

Middlesex Youth Soccer League Rules for 6v6 Soccer (U10)

During a match, conformance will be with all FIFA Laws of the Game except as otherwise noted..

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: minimum 45 yards maximum 65 yards
(US Youth Soccer Association recommends 60 yds)

Width: minimum 35 yards maximum 45 yards

Field Markings: Distinctive lines not more than five (5) 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 eight (8) yards is marked around it.

The Goal Area: A goal area is defined at each end of the field by two lines drawn at right angles to the goal line, six (6) yards from the inside of each goal post. These lines extend into the field of play for six (6) 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 are drawn at right angles to the goal line, ten (10) yards from the inside of each goalpost. These lines extend into the field of play for a distance of ten (10) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them.

Flagposts: Conform to FIFA.

The Corner Arc: A quarter circle with a radius of eighteen (18) inches from each corner flag will mark the corner arc.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is twelve (12) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet. Beginning Fall 2009 18 foot wide goals are also acceptable.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Law 2. The Ball

A. Size. A size four (4) ball will be used for all under-10 matches.

B. Replacement. The ball may not be changed or replaced during the match without the permission of the referee.

Law 3. Number of Players - Conform to FIFA except:

Players. A match is played by two teams, each consisting of not more than six (6) players, one of whom is the goalkeeper. A match may not start, or continue, if either team consists of fewer than four (4) players who are able to play. (US Youth Soccer recommends 5)

Playing Time. Each player should play a minimum of 40% (20 minutes) of the total playing time.

Substitutions. All substitutes should enter and leave the field at the halfway line. Players on the field may be replaced by a substitute under one of the following conditions:

- both teams prior to any throw-in provided that the team in possession of the ball substitutes, and that the substitutes are located properly at the halfway line.
- prior to a goal kick by either team,
- after a goal by either team,
- at half-time
- at the time of a caution, the cautioned player may be substituted

c) Substitutions may only be made with the referee's consent and only if the substitute players are ready to enter the game.

d) An injured player must be replaced if the referee stops the play for the injury. In such a case, the opposing team may have an equal substitution.

Law 4 – The Players Equipment: Conform to FIFA except:

Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

- Jersey or shirt with a visible number
- The HOME team must change shirts, or wear pinnies, if both teams are wearing the same or similar (in the referee's opinion) color shirts.
- Shin guards are to be made of a suitable material in order to provide a reasonable degree of protection and must be covered completely by the stockings during the match.
- The footwear shall be soft soccer cleats or sneakers.
- Each goalkeeper shall wear colors that distinguish him/her from the other players and the referee.

The following articles are not to be worn or allowed during a match:

- jewelry of any type
- all casts (even if padded)
- any other equipment the referee determines is dangerous

Law 5 The Referee - Conform to FIFA except:

- a) A currently registered USSF referee shall be used for all matches (grade 9 and higher).
- b) Referees shall be assigned per MYSL administrative rules 27, 28, 29 30 and 31.
- c) Referees are encouraged to explain all infractions of the Laws of the Game to the offending player(s) as the progress of the match permits. Due to the age of the players, such explanations are viewed as a method to educate the younger player.
- d) Referees will be allowed to leave the field fifteen minutes after game time if one team cannot field 4 (four) players
- e) *(U.S. Youth Soccer recommends 5 players)*

Law 6 Assistant Referees (Linesmen)

Club Linesmen may be used at the discretion of the referee, if necessary.

The linesmen's only responsibility shall be to indicate, to the referee, whether the ball is out of play.

Law 7 Duration of the Match Conform to FIFA except

- a) Periods of Play. The match shall be divided into two (2) equal halves of twenty-five (25) minutes each.
- b) Half-Time. The half-time interval shall be five (5) minutes.
- c) The allowance for time lost in either period is at the discretion of the referee.
- d) There will be no overtime in regular season matches.

Law 8 - Start of Play - Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

1. Preliminaries. Prior to the beginning of play, the referee shall summons a captain(s) from each team to the center of the field for the coin toss. The visiting team shall call the coin toss. The team which wins the coin toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team which wins the coin toss takes the kick-off to start the second half of the match.
2. Kick-off. A kick-off is a way of starting (or restarting) play. All players shall be in their own half of the field. All players of the opposing team shall be at least eight (8) yards from the ball until it is in play. With the ball stationary on the center mark, the referee shall give a signal to start play. The ball is in play when it is kicked and moves forward. The kicker shall not touch the ball a second time until it has touched another player. A goal may be scored on a kick-off.

Law 9 Ball In and Out of Play – Conform to FIFA

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, or play has been stopped by the referee.

In Play. The ball is in play at all other times including when:
it rebounds from a goal post, crossbar or corner flagpost and remain in the field of play; it rebounds off the referee when he/she is on the field of play.

Law 10 Method of Scoring - Conform to FIFA

A. Goal Scored. 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. A goal may be scored on a kick-off.

B. Winning Team. The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is a draw (tie).

Law 11 Off-Side

The off-side rule does not apply in an under-10 match.

Law 12 Fouls and Misconduct - Conform to FIFA except:

- 1) there are no penalty kicks.
- 2) there is no off-side.
- 3) Keeper distributions (punts, drop kicks and throws) may not travel in the air directly into the other penalty area. An indirect free kick from midfield is awarded to the other team if this happens.

Law 13 Free Kicks - Conform to FIFA except:

All free kicks will conform to the FIFA Laws of the Game with the exception that an opponent must be eight (8) yards from the ball before the kick is allowed.

Law 14 Penalty Kicks

No penalty kicks shall be awarded to or taken by either team. All fouls committed inside the penalty area that would normally result in a penalty kick will be moved outside the penalty area to the point parallel to the goal line closest to where the foul was committed and a direct free kick awarded.

Law 15 Throw-ins - Conform to FIFA

All throw-ins will conform to the FIFA Laws of the Game.

Law 16. Goal Kick - Conform to FIFA

Law 17 Corner Kick – Conform to FIFA except:

All corner kicks will conform to the FIFA Laws of the Game with the exception that an opponent must be eight (8) yards from the ball before the kick is allowed.

