

ALL AGE LEVELS

LAW 3 THE NUMBER OF PLAYERS

- Substitution may occur at any stoppage of play and unlimited, with referee permission.

LAW 4 THE PLAYERS EQUIPMENT

- All Players should line up for equip inspection. No Hard casts, no jewelry (including taped over earrings)
- Non-uniform clothing is allowed based on weather conditions, but uniforms must distinguish teams.

LAW 5 THE REFEREE

- The referee is empowered to cause the removal of any coach, player, spectator who is disruptive or who has displayed behavior contrary to the spirit of the game and/or the rules of play.

LAW 8 THE START AND RESTART OF PLAY

- The 'Away' team will have the initial kick-off; therefore coin toss meeting is optional.
- No player captains shall be required for any teams during any matches.

LAW 12 FOULS & MISCONDUCT

- Whenever possible, the center referee should briefly explain an infraction to the offending player before allowing the restart of play.
- No Heading
 1. A player may not use his/her head to play the ball.
 2. The infraction consists in intentionally playing the ball with the head. If the referee determines that the ball struck a player in the head when the player is not trying to play the ball, the referee will allow play to continue.
 3. The penalty for playing the ball using the head is an indirect free kick at the spot of the infraction.
 4. If the infraction is committed within the goal area, the indirect free kick will be taken from the goal area line parallel to the end line at the nearest point to where the infraction occurred.

Concussions

- A) A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that match. Referees will include in their match report information about any player required to leave the field because of a suspected concussion.
- B) Referees will include in their match/game report information about any player (i.e., player #, name and team name) required to leave the field because of a suspected concussion or serious injury. This is listed in the web site game report as: [Serious injuries observed during the game](#)

ADDITIONAL MODIFICATIONS FOR U9-10 AGE LEVELS ONLY

LAW 1 THE FIELD OF PLAY

- Build Out Line and Keeper (Goalkeeper) Rule
 1. The Build Out Line is a line parallel to the End Line located equidistant between the top of the Penalty Area and the Center Line.
 2. When the keeper takes possession of the ball in their hands, the opposing team must retreat behind the build out line and remain there until the keeper puts the ball into play by throwing or passing the ball.
 3. The keeper may choose to put the ball in play at any time and accepts the position of the opponents.

LAW 2 THE BALL

- Size four (4) balls must be used for all matches and must be properly inflated.

LAW 3 THE NUMBER OF PLAYERS

- A match is played between teams, each consisting of not more than seven (7) players, one of whom is the designated goalkeeper
- A match may not start or continue if either team consists of fewer than five (5) players.

LAW 7 THE DURATION OF THE MATCH

- The game shall be divided into two (2) equal halves of twenty-five (25) minutes each.
- Half-time break of five (5) minutes.

LAW 11 OFFSIDE

- It is acceptable at the small-sided U10 level to let an offside infraction of a small distance take place without a stoppage in play to encourage the continuity of play and spirit of game.
- Players cannot be penalized for an offside offense between the halfway line and build out line.

LAW 12 FOULS & MISCONDUCTS

- No Goalkeeper Punts
 1. A goalkeeper who has taken possession of the ball in his/her hands may not put the ball in play by punting or drop kicking the ball.
 2. If a goalkeeper punts or drop kicks the ball, the opposing team is awarded an indirect free kick from the spot of the offense.
 3. If the punt occurs within the goal area, an 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 13 FREE KICKS

- Opponents must make an immediate effort to be at least eight (8) yards away from the kick.

LAW 14 THE PENALTY KICK

- The Penalty Mark may be located 10 yards from the goal line.

LAW 16 THE GOAL KICK

- The opposing team must retreat behind the Build Out Line, and remain there until the ball is in play. The ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area.
- If the defending player is nearer to the opponent's goal than the Build Out Line when the goal kick is taken, the goal kick may be retaken.

LAW 17 THE CORNER KICK

- No defending player may be within eight (8) yards of the ball.