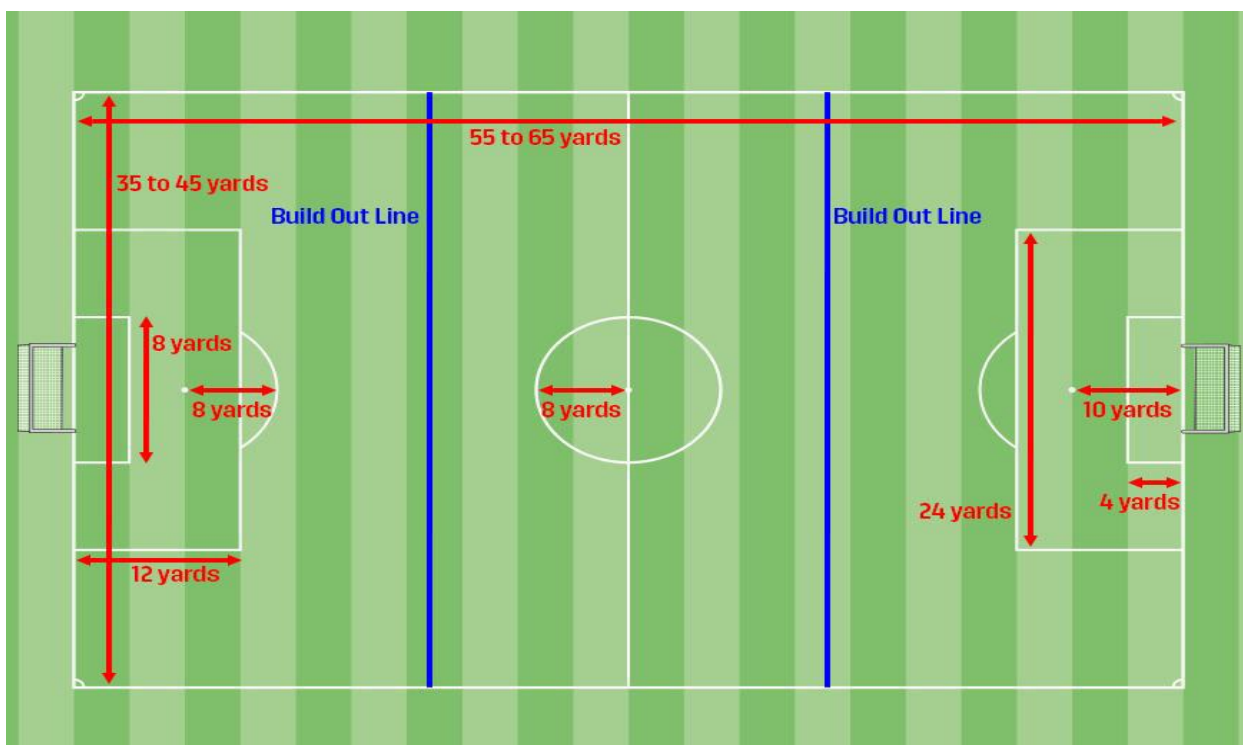
Law 17, Corner Kick:

When the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, the attacking team will be awarded a corner kick.

The ball is placed inside the corner arc at the nearest corner flagpost. The corner flagpost is not moved. Opponents remain at least eight (8) yards from the ball until it is in play. The ball is in play when it is kicked and moves.

The kicker does not play the ball a second time until it has touched another player. A goal may be scored directly from a corner kick, but only against the opposing team.

BUILD OUT LINES *New to 2016/17



In addition to the standards, U.S. Soccer also believes that certain rules are needed to promote development. For the 7v7 game, the field will include build out lines to promote individual skills and facilitate game flow.



- The build out line is used to promote playing the ball out of the back in an unpressured setting. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate.
- Punting the ball is **not** allowed as this would defeat the purpose of the build out line and reduces the opportunity to play out of the back in an unpressured setting.
- After the ball is put into play, the opposing team can then cross the build out line and play can resume as normal.
- Build out lines will now denote where offside offenses can be called. They have also moved the build out line to $\frac{1}{2}$ between the penalty area and the half field line for this purpose:
“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.”