

# **Modified Playing Rules for U-8, U-9 and U-10**

## **All FIFA Laws Apply with the Following Modifications**

### **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: 45 Yards (minimum) to 60 Yards (maximum)
- Width: 35 Yards (minimum) to 45 Yards (maximum)

#### Field Markings:

- Distinctive lines not more than five (5) inches wide.
- Field of play is divided into two halves by a halfway line.
- Center mark is indicated at the midpoint of halfway line.
- Circle with a radius of eight (8) Yards marked around it.

#### Goal Area:

- Two (2) lines drawn at Right angles to goal line.
- Six (6) Yards from inside of goal from each goal post.
- 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.

#### 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, ten (10) Yards from the inside of each goal post.
- Lines extend onto field of play for a distance of ten (10) Yards and are joined by a line drawn parallel with the goal line.
- Area bounded by above lines and goal line is the penalty area.
- Within each penalty area is a penalty mark made eight (8) Yards from the midpoint between the goal points and equidistant to each of the goal points.
- An arc is drawn with a radius of eight (8) Yards from each penalty mark outside the penalty area.

#### Corner Arc:

- Where goal lines intersect touchline, and arc with a radius of one (1) Yard shall be marked.

#### Flag Posts:

- Flags no less than five (5) feet high or a cone shall be placed at intersections.

#### Goals:

- Must be placed at center of each goal line.
- Consist of two (2) upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar.
- Goal Size shall be six (6) Feet by eighteen (18) Feet, or seven (7) Feet by twenty-one (21) Feet.

- 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 should be Size Four (4).

### **Law 3 – The Number of Players**

- Match is played by two (2) teams.
- U-9, 10 Teams should consist of six (6) players, one of whom is the goalkeeper.
- Match may not start if either team consists of fewer than five (5) players.
- U 8 Teams shall consist of 5 players one of whom is the goal keeper
- Match may not start if either team consists of fewer than five (4) players

**Substitutions:** unlimited at any stoppage. With referee permission

### **Roster Size**

Shall not exceed a maximum number of twelve (12) players with a maximum of three (3) out-of-community players per team.

### **Game Rosters**

Teams that are short of players may move players from one registered team to another registered team. Players may move to older age groups. OLDER PLAYERS OR PLAYERS FROM HIGH DIVISIONS ARE NOT ALLOWED TO PLAY OR BE REGISTERED IN YOUNGER AGE GROUP OR LOWER DIVISION TEAM ROSTER. Rosters shall not exceed twelve (12) players.

### **Law 4 – The Players' Equipment**

- Player may not wear anything that is dangerous to himself or another player, including jewelry.
- Shin Guards are mandatory and should be covered entirely by the stockings.
- Shin Guards should be made of a suitable material and provide a reasonable degree of protection.

### **Law 5 – The Referee**

- A Registered Referee should be used, especially for Grade 9.
- In absence of a Registered Referee, a Coach/Assistant Coach or parent shall monitor the play.
- Primary concerns of the adults should be the safety and enjoyment of the players.
- All rule infringements shall be briefly explained to an offending Player.

### **Law 6 – The Assistant Referees**

- Assistant Referees are not required.
- A Club Linesperson may fill this role, if desired.

### **Law 7 – The Duration of the Match**

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

### **Law 8 – The Start and Restart of Play**

- Coin shall be tossed and the team that wins the toss decided which goal it will attack in the first half of match.
- Other team takes the kick-off to start the match.
- Team that wins the toss takes the kick-off to start the second half of the match.
- In second half of match, teams change ends and attack opposite goals.
- A goal may be scored directly from the kick-off.
- After a team scores a goal, the opposite team takes the kick-off.
- 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
  - Procedure:
    - All players are in their own half of the field
    - The opponents of the team taking the kick-off are at least eight (8) Yards from the ball until it is in play
    - The ball is stationery on the center mark
    - The referee gives the signal
    - The ball is in play when it is kicked and moves forward
    - The kicker does not touch the ball a second time until it has touched another player

### **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.

### **Law 10 – The Method of Scoring**

A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

#### **Running up the score**

When the score excess 5 goals by opposing team. 1 or 2 players must be removed by winning team or losing team may add 1 or 2 players until score is within 5 goals. Adding or removing players to limit the scoring is an agreement between the coaches and not a referee decision Referee must allow coaches to implement this rule

### **Law 11 – Offside**

None. Players shall not be permanently station in front of goal (indirect free kick at spot of foul).

