

PHWM U10 Boys and Girls

Soccer Rules

- Read FIFA rules:
 - <http://www.fifa.com/aboutfifa/officialdocuments/doclists/laws.htm>

1. Referees – Referees have been scheduled for each game. In the event that a referee does not arrive for a game, coaches or other mutually acceptable parties may be used.
2. Coaches – Coaches are not allowed on the field during play and must remain on the sideline.
3. Players – Play will consist of seven players on the field. (Six field players and one goalkeeper).
4. All Players must play a minimum one half of the game.
5. All players must wear shinguards.
6. All players must wear the team color jersey. The goalkeeper must wear a different color jersey or vest of a different color than the team jersey color. Jerseys must be numbered.

7. Heading policy:

All Players age 10 and younger shall not head the ball directly from the air in any match or competition, nor shall these players practice heading the ball in any organized team setting. If a player age 10 or younger deliberately heads the ball in a match, the referee shall award an indirect free kick to the opposing team at the spot of the infraction. If the heading occurs within the penalty area, the referee shall move the ball outside the penalty area and award an indirect free kick to the opposing team. Players age 11 and age 12 shall be permitted to head the ball in any match or competition. These players may practice heading the ball in an organized team practice or skill session, but coaches shall monitor this practice so that no single player heads the ball more than 25 times per week, regardless of setting. Players age 13 and older shall be permitted to head the ball in any match or competition and these players may practice heading the ball in an organized team practice or skill session.

8. 7v7 Standards of Play - Build Out Line

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.

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.

7v7 Build Out Line Practical Applications

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.

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play.

Coaches are responsible for addressing these types of issues with their players

Referees can manage the situation with misconduct if deemed appropriate.

Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

- 9. Substitutions – May be made during any goal kick, a goal scored, or at the beginning of the second half. A team may also substitute during their own throw in. The opposing team may substitute on the other team’s throw in if the other team subs.**
10. Injury – If a player is injured, play must stop. Substitutions must be made for the injured player, regardless if the player can continue (with the exception to the goalie). The injured player may return to the field at the next stoppage in play. Players with bleeding injuries must be taken from the field and will not be allowed to return until the bleeding is stopped or the injury is bandaged. If the injury is to the player’s head and they show concussion symptoms the player should not be allowed to continue in the game.
11. Goalkeeper – The goalkeeper may carry the ball anywhere in the penalty area. There are no maximum number of steps. Goalkeepers may play no more than half of a game. Once removed from the goalkeeper position, they may not re-enter the game as goalkeeper. Once the Goalkeeper has possession of the ball, the attacking team must stop and allow the goalkeeper to move the ball.
12. Off-sides – off-sides will be called.
13. Fouls – Penalties will be called by the referee
See FIFA rules for direct and indirect offenses
14. Slide Tackles – Slide tackles will not be allowed.
15. Games – Check the game schedule and be prepared to start on time. There will be (2) 25-minute halves with a 5 minute half time. For the first 3 games, play may be stopped to explain rules and proper play to the players. This will be done by the referee.
16. Throw-ins – Improper throw-ins will be re-done. If the re-try of the throw-in is done incorrectly, the ball goes to the other team for a throw-in from that point.
17. Yellow Card – The referees may issue Yellow Cards at their discretion for the following infractions: unsportsmanlike behavior; shows dissent by word or action; persistently infringes the Laws of the Game; delays restart of play; fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in; enters/re-enters/leaves the field of play without the referee’s permission.
18. Red Card – The referees may issue a Red Card at their discretion, which will result in an immediate ejection from the game and a one game suspension. Infractions that may result in a Red card are as follows: receiving two Yellow cards in the same game, guilty of serious foul play, guilty of violent conduct, spits at an opponent or any other person, uses offensive or insulting or abusive language and/or gestures.
- 19. Time Outs – Only the referees have the ability to stop play. There are no time outs.**

Note:

If there are issues with a referee contact the league coordinator on your schedule. Do not confront the referee. Any harassment of the referee will NOT be tolerated and will lead to a suspension of the coach, player or parent.

- **Coaches and fans will be asked to leave the field area for inappropriate or bad sportsmanship like behavior.**
 - **i.e. Cursing at or continuously berating a coach, referee, or player.**
 - **This is at the desecration of the referee and/or league official.**
 - **Failure to leave the field area will cause the associated team to forfeit the game.**
 - **Depending on the offense, the penalty to a player, coach, parent and/or fan could range from being suspended for a game, to**