



SSC RECREATIONAL YOUTH SOCCER U10 RULES AND POLICIES

Player Format:

7V7

Duration of Match:

The game shall be divided into two (2) equal halves of twenty-five (25) minutes each. There shall be a half time interval of five (5) minutes.

Ball Size:

Size four (4)

Player's Equipment:

Footwear: Soft-cleated soccer shoes.

Shin guards: MANDATORY AND WORN UNDER SOCKS

Number of Players:

The maximum number of players on the field per team at any one time is seven (7), one of which is a goalkeeper.

The minimum number of players to start the match is five (5).

Maximum number of players on the roster should not exceed twelve (12).

Game Play:

Start of Play:

A. Conforms to FIFA Laws of the Game, with the following exceptions:

1. Opponents must be eight (8) yards from the center mark while kick-offs are in progress (outside the center circle).

Ball In and Out of Play:

A. Conforms to FIFA Laws of the Game

Method of Scoring:

A. Conforms to FIFA Laws of the Game

Offside:

A. There shall be offside indicated at the attacking buildout line.

Fouls and Misconduct:

A. Conforms to FIFA Laws of the Game

Free Kicks

A. Conforms to FIFA Laws of the Game with the following exceptions:

1. Opponents must be eight (8) yards away before the kick is allowed.

Penalty Kicks

- A. Conforms to FIFA Laws of the Game with the following exceptions:
 - 1. The penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them.

Throw In

- A. Conforms to FIFA Laws of the Game

Goal Kick

- A. Conforms to FIFA Laws of the Game

Corner Kick

- A. Conforms to FIFA Laws of the Game with the following exceptions:
 - 1. Opponents must be eight (8) yards away from the ball.

Build Out Line from USYS

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. The keeper does not have to wait until the opposing team drops past the build out line. If the goalkeeper chooses to start the play before the opposing team passes the build outline the play will resume as if they had started at the build out line.

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes. However, the defending team must be moving toward the build out line and not stand in an attempt to "read" the quick restart.

Put into play is at the point at which the ball leaves the goalkeeper's hands after making a save and possessing the ball with the hands. The ball is considered in play for Goal Kicks or free kicks inside the penalty area at the point the ball crosses the penalty area. The opposing team cannot cross the build out line until the ball crosses the penalty area line.

Slide Tackles:

Slide tackles shall not be permitted. Any player engaging in slide tackles should be counseled to not repeat. Repeated infractions may result in the player be cautioned and/or red carded.

Heading:

Deliberate heading is not allowed in 7v7 games. If a player deliberately heads the ball in a game, an indirect free kick shall be awarded to the opposing team from the spot of the offense. If a deliberate header occurs within the goal area, the indirect free kick shall be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Substitutions:

Substitutions are unlimited.

At any stoppage of play.

Players shall enter the field at the halfway line with the permission of the Referee.

Playing time:

Each Player shall play a minimum of 50% of the total playing time.

Referees:

Registered USSF Referee

Assistant Referees:

Registered USSF Referees are preferred but not required.

Game Cards:

Each team should bring one printed game card to each game. Each coach will leave with a completed game card signed by the competing coach. After each game, the winning coach must either scan the QR code or go to the GotSport website to enter the final score. This information can be found at the top of the gamecard. Coaches must maintain the game cards, in their possession, until 30 days after the season is over

Scores/Standings:

All scores are to be recorded on both game cards by the referee and verified by each coach at the conclusion of the match (if a result or score is to be protested, the coach should note such on the game cards and must file a protest in writing to SSC within 72 hours).

Mercy Rule:

There will be a 10-goal mercy rule if the losing coach requests it. The Mercy Rule cannot be applied until the first half has ended. The losing coach must notify the referee at half time if invoking Mercy Rule.

Coaching:

All persons coaching SSC players must be registered with the club and have an approved background check. **Only** registered/approved coaches, assistant coaches, trainers and managers may coach games or participate with players during team activities practice.

Medical Devices:

All medical devices (casts, supports, braces, etc.) are subject to the approval of the referee with respect to player safety. Players with medical devices should have them padded in advance of the game and check in with the referee

Hydration Breaks:

Prior to the match, both teams may agree to hydration breaks if desired. If agreed upon, the coaches must inform the referee prior to the start of play and request hydration breaks near the midpoint of each half of play. If employed, hydration breaks shall occur at a natural stoppage of play, at the referee's direction, and shall be no longer than two minutes in length. The game clock shall continue to run during the break. Players on the field at the time of hydration breaks may not leave the field and substitutions may not occur.

Post-Game Sportsmanship:

All players and coaches should congratulate each other for a game well-played with handshakes/high fives along the halfway line. Parents are encouraged to form tunnels and cheer for players as they return to the sidelines.

Sideline Behavior:

Coaches and spectators should keep all comments positive and supportive of the players. Spectators should refrain from providing playing instructions to the players which should only be done by the coaching staff. No referee abuse will be tolerated. Coaches may be cautioned or sent off by the referee for behavior in violation of the BASC Code of Conduct by the team's staff, players or their respective spectator sidelines.

Let's work together to improve the quality of our games and ensure the development of all players.