

**COPPELL YOUTH SOCCER ASSOCIATION**  
**LAWS OF SOCCER FOR U9 & U10 (Revised 8/22/2016)**

The rules of soccer are determined by FIFA (Federation Internationale De Football Association). FIFA allows the laws of the game to be modified for youth and amateur adult soccer. What follows are the rules and practices which the CYSA will use. For situations not covered in this document, the FIFA rules will hold. The language and order of the rules have been modified for ease of understanding. However, all coaches are encouraged to become familiar with the Laws of the Game. These rules include changes of FIFA rules as of August 1997.

**BEFORE THE GAME**

The Home team will:

- Provide the game ball
- Wear the pinnies if there is a color conflict (pinnies are available at the concession stand and a driver's license or car keys are required to check them out to ensure they are returned at the end of the game).

All teams will have spectators/parents on one side of the field and players/coaches (with a cleared background check & ID card) on the opposite side.

The coaches and/or spectators must stay clear of the goal and may not place anything on, by or near the goal.

The Referee may call the coaches to the center to talk about such things as game or tournament rules, special procedures, or any special player medical problems.

The Referee will call to the center circle each team's captain(s), which the coach has selected. The team that wins the coin toss will decide which end to defend. The other team will take the kick off to start the match.

**LAW 1 - THE FIELD**

1. Dimensions - The field of play shall be rectangular. Width is 35-45 yards. Length is 55-65

2. Markings:

- A halfway line shall be marked across the field.
- A center circle with an approximate ten (10) yard radius.
- Four corner arcs with one (1) yard radius.
- Goal area - Goal area with a line drawn parallel with the goal-line.
- Penalty Area - approximately ten (10) yards from each goal post and approximately ten (10) yards into the field of play joined by a line drawn parallel with the goal-line.
- Build out line is approximately 14 yards from end line.

3. Goals - dimensions of the goal are 6.5' wide and 18.5' high.

## **LAW 2 - THE BALL**

Size #4 properly inflated per FIFA.

## **LAW 3 - NUMBER OF PLAYERS AND SUBSTITUTIONS**

1. Maximum number of players on the field at any one time is seven (7), one of whom must be a goalkeeper. A minimum of five (5) players is required to play the game.

2. Each player will play a minimum of 50% of the game. Substitutions at the quarter will help ensure players get their minimum time. Playing time is not an issue under the control of the Referee. Any questions on playing time should be addressed with the coach and/or commissioner. If you have a player who is not attending practice and you have concerns over playing them 50% of a game then please contact your commissioner.

Substitutions can be made with the consent of the referee:

- At a throw-in by the team in possession
- At a throw-in by the team not in possession so long as the team in possession is also making a substitution
- By either team at a goal kick
- By either team after a goal is scored
- By either team when the referee has stopped play due to an injury
- At the quarter, by either team

To substitute,

- Have your player ready to go (warmed up and knows where to go)
- Be ready for 1 of 5 instances when you can sub call
  - 1) Call to the ref when play stops
  - 2) Look for signal since ref may refuse sub
  - 3) Proceed only with refs consent
  - 4) Players should go in calling the name of the player to leave
  - 5) Players should enter and leave from the center line and encourage the outgoing player to hustle off the field

3. Any of the other players may change places with the goalkeeper with the consent of the Referee during a stoppage in the game.

4. Yellow and Red cards can be issued starting at U9. One yellow card foul is a warning and the player is still allowed to continue to play in the game. If the player is issued a second yellow card in the same game then the player is ejected from the game and may not return to the game nor can the ejected player be replaced. The team must play down a player. If a red card is issued then the player is ejected from the game and may not return to the game nor can the ejected player be replaced. The team must play down a player. If a player is ejected from a game due to 2 yellow cards or 1 red card then the player may not play in the next scheduled game and paperwork will need to be completed thru the referee, the coach, the player and the commissioner.

#### **LAW 4 - PLAYERS EQUIPMENT**

Each team will wear distinguishable uniforms with number.

Each player must wear shin guards that are fully covered by socks, and tennis shoes or soft plastic molded cleats. No player may wear anything which, in the referee's opinion, is dangerous to another- including watches, chains, pins, bracelets, hoop or stud earrings, metal barrettes and hard-billed caps. Player must take off any dangerous items to play. All earrings must be removed.

