

Soccer U9-U10 Rules.txt

Town and Country, 6-v-6 U9/U10 soccer rules

1. Ball/Field size: Size 4 soccer ball, 70x50 yard field
2. Number of players on the field: Maximum of 6 per team on the field including a goal keeper. A minimum of 5 players from each team must be present to start the game.
3. Number of players on the roster: Maximum of 10. Each player SHALL play a minimum of 50% of each half for which they are present.
4. Substitutions: You may substitute players at the half, on your team's kick-in, after a goal has been scored by either team, on either team's goal kick, or if play is stopped for an injury. You are allowed to borrow other players from the same age-group from another Town and Country team if you are going to be short. Playing ineligible players will result in disciplinary action by the league or state organization.
5. Equipment: Shin guards are required and must be worn inside the sock. Soft-cleated soccer shoes or tennis shoes are allowed. Baseball and football spikes are not allowed. No jewelry (including earrings), watches, hard hair bands or barrettes, or bracelets can be worn.
6. Referees: Game referees are provided by Town and Country. If a referee is not present by game-time, send a parent to the referee assigner room by the concession stands. Only the referee and players--not coaches--are allowed on the field during play.
7. Duration of the game: The game is divided into 2 halves of 25 minutes. The half-time break will last five minutes.
8. Kick-offs: Opponents should be outside the center circle when the kick-off commences. The ball must travel forward before another player touches it. The initial kicker may not kick the ball a second time until it has been touched by another player from either team.
9. Ball in and out of play: The ball is in play until it entirely crosses the touchline or goal line or until the referee stops play.
10. Scoring: The entire ball must cross the goal line between the goal posts and under the cross bar for a goal to be scored. Scores will be recorded. The referee will have the winning coach sign a game card. It is each coach's responsibility not to run up the score.
11. Off-side: The offside rule is enforced for U9/U10. For a full description of this rule see:
http://www.soccerhelp.com/Soccer_Tips_Dictionary_Terms_O.shtml#offside_rule
12. Fouls and misconduct: Fouls may result in direct, indirect, or penalty kicks. The referee will instruct the players as to the type of kick awarded at the time of the foul. Players may also be "carded" for committing intentional or flagrant fouls.
13. Goalkeeper safety: No player may attempt to kick the ball when the goalie has possession. Even if the goalie has only one hand on the ball and it is still on the ground, the goalie is considered to be "in possession" and the ball should not be kicked.

14. Throw-ins: Balls are brought in-bounds from the side line with a throw in. The player throwing the ball in must keep both feet on the ground during the throw and both hands on the ball.

15. Goal kicks: A goal kick restarts the game after the ball entirely crosses the goal line (outside the goal) and is last touched by an attacker. Opponents must be outside the penalty box (the big box around the goal). The ball may not be played by either team until it has left the penalty box. The kicker may not play the ball a second time until it has been touched by another player from either team.

16. Corner kicks: A corner kick restarts the game after the ball crosses the goal line (outside the goal) and is last touched by a defender. The ball must be placed inside the corner arc. The kicker may not play the ball a second time until it has been touched by another player of either team. Opponents must be five yards away from the ball.