



Parks & Recreation
U10 Soccer Bylaws

Game Times

- U10 Boys and Girls: (4) 10-minute quarters, 1 minute break between quarters, 3-minute halftime.

Division Parameters

- U10 Boys and Girls: Play 9 v 9 Field Size 75 x 55 yds. Goal Size 6' x 18' Size 4 ball

Start of Play

- The referee shall call opposing teams to the center of field for an equipment check.
- Flip coin to award kickoff & sides (visiting team calls coin toss).
- All bylaws are in accordance with the FIFA Laws of the Game.

Rules of the Game

- There is no grace period for the start of games. Games will start on time.
 - Teams may play with 2 players less than the required number without forfeiting. The opposing team must play down as well. If a team has 3 less than the required number, then a forfeit will be called, and the 2 teams can play for fun.
- **Midfield Retreat Rule:** Once a goalie maintains possession of the ball, the opposing team must retreat back to the midfield line. This rule also applies to any violation in the defensive half of the field, and goal kicks. Once the goalie releases the ball to their defense, or punts the ball, play can continue. If players do not retreat to the midfield line, it will result in a free kick for the opposing team.
- **Heading:** Is not allowed. If a player heads the ball, play will be stopped by the official. The non-offending team will receive an indirect kick from the spot of the foul.
- **Offsides:** A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his/her teammates, he/she is, in the opinion of the referee, involved in active play by: interfering with play, interfering with an opponent (too close to, and thereby distracting the keeper, for example) or gaining an advantage by being in that position.
 - **For example:** Player X may be in the offside position while his teammate dribbles in, shoots and scores from the center striker position. Player X was never part of that play and should not be penalized.
 - A player cannot be offsides if they receive the ball directly from a goal kick, throw-in, or corner kick.
- A legal throw-in means both feet are on the ground until after the moment the ball is released. If the foot pops up immediately after the ball is released, it is not a foul throw. Additionally, the hands and ball must start behind the head and proceed directly over top of the head. Side spin on the ball does not mean a foul throw; however, throwing the ball sideways (not directly over top of the head) is a foul throw. Both feet must be either on or behind the touchline (half of either foot or both feet on the pitch is still legal). If one or both feet are completely off the line and on the pitch, it is a foul throw. Similarly, the entire ball must cross the entire touchline to be out of play and for a throw-in to be awarded. If a throw-in never enters the field of play, it is to be re-thrown.

A goal cannot be scored directly from a throw-in. An opponent must be 2 yards from the thrower and may not attempt to obstruct the thrower or an indirect kick will be awarded (i.e. jumping up or waving arms).

- Referees may add stoppage time when the stoppage is safety related (i.e. shoes untied, shoe flies off, another ball enters the field, a child runs onto the field, etc.)
- If a game is tied after regulation time has expired, no additional time will be added to the game to decide a winner during the regular season. The game will be concluded as a tie.

Fouls

- No sliding when another player is within 4ft of the ball. The result is an indirect free kick.
- Fouls in the penalty box will result in a penalty kick except for the following fouls:
 - 1) Playing in a dangerous manner (i.e. high kick w/ cleats up)
 - 2) Impeding the progress of an opponent
 - 3) Illegal handling of the ball by the goalie (i.e. back pass)
 - 4) The goalkeeper taking more than 6 seconds to release the ball.
- These fouls will result in an indirect kick. An indirect free kick awarded inside the goal area must be taken on the goal area line (6 yards) parallel to the goal line at the point nearest to where the infringement occurred, but no closer than 6 yards for younger leagues playing on smaller fields. The defending team may put their wall directly on the goal line.
- If there is an instance where both players are guilty of a foul, an injury occurs, or possession is unclear, a drop ball will be used to resume play.
- If a player is to receive a straight red card, they will automatically be suspended for the following game. The player who received the straight red card may be suspended for more than one game if the soccer coordinator/s deem it is warranted.