**Shin guards are required at games. No shin guards=no play.**

#### **LAW 5 - REFEREES**

The Referee:

- Has jurisdiction from entering the field of play until leaving
- Makes the final decisions
- Can stop the game for a violation of the rules by the whistle and shall briefly explain to the offending player
- Can suspend or abandon a game whenever necessary
- Acts as timekeeper, scorekeeper, and record keeper
- Can caution a player and can eject from play if guilty of violent conduct, serious foul play, for abusive language or persistent infractions of the rules.
- May request that a player bleeding from a wound leave the field of play and not return until the bleeding is stopped and he/she receives the permission of the Referee to return to the game
- Referee can caution or eject a coach.
- May require a player to see the ACT before returning to the game if concerned over a head injury. If ACT is not available then the referee with the help from the Stand by referee, Field Marshal or CYSA board member determine if the player can return to the field.

#### **LAW 6 - LINESMEN**

1. The duties of the Linesmen are to indicate:

- When the ball is out of play
- Which side is entitled to throw-in, goal kick, or corner kick.
- When a substitution is desired and that the substitution was completed properly
- Assist the Referee in identifying off sides infraction
- Assist the Referee to control the game in accordance with the Laws on infractions the Referee may not have seen.

2. The Referee makes the final decision of the action to be taken even if the initial Linesman's signal is to the contrary.

Only the Referee can stop the game.

#### **LAW 7 - DURATION OF GAME**

1. Two (2) 25 minute halves, with one half-time break of five (5) minutes.

## **LAW 8 - START OF PLAY**

1. The start of play at the beginning of each half and after a goal shall proceed with a kick-off. The team that did not take the opening kick-off shall take the kick off at the start of the opening of the second half, and the teams shall change ends of the field at the half.

- On a kick-off, the ball can be kicked in any direction. Each player must be in his own half of the field and all players opposing the kicker must be at least eight (8) yards from the ball.
- A violation of this rule results in retaking the kick-off.
- A goal CAN be scored direct from a kick-off.

2. After a temporary suspension of play for any reason not otherwise mentioned in these laws, the Referee shall restart the game by a drop-ball where the ball was when play was stopped. Unless it was stopped within the goal area, in which case the drop ball shall be taken at that part of the goal area line parallel to the goal line on a line perpendicular to the goal line from where stoppage occurred. A player may not touch the ball until it touches the ground, and the ball is not in play until it touches the ground. Otherwise the drop-ball shall be retaken. A goal may be scored from a drop-ball.

## **LAW 9 - BALL IN AND OUT OF PLAY**

1. The ball is out of play only for the following two reasons:

- The ball has wholly crossed the goal-line or touch-line on the ground or in the air. That means if part of the ball has not crossed the line it is still in play. The Referee makes the judgment of the ball being out of play.
- When the Referee stops play for any reason.

2. The Ball is not out of play if it hits a goal post or corner flag and remains in the field of play. Nor is it out of play if it hits a Referee or Linesman if they are in the field of play.

3. The ball is out of play if it hits the football uprights. The ball is put back in play as if it had gone out of bounds over the goal line.

4. The build out line is used to promote playing the ball out of the back in an unpressured setting. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate (no punting). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

NOTE: If the goalie releases the ball prior to the opposing players clearing the build out area those players must still clear the area before returning to pressure the ball. If they don't clear the zone and pressure the ball an indirect kick will be awarded at the spot of the infraction.

## **LAW 10 - METHOD OF SCORING**

A goal is scored when the whole of the ball crosses the goal line between the goal posts and under the cross bar, provided it was not propelled by hand or arm of an attacking player. If a defending player deflects the ball by hand or arm and it goes in the goal entirely, a goal is scored.

## **LAW 11 - OFFSIDE**

1. A player is in an offside position if he/she is nearer the opposing team's goal line than the ball, unless:

- He/she is in his own half of the field of play, or
- He/she is not nearer to his opponents' goal-line than at least two of his/her opponents, including the opposing goalkeeper. This means that "even with the second to the last defender" is not offside.

2. A player shall be penalized for being in an offside if, at the moment the ball touched, or is played by one of his/her own team he/she is in the opinion of the Referee involved in the active area of play by:

- Interfering with play.
- Interfering with an opponent.
- Gaining an advantage by being in an offside position
- Being in an offside position and moving to an onside position but being the next player to play the ball

3. A player shall not be declared offside by the Referee:

- Merely because of his being in an offside position
- Player received the ball directly from a goal kick, corner kick or a throw-in.

