

Revised September 02, 2020

JASA Cub U10 Soccer Rules (based on US Youth Soccer Official Under 10 Playing Recommendations)

FIFA Laws of the Game can be found at [www.ussoccer.com/referees](http://www.ussoccer.com/referees)

#### Law 1 – The Field of Play:

**Dimensions:** The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. The smaller fields promote building from the back and possession soccer.

Length: 55 yards      Width: 40 yards

**Field Markings:** Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

**The Goal Area:** A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line five (5) yards from the inside of each goalpost. These lines extend into the field of play for a distance of five (5) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

**The Penalty Area:** A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, ten (10) yards from the inside of each goalpost. These lines extend into the field of play for a distance of ten (10) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

**Flagposts:** Conform to FIFA.

**The Corner Arc:** Conform to FIFA.

**Goals:** Conform to FIFA with exception that the maximum distance between the posts is eighteen and a half (18.5) feet and the maximum distance from the lower edge of the crossbar to the ground is six and a half (6.5) feet.

**Safety:** Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

#### Law 2 – The Ball: Size four (4).

**Law 3 – The Number of Players:** A match is played by two teams, each consisting of 9-11 players. The game will be 7v7 on the field including goalie.

**Substitutions:** At any stoppage and unlimited.

**Playing time:** Each player SHALL play a minimum of 50% of the total playing time.

Law 4 – The Players Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

Law 5 – The Referee: Registered referee. Cards will be assessed for repeated aggressive fouls. Priority will be given to temporary removal from the game for the coach to speak to the offending player.

Law 6 – The Assistant Referees: None.

Law 7 – The Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) halves of (25) minutes each. Or 4 quarters if the coