

# **Sarpy County Soccer Association**

## **U-09 and U-10 Boys and Girls**

### **Laws of the Game**

#### **Law 1 – The Field of Play:**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length:      minimum 45 yards      maximum 60 yards

Width:        minimum 35 yards      maximum 45 yards

Field Markings: The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: A goal area is defined at each end of the field as follows: Two 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. The area bounded by these lines and the goal line is the goal area.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yard from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Flagposts: A flag is placed at each corner. Flags may also be placed at each end of the halfway line, not less than one (1) yard outside the touchline.

The Corner Arc: A quarter circle with a radius of one (1) yard from each corner flag post is drawn inside the field of play.

Goals: The goal is 6 x 18 feet. Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

**Law 2 – The Ball:** The ball must size four (4).

**Law 3 – The Number of Players:** A match is played by two teams, each consisting of not more than six players, one of whom is the goalkeeper.

Substitutions: At any stoppage and unlimited.

Playing time: Each player shall play a minimum of 50% of the total playing time.

No slide tackles to be allowed in this age group.

**Law 4 – The Players Equipment:** The basic equipment of a player is a jersey, shorts, socks, shinguards and footwear. Shinguards are covered entirely by the stockings. Shinguards provide a reasonable degree of protection. Uniforms must be worn to distinguish teams. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Law 5** – The Referee: Certified registered referee will be used for all matches. All infringements shall be briefly explained to the offending players.

**Law 6** – The Assistant Referees: Not required. May use club linesmen, if desired.

**Law 7** – The duration of the Match: The match shall be divided into two (2) equal, twenty five (25) minute halves. There shall be a half-time interval of five (5) minutes.

**Law 8** – The Start and Restart of Play: A coin is tossed and the team, which wins the toss, decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team, which wins the toss, takes the kick-off to start the second half of the match. In the second half of the match, the teams change ends and attack the opposite goals. The distance the defending players must be away from the ball until it is kicked is the same as the radius of the center circle. A kick-off is a way of starting or restarting play: at the start of the match, after a goal has been scored, at the start of the second half of the match. A goal may be scored directly from the kick-off. Opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

**Law 9** – The Ball In and Out of Play:

The ball is out of play when:

- It has wholly crossed the goal line or touch line whether on the ground or in the air.
- Play has been stopped by the referee.

The ball is in play at all other times, including when:

- It rebounds from a goalpost, crossbar or corner flag post and remains in the field of play.
- It rebounds from the referee when on the field of play.

**Law 10** – The Method of Scoring: A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal. The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is a tie. In tournament play, matches ending in a tie, competition rules involving extra time will determine the winner of a match.

**Law 11** – Offside: There shall be **NO OFFSIDE** called during these games.

**Law 12** – Fouls and Misconduct:

- Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force. Some of the offenses are: kicks or attempts to kick an opponent, trips or attempts to trip an opponent, jumps at an opponent, charges an opponent, strikes or attempts to strike an opponent, pushes an opponent. A direct free kick may also be awarded to the opposing team if a player tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball, holds an opponent, spits at an opponent, or handles the ball deliberately. A direct free kick is taken from where the offense occurred.

- Penalty Kick

A penalty kick is awarded if any of the offenses is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

- 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 offenses. An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee plays in a dangerous manner, impedes the progress of an opponent, prevents the goalkeeper from releasing the ball from his hands, commits any other offense, for which play is stopped to caution or dismiss a player. The indirect free kick is taken from where the offense occurred.

**Law 13 – Free Kicks:** Free kicks are either direct or indirect. For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player.

- Direct Free Kick – If a direct free kick is kicked directly into the opponent's goal, a goal is awarded.
- Indirect Free Kick – A goal can be scored only if the ball subsequently touches another player before it enters the goal.

The distance the defending players must be away from the ball until it is kicked is the same as the radius of the center circle.

**Law 14 – The Penalty Kick:** A penalty kick is awarded against a team which commits one of the offenses for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick. The penalty mark is ten (10) yards from the center of the goal line. The defending goalkeeper remains on his goal line, facing the kicker, between the goalposts until the ball has been kicked. The player taking the penalty kick is properly identified and all other players are located inside the field of play, outside the penalty area, behind the penalty mark and at least eight yards (8) from the penalty mark.

**Law 15** – The Throw-In: A throw-in is a method of restarting play. A goal cannot be scored directly from a throw-in.

A throw-in is awarded:

- When the whole of the ball passes over the touch line, either on the ground or in the air.
- From the point where it crossed the touch line.
- To the opponents of the player who last touched the ball.

**Law 16** – The Goal Kick: A goal kick is a method of restarting play. A goal may be scored directly from a goal kick, but only against the opposing team. A goal kick is awarded 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, and a goal is not scored in accordance with Law 10. The ball is in play once it has left the goal area.

**Law 17** – The Corner Kick: A corner kick is a method of restarting play. A goal may be scored directly from a corner kick, but only against the opposing team. A corner kick is awarded 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, and a goal is not scored in accordance with Law 10.

## ADVANTAGES OF PLAYING SMALL SIDED GAMES

- More time with the coach/facilitator.
- Energetic workouts due to playing both offense and defense.
- Children are physically more efficient in smaller space.
- Children are actively involved for a longer period of time.
- It takes less time to score a goal or advance to goal.
- Greater success rate for the players.

## SOCCER RECOMMENDATIONS

- Opposing coaches, players and parents should shake hands after each match.
- Parents/coaches, non-participating players and spectators should be there to enjoy and encourage the activity of the youngsters.
- Spectator and team benches should be on opposite sides of the field.
- No alcoholic beverages or tobacco products will be consumed or allowed near the playing area.
- Coaches of U9/10 teams should attend the U10/U12 Youth Module coaching course.