4. For an offside infraction, the defending team is awarded an indirect free kick from the place where the offside occurred, unless the offense is committed by a player in his opponents' goal area in which case the free kick shall be taken from any point within the goal area.

## **LAW 12 - FOULS AND MISCONDUCT**

1. A player MAY NOT:

- Kick or try to kick an opponent
- Trip an opponent, i.e. by using their legs or stooping over
- Jump at an opponent
- Charge (contact shoulder-to-shoulder in order to gain control) in a violent or dangerous manner
- Charge from behind
- Strike, spit, or attempt either towards an opponent or the referee
- Hold an opponent or pull at an opponent's jersey
- Push an opponent
- Obstruct an opponent (run between the opponent and ball or interpose the body so as to form an obstacle)
- Handle the ball with his hand or arm
- Play in a dangerous manner
- Use foul language
- Argue with the referee
- Charge fairly when the ball is not within play
- Heading is NOT allowed
- Punting is NOT allowed by the keeper

Should a player of the defending team commit one of the above offenses within the penalty area the referee may award a penalty kick to the opposing team".

2. A player who commits any of the following offenses shall be penalized by the award of an indirect free kick to be taken by the opposing team from the place where the offense occurred, unless the offense is committed by a player in his opponent's goal area, in which case, the free kick will be taken from anywhere within the goal area. The offenses are:

- Playing in a manner considered by the Referee to be dangerous, such as attempting to kick the ball while held by the goalkeeper.
- Charging fairly, with the shoulder, when the ball isn't within playing distance of the players concerned and they are definitely not trying to play it.
- When not playing the ball, impeding an opponent, i.e., running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent.
- Charging the goalkeeper except when he is obstructing an opponent or has passed outside his penalty area
- When the goalkeeper takes control of the ball with his hands and takes more than four (4) steps in any direction, whilst holding, bouncing, or throwing the ball in the air and catching it, without releasing it into play. Or if the goalkeeper holds the ball for longer than five to six (5-6) seconds, the Referee must judge it as time-wasting and award an indirect free kick. Or having released the ball into play during or after the four (4) steps, he touches it again with his hands, before it has been touched or played by another player of the same team outside of the penalty area, or by a player of the opposing team either inside or outside of the penalty area. The keeper may not bounce the ball.
- When the goalkeeper touches the ball with his hands after it was kicked to him by a teammate.
- When the keeper indulges in tactics designed to hold up the game.

3. An indirect kick will be awarded if the goalkeeper handles the ball after receiving it from a throw in from his/her own team. This does not apply if the goalkeeper receives the ball from an opponent taking a throw in. Also, he/she may receive the ball at his/her feet and dribble but will not be allowed to pick up the ball with his/her hands.

4. A player shall be cautioned if he:

- Is guilty of unsporting behavior
- Shows dissent by word or action
- Persistently infringes the Laws of the Game
- Delays the restart of play
- Fails to respect the required distance (8 yards) when play is restarted with a corner kick or free kick
- Enters or reenters the field of play without the permission of the Referee
- Deliberately leaves the field of play without the permission of the Referee

5. A player shall be ejected from the game if he:

- Is guilty of serious foul play
- Is guilty of violent conduct
- Spits at an opponent or any other person

- Denies an opponent a goal or an obvious goal scoring opportunity by deliberately handling the ball (does not apply to a goalkeeper in his/her own penalty area)
- Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
- Uses offensive, insulting, or abusive language
- Receives a second caution in the same match
- Denies an opponent a goal

6. Rules infractions shall be briefly explained to the offending player.

### **LAW 13 - FREE KICKS**

1. The two kinds of free kicks are:

- Direct free kicks from which a goal may be scored directly against the offending team (i.e. without any other player making contact with the ball after the kick.
- Any free kick awarded to the defending team within its own goal area shall be taken from any point within the goal area. The kick must be kicked out beyond the penalty area.

2. All free kicks are taken from the place where the offense occurred, except:

- An indirect free kick awarded to the attacking team within its opponent's goal area shall be taken at that part of the goal area line parallel to the goal line on a line perpendicular to the goal line from where the infractions occurred.
- Any free kick awarded to the defending team within its own goal area shall be taken from any point within the goal area. The kick must be kicked out beyond the penalty area.

