

ERVYSL U10 Playing Rules

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: 50 yards minimum 70 yards maximum

Width: 30 yards minimum 50 yards maximum

Field Markings: Distinctive lines not more than 4 inches wide. 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 6 yards is marked around it.

The Goal Area: A goal area is defined at each end of the field as follows: Two lines drawn at right angles to the goal line 5 yards from each goal post. These lines extend into the field of play for a distance of 5 yards and are joined by a line drawn parallel with the goal line.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines drawn at right angles to the goal line 10 yards from each goal post. These lines extend into the field of play for a distance of 10 yards and are joined by a line drawn parallel with the goal line.

The Corner Arc: Conform to FIFA

Goals: Goals must be placed centered on each goal line. The maximum size allowed is 7 feet in height by 21 feet in width. Goals may be smaller in dimension.

Goals must be anchored securely to the ground

LAW 2 – The Ball: Size 4

LAW 3 – The Number of Players: A match is played by two teams, each consisting of not more than 7 players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than 5 players.

Substitutions: At any stoppage of play and unlimited with referee permission.

Playing Time: Each player SHALL play a minimum of 50% of the total playing time. Teams and matches may coed.

LAW 4 – Players Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

LAW 5 – The Referee: Officials may be used if available. If no official is available, one coach per half of the match. Home team first half, visitor second half. Infringements shall be briefly explained to offending player.

LAW 6 – The Assistant Referee: None

LAW 7 – The Duration of the Match: The match shall be divided into two equal halves of 25 minutes. There shall be a half-time interval of 5 minutes.

LAW 8 – The Start and Restart of Play: Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least 6 yards from the ball until it is in play.

LAW 9 – The Ball In and Out of Play: Conform to FIFA

LAW 10 – The Method of Scoring: Conform to FIFA

LAW 11 – Offside: None

LAW 12 – Fouls and Misconduct: Conform to FIFA with the exceptions that all fouls shall result in an **INDIRECT** free kick. The referee/coach must briefly explain ALL infringements to the offending player. No cards shown for misconduct.

LAW 13 – Free kicks: Conform to FIFA with the exceptions that all free kicks are **INDIRECT** and opponents are at least 6 yards from the ball until it is in play.

LAW 14 – The Penalty Kick: None

LAW 15 – Throw-in: Conform to FIFA. One re-throw must be allowed if foul throw occurs. Referee shall explain proper method before allowing player to re-throw.

LAW 16 – Goal Kick: The goal kick should be taken anywhere within the goal area. Opposing players must be outside penalty area. Ball is in play when it is kicked directly out of penalty area.

LAW 17 – The Corner Kick: Conform to FIFA with the exception that opponents remain at least 6 yards from the ball until it is in play.

LAW 18 – **COMMON SENSE**

FIFA Laws of the Game can be found at www.usoccer.com/referee