

# Modified Laws of the Game

## U10 Division

SCYSL Recreational Teams

This section presents the CYSA Coaching Committee guidelines and recommendations for developing young players.

### Law I - Field of Play:

- A. Dimensions: Width 40 yards. Length 70 Yards.
- B. Markings:
  - Distinctive lines not more than 5 inches wide.
  - Four Corner Arcs with a two (2) foot radius.
  - Halfway Line marked across the field.
  - Center Circle with a eight (8) yard radius.
  - Goal Area: Three yards from each goal post and 6 yards into the field of play joined by a line parallel with the goal line.
  - Penalty Box: Thirteen and one half yards (13½) from each goal post and 14 yards into the field of play joined by a line parallel with the goal line.
- C. Goals: 7 feet x 21 feet.

### Law II – The Ball

Size 4.

### Law III - Number of Players

U-10 Division:

Maximum number of players on the field at any one time - Eight (8)

7 Position Players, 1 Goalkeeper

The roster should not exceed 13.

A. Playing Time:

Each player must play 50% of the game.

B. Substitutions:

- a. During substitution break midway in the first and second half, when the referee gives a signal. Restart is from the place of the stoppage and appropriate for that stoppage. Time keeps running;
- b. At half;
- c. Substitutions can be made for injured players and the injured player is free to return at any break in play with the permission of the referee.

### Law IV – Players Equipment

- A. Jersey or shirt, shorts, stockings, field footwear (flat soled athletic shoes or soccer cleats - **baseball cleats are not allowed to be used**), and shin guards are mandatory and must be worn under the stockings.
- B. Player cannot wear anything, including any kind of jewelry. (See section 3:06:03 of CYSA Constitution)

### Law V – The Referee

- A. Referees make decisions on points of fact.
- B. Shall be encouraged to explain the infraction to the offending player.

### Law VI – Assistant Referees

Assist the referee.

### Law VII - Duration of The Game

Two (2) halves of 25 minutes each, with a "substitution break" midway through each half, and a five (5) minute half-time. (See section IIIB)

### Law VIII – Start of Play

Opponents must be eight (8) yards from the center mark when place kick (kickoff) is in process. Start of play is typically when the ball moves forward perceptibly.

### Law IX - Ball in and Out of Play

The ball is out of play when it has completely crossed the goal or touchlines.

**Law X - Method of Scoring**

- A. The ball must cross the goal line completely between the goal posts and under the cross bar, while the ball is in play, and no infringement of the laws of the game has been committed just prior by the team scoring the goal.
- B. No scores or standings are recorded.

**Law XI - Offside**

Conform to the FIFA laws of the game.

**Law XII - Fouls & Misconduct**

All intentional fouls will result in an indirect free kick - with the opponent eight (8) yards away.

**Law XIII - Free Kicks**

Shall be classified under one heading "INDIRECT". A goal may not be scored until the ball has been played or touched by a second player (not necessarily from the same team).

**Law XIV - Penalty Kick**

No Penalty kicks. Tie games stand.

**Law XV - Throw-In**

Conform to the FIFA laws of the game; however, one re-throw (each time) is allowed after an explanation.

**Law XVI - Goal Kick**

Goal kicks may be taken from any point inside the goal area.

- A. Opponents must be positioned outside of the penalty box.
- B. The ball is in play when it is directly kicked beyond the penalty box.
- C. Goal kicks are indirect free kicks.

**Law XVII - Corner Kick**

May be taken from any point inside the corner arc.  
Corner kicks are indirect free kicks.