3. The ball must be stationary on the ground and is in play when it is kicked and moves forward. The ball may not be played by the kicker a second time before being touched by another player.

4. All opposing players must be at least eight (8) yards away from the ball when the ball is put into play, unless the offense occurred less than eight (8) yards from the opponents' goal line. In which case the opposing players may stand on their own goal line between the goal posts. If this rule is violated the free kick is retaken.

5. On free kicks taken within its penalty area by the defending team, all opposing players must be outside the penalty area and at least eight (8) yards away from the ball. The ball is in play when it is kicked and moves forward and is outside the penalty area. The goal keeper may not receive the ball then kick it into play. If the ball is not kicked into play beyond penalty area the kick shall be retaken.

### **LAW 14 - PENALTY KICK**

1. A penalty kick is awarded as per Law XII.

2. The penalty kick is taken from the penalty mark which is centered 8 yards in front of the goal.

3. All players except the kicker and the goalkeeper must be outside the penalty area and at least eight (8) yards away from the penalty marker, and must stand behind the penalty mark.

4. Players who enter the penalty area before the ball has been kicked need not now be cautioned for a first offense.

5. The goalkeeper remains on his/her own goal line, facing the kicker, between the goalposts until the ball has been kicked. He/she may move sideways but is not permitted to come off the line by stepping or lunging forward until the ball is in play.
6. The ball must be kicked forward and is in play when it is kicked and moves. The ball may not be played by the kicker a second time before being touched by another player.
7. A goal may be scored directly on a penalty kick (i.e. without any other player making contact with the ball after the kick).
8. For any violation of this Law:
  - a. If by the kicker, no goal is scored and an indirect free kick is awarded to the defending team.
  - b. If by the attacking team other than the kicker, the goals disallowed and the penalty kick shall be retaken.
  - c. If by the defending team and a goal does not result, the penalty kick shall be retaken.
9. Time shall be extended to allow a penalty to be taken.

#### **LAW 15 - THROW-IN**

1. A throw-in is awarded at the location where the ball passes wholly over the touch-line (sideline) to the team opposite which touched it last.
2. The thrower must face the field and part of each foot must be on the ground either on the touch-line or outside of the field of play.
3. A goal cannot be scored directly from the throw-in.
4. The ball is in play immediately upon entering the field of play but may not be played by the thrower before being touched by another player.
5. The ball may be thrown in to the keeper, who cannot pick it up even if the keeper is in the goal area.
6. For any violation of this law, the throw-in is awarded to the opponent.

#### **LAW 16 - GOAL KICK**

1. A goal kick is awarded to the defending team if the ball passes completely over its goal line, outside the goal, after having last been touched by a player of the attacking team.
2. The goal kick is taken from any point inside the goal area.
3. All opposing players must be behind the build out line. Then once the goal kick has been taken the opposing players can enter the build out area, however the ball must clear the penalty area to be "in play". The ball may not be played by the kicker a second time. If the ball is not kicked beyond the goal area the kick shall be retaken.
5. A goal CAN be scored direct from a goal kick.
6. If the player taking the goal kick plays the ball a second time after it has passed beyond the build out line, but before it has been played by another player, an indirect free kick shall be awarded to the opposing team from the place where the infringement occurred, unless committed within the opponents' goal area, in which case the free kick shall be taken from a point within that half of the goal area in which the infringement occurred.

### **LAW 17 - CORNER KICK**

1. A corner kick is awarded the attacking team if the ball passes completely over the defending team's goal line, outside the goal, after having been touched by a player of the defending team.
2. The ball must be placed inside the corner arc at the nearest corner flag post. The whole ball must be contained within the corner arc with no part extending beyond the lines enclosing the area. It may touch the lines.
3. All opposing players must be at least eight (8) yards away from the ball.
4. The ball is in play when it is kicked and moves and may not be played by the kicker a second time before being touched by another player.
5. A goal may be scored directly from a corner kick.
6. If the kicker plays the ball before it is touched by another player, the opposing team shall be awarded an indirect free kick. For any other violation of this law, the corner kick shall be retaken.

**FAIR PLAY - PLEASE!**