### **Law 12 – Fouls and Misconduct**

A direct free kick is awarded to the opposing team if a player commits any of the following six (6) offences in a manner considered by the referee to be careless, reckless or using excessive force:

- 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 is also awarded to the opposing team if a player commits any of the following four (4) offences:

- Holds an opponent.
- Spits at an opponent.
- Handles the ball deliberately (except the goal keeper within his/her own penalty area).
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

An indirect free kick is awarded to the opposing team if a goal keeper, inside his/her own penalty area, commits any of the following four (4) offences:

- Takes more than six (6) seconds while controlling the ball with his/her hands before releasing it from his/her possession.
- Touches the ball again with his/her hands after it has been released from his/her possession and has not been touched by another player.
- Touches the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate.
- Touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a team-mate.

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 goal keeper from releasing the ball from his/her hands.

Indirect free kicks are taken from where the offence occurred.

- An indirect free kick is awarded to the opposing team at the center spot on the halfway line, if a goal keeper punts or drop-kicks a ball in the air from one penalty area into the opponents' penalty area.

### **Red and Yellow cards**

U-9, 10 only may be issued red or yellow cards

**U8 player** who blatantly tries to injure an opponent or who continually breaks the rules should be removed from the game. The player may be allowed to reenter the game after a cooling off period at the discretion of the coaches and referee.

### **Law 13 – Free Kicks**

- Opponents must be at least eight (8) Yards from the ball until it is in play.
- Ball must be stationary when kick is taken.
- Kicker cannot touch ball a second time until ball touches a second player.
- If a direct free kick is kicked directly into opponent's goal, then goal awarded.
- If an Indirect free kick is kicked directly into opponent's goal, the ball must first be touched by a team mate or opponent, before a goal is awarded
- If free kick is kicked into directly into the team's own goal, then a corner kick is awarded to opposing team.

### **Law 14 – The Penalty Kick**

A penalty kick is awarded against a team that commits one of these offences:

- 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
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

A goal may be directly scored from a penalty kick. Additional time is allowed for a penalty kick to be taken at the end of each half. When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full-time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goal posts and under the crossbar the ball touches either or both of the goal posts and/or the crossbar, and/or the goal keeper.

- Player taking penalty kick is properly identified.
- Defending goal keeper remains on his/her goal line, facing kicker, between the goal posts until the ball has been kicked.
- Players other than the kicker are located inside the field of play, outside the penalty area, behind the penalty mark and at least eight (8) Yards from the penalty mark.
- Referee does not signal for penalty kick to be taken until the players have taken up position.
- Referee decides when a penalty kick has been completed.

- Player taking penalty kick, kicks ball forward.
- Player taking penalty kick cannot play ball a second time until ball touches another player.
- Ball is in play when it is kicked and moved forward.

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

At the moment of delivering the ball, the thrower:

- Faces the field of play
- Has part of each foot either on the touch line or on the ground outside the touch line.
- Uses both hands.
- Delivers ball from behind and over his/her head.

The thrower may not touch the ball again until it has touched another player. The ball is in play immediately after it enters the field of play.

### **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:

- Whole or part of ball, having at least 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.
- Procedure:
  - Ball is kicked from any point within the goal area by a player of the defending team.
  - Opponents must remain outside the goal area and at least four (4) Yards from the ball until it is in play.
  - The kicker does not play the ball a second time until it has touched a second player.
  - The ball is in play when it is kicked directly beyond 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.

- Procedure:

- Ball is placed inside the corner arc at the nearest corner flag post.
- Corner flag post is not moved.
- Opponents remain at least eight (8) Yards from the ball until it is in play.
- Ball is kicked by a player of the attacking team.
- Ball is in play when it is kicked and moves.
- Kicker cannot play the ball a second time until it touches another player.

### **Coaches and Players Passes**

Coaches have the right to ask to have all passes checked by the referee before starting the game. Game shall not start or referee paid until passes are checked. It will not be consider a forfeit if referee refuses to check passes and coach refuses to play. **PASSES MUST HAVE PICTURES, BE STAMPED WITH AASL AND, LAMINATED TO BE VALID.** Players or coaches cannot participate without a valid pass unless approved by the assignor. **REFEREE SHALL HOLD PASSES UNTIL THE END OF GAME**

**REFEREE IS RESPONSIBLE FOR MAILING THE GAME REPORT TO THE ASSL**