

MSUMC Soccer Rules and Regulations

10 & Under League

The Object

The object of soccer is for the players to get the ball completely into their opponent's goal using any part of their body except their arms and hands. Only the goalkeepers may use their hands while inside their own penalty area.

Kickoff

A kickoff is taken from the center circle at the beginning of the game, beginning of each half and after each goal. The opponents must be six yards from the ball while the kickoff is taken.

Throw In

After the ball has completely crossed the side lines (touchlines) a throw in is awarded to the team that did not last touch the ball. The throw in is taken from where the ball left the field and must be thrown with two hands from behind and over the head, while both feet are on the ground and on or behind the touchline.

Goal Kick

The goal kick is taken by the defending team each time the ball crosses the goal line and was last touched by an attacking player. The ball may be placed anywhere in the goal area. The ball is not considered back in play until it has been kicked completely out of the penalty area.

Corner Kick

A corner kick is taken by the attacking team each time the ball is kicked by the defense over its own goal line (endline). The ball is placed within three feet of the corner of the field (nearest to where the ball went out of play) and kicked into play by the attacking team. A corner kick is an indirect free kick and must be played by another player before a goal can be scored. The opponents must be six yards from the ball while the corner kick is taken.

Penalty Kick

A penalty kick is awarded when a defending player commits one of the ten major fouls within their own penalty area while the ball is still in play. The penalty kick is taken by a player from the offensive team from a spot 12 yards from the goal. All the players must remain outside the penalty area, 10 yards from the ball and behind the penalty kick mark until the kick is taken, except for the kicker and the goalkeeper. The goalkeeper's feet must remain stationary on the goal line until the ball is kicked. Play shall start after the referee's signal and the ball remains in play.

Direct Free Kick (DFK)

For all major fouls

Indirect Free Kick (IFK)

For all minor fouls

Offside

No offside calls in this league

Major Fouls

Major fouls result in a direct free kick from which a goal may be directly scored against the opponents. To be a major foul, the offense must be, in the referee's judgement intentionally committed. The ten fouls are divided into two groups.

The first six require that the foul be committed carelessly, recklessly or disproportionately in force

- Kicking or attempting to kick an opponent.
- Striking or attempting to strike an opponent.
- Punching an opponent.
- Charging an opponent.
- Tripping an opponent.
- Jumping into an opponent.

The other four fouls require only that they be committed

- When tackling an opponent, making contact with the opponent before the ball.
- Spitting at an opponent.
- Holding an opponent.
- Handling the ball deliberately.

Minor Fouls

There are five minor fouls that result in an indirect free kick (IFK). At least one additional player of either team must touch the ball before a goal can be scored from an IFK. The five fouls are:

- Dangerous play including high kicking near another player's head or trying to play a ball held by the goalkeeper.
- Fair charge away for the ball - fairly charging when the ball is not within playing distance.
- Impeding the progress of an opponent. Getting between an opponent and the ball when not playing the ball.
- Charging into the goalkeeper. Shoulder to shoulder contact within the penalty area.
- Goalkeeper infringements
 - Taking more than four steps while controlling the ball with their hands or otherwise intentionally disrupting the flow of the game.
 - Playing the ball with their hands when the ball is kicked by a teammate (not used in this league).

Goals

A goal is scored when the ball completely crosses the goal line within the goal area.

Playing time

Each player shall be allowed 50% of the playing time. Coaches will substitute to ensure that all players present play a minimum of 50% of the game.

Equipment

Footwear

Soft-cleated soccer shoes.

Shinguards

Shinguards are mandatory.

Jersey

The team color.

Referee

The referee's decision is final on all points of fact connected with the game. All rule infractions shall be briefly explained to the offending player. The only player allowed to talk to the referee is the captain.

Duration of Game

Two equal half of 25 minutes with a 10 minute halftime break.

Number of Players

Maximum number of players on the field at any one time is ten, one of whom is the goalkeeper. Minimum number of players is seven.

Ball

A number 5 ball shall be used.