

U10 Rules

The following rules apply to the Uxbridge Soccer Club - House League for U10. These are to be used in correspondence with Ontario Soccer - Small Sided Rules. Where a difference occurs, rules herein are to be followed.

1. The field size shall be 30-36 m wide, and 40-55m long, and shall be marked with lines.
2. Size 4 ball will be used for play.
3. 7 vs 7 – Including the Goal Keeper
4. Basic compulsory equipment shall consist of a jersey or shirt with sleeves, shorts, socks, shin guards, and appropriate footwear. Shin guards must be completely covered by the socks, made of rubber, plastic or a similar suitable material, and must provide a reasonable degree of protection. **Jewelry is not permitted and cannot be taped.**
5. A Referee will be assigned to each game.
6. Game Length: Two 25 minute halves with a 5 minute half time break.
7. After a goal, play will restart from midfield.
8. Offside will not be called.
9. All fouls are penalized with an indirect free kick. The opponent must be 3 meters away from the ball when it is being kicked. A goal may NOT be scored directly from a free kick.
10. Penalty Kicks will be awarded.
11. Pass-Ins will be used in place of throw-ins. A goal cannot be scored directly from a Pass-In.
12. Goal kick: At the taking of a goal-kick, the Retreat Line shall be applied. Please see "Implementation of the Retreat Line" below for a proper explanation.
13. Corner Kicks will be awarded.
14. Substitutions may be made during any stoppage, with the Referees permission.
15. Each Player shall get equal playing time.
16. Coaches are responsible for providing a game sheet to the Referee prior to game commencement.
17. Scores and standings will not be kept.

How the retreat line is implemented:

When the goalkeeper has the ball in their possession at a goal kick **or after making a save** the opposing team members would "retreat" to the predetermined area of the field (**1/3 field length**).

With the opposition retreating to the correct part of the field, the goalkeeper can now successfully throw or pass the ball to a team mate. Once the player receiving the ball from the goalkeeper touches the ball, the ball is in play and the opposition players can pressure and attempt to win the ball.

If the goalkeeper chooses not to wait for the opposing players to "retreat" and throws or passes the ball down the field, the ball is instantly in play and does not require a player from the goalkeeper's team to touch the ball first.

Opponents must be behind the retreat line and cannot cross the retreat line until the ball:

1. Is touched by a player of the team receiving the GK's distribution
2. Leaves the field of play
3. Crosses the retreat line. (If the goalkeeper chooses to play the ball across the retreat line prior to the opposition crossing the retreat line)