Play Time & Substitutions

- All players are required to play 1 half of the game, unless a player is injured, arrives late or leaves the game early.
 - Coaches who fail to play a player the required amount of playing time may be subject to suspension.
- Substitutions - There is no limit to the number of players that may be subbed at one time. All substitutes must be standing at the midfield line and recognized by the referee before they will be allowed to enter the game. Teams may only substitute on throw ins (regardless of possession), goal kicks (regardless of possession), after a goal is scored or if an injury occurs (for the injured player).
- No substitutes will be allowed in the last 2 minutes of the game.
- If a team does not have any substitutes, they may ask for a 2-minute water break per half.
- If a child arrives late to a game where a team is short players, they can be subbed into the game at the next dead ball. At that time, both teams will increase to the regulation number of players on the field as required by their age group.
- Any sub must be on the team's roster.

Role of the Coach

- Coaches must remain on their half of the field and may not cross over the midfield line or go past the penalty box on their side while coaching.
- No more than 3 coaches are allowed on the sidelines during the game.
- Coaches are to keep their players under their immediate supervision while waiting for the game ahead of them to finish. Do not warm up on the sidelines while another game is in progress.
- Coaches are to move their team and equipment away from the field of play as soon as possible at the conclusion of their game so that the next teams can get on the field as soon as possible.

Role of the Player

- Player shirts must be tucked into their shorts.
- Players are required to wear shin guards. While mouthpieces are optional.
- All casts must be wrapped in a soft padding (i.e. bubble wrapped, then ACE bandaged) and inspected by the official before the start of the game to ensure safety for all players.
- No earrings (unless they are taped), bracelets, rings, watches, etc. will be permitted during games.

Role of the Parent

- Parents must sit in the concrete area between the fields and no parents are allowed within the gates to the field.
- Cheering is encouraged; unsportsmanlike conduct of coaches, spectators or players will not be tolerated and will result in ejection. Coaches are responsible for their team and parents. Any player, coach, or parent being ejected from a game will have to meet with a league coordinator before they are allowed to attend a game again. Additionally, coaches may not argue with the officials. Any arguing resulting from any call the official makes will result in a verbal warning followed by an ejection. Arguing with the official sets an unmistakably bad example for all of the players on the field. Asking the official to watch for certain infractions by certain players (“Sir/Ma’am, please watch #15’s pushing”) is acceptable.
- If a parent or coach refuses to leave the field area due to an ejection, then the referee will suspend the game until they do so. If after 5 minutes, the parent or coach has not left, then the game will be called, and no further play will resume.

Tournament Play

- In tournament play, if the game ends in a tie it will go straight to a penalty kick shootout.
- Once regulation time has expired, only players on the field may participate in the penalty kick shootout. The goalie for the shootout can be any player that was on the field at the end of regulation.
- There will be a coin toss to determine which team shoots 1st. The winner of the coin toss can decide if they want to shoot 1st or 2nd. The loser of the coin toss will determine which end of the field the shots are taken.
- Each coach will select 5 players from their team, that were on the field at the conclusion of the game, for the penalty kick shootout.
- These 10 players (5 from each team) will alternate penalty kicks against the other team’s goalie until a winner has been determined. Goalies may shoot as part of their teams’ 5 players. Once all 5 from each team have taken their shot, if the game is still tied, then we will go sudden death, meaning each team will take turns shooting until one team scores and the other team does not. Shooters from the original 5 may not shoot again until everyone on the team has shot.
- All players chosen must be sent to the mid-field line before the penalty kick shootout begins and will remain there until the penalty kick shootout is completed.
- The ball must be stationary, with part of the ball touching or overhanging the center on the penalty mark, and the goalposts, crossbar and goal net must not be moving.
- The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts until the ball is kicked. The goalkeeper must not behave in a way that unfairly distracts the kicker, e.g. delay the taking of the kick or touch the goalposts, crossbar or goal net.
- The player taking the penalty kick must kick the ball forward.
- When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, in line with, or behind, the goal line.

- If a defending team player (including the goalkeeper) commits an offence and the penalty is missed/saved, the penalty is retaken.
- If the ball enters the goal, a goal is awarded even if the defending team or goalkeeper commits an offence.