



**2018 Spring Soccer League
U9/U10 - Rules of Play**

(These rules have been adapted from the BC Soccer recommended modifications of the FIFA Laws of the Game)

#1 RULE - HAVE FUN!!!!!!

Fields – Boyd White (west and east), Boyd Yellow (west and east) - half the field running North-South.

Ball size – 4

Players on field – 6 v 6 (including a goalie keeper, encourage keeper to “rove” and play defence as well)

Referees – provided by the Club, each team supplies a linesman. Referee controls the game. We encourage you to lead by example and respect the referees and their calls. The referees at U9/U10 are typically 12, 13, and 14 year old players from the boys and girls clubs. They have taken the Small-Sided Referee course and passed the written exam and assessment. They are learning too. Please pass this messaging on to your parents as well. One day that might be your child out there refereeing and you wouldn't want them to be verbally abused by a coach or parent on the sideline.

Playing time – equal playing time for all players, minimum 2 goalies per game.

Substitutions – at stoppage of play only with referee's permission (a loud “subs please” to the referee)

Equipment – soccer cleats/turf shoes and shin guards are mandatory

Game time – two (2) 25-minute halves with 5 minute half time and change ends. Posted time on schedule is **GAME START TIME** – players should be on the field ready to go, not arriving at the parking lot. It you wish to warm-up, this needs to be done in advance of game start time. If a game starts late, the referees will adjust the playing time so that the game finishes on time.

Scoring – score from anywhere, no offside. **No need to rack up the score – this is NOT the World Cup and no scores are reported.** Encourage passing, team work and SPORTSMANSHIP.

PARITY RULE (will be implemented by referee): There is no fun or learning from lopsided games. At anytime, except the last 5 minutes of game, when there is a 4 goal differential, the referee will stop the game and approach the “leading” coach. The coach will be asked to switch his line-up, implement a 5 passes before shot (as an example), move forwards to defence, etc... If the lopsided scoring continues, the other team will be able to put on an extra player. If it further continues, play will stop and both

teams will be asked to divide their team in two and send one half to the other team. One new team wears pinnies.

Fouls – referee calls. Coach to sub player off and instruct if bad foul play.

Kickoff – all players in own half, opponents retreat 8 metres

Free kicks – all indirect. Opponent retreat 8 metres.

Corner kicks – opponents retreat 8 metres

Penalty kicks – none

Goal kicks/RETREAT LINE RULE – taken from anywhere in penalty box. Opponents retreat halfway (meaning halfway between the centre line and end line) and the ball must leave the penalty box. A goal cannot be scored directly from a goal kick. **At U9/U10 we have “retreat line” rule for goal kicks.** **Players from the opposition must “retreat” halfway** to allow the goalkeeper to play the ball out of the box on the ground with a pass to his teammate rather than just punting the ball in the air down field. We are encouraging our players to development their soccer skill and pass. Please follow the goal kick retreat line rule. The referee will stop the game to ensure that the Retreat Line Rule is being followed.

Throw-ins – retake if foul

End of game – 3 cheers and team line “good game” hand shake. Cold and flu season we recommend “high elbows” (instead of high-fives)

Just a note on throw-ins and handballs The referees at these age groups are encouraged to keep the flow of the game going. As the players at U9 and U10 are learning, referees will not call every single handball – denial of goal scoring opportunity and obvious handball like putting hand up to bring the ball down from the air – YES Dribbling down the field and the ball bounces up and hits hand, probably not. The referees would be blowing the whistle every 30 seconds. On throw-ins, after 2 attempts the 3rd will be a go regardless if done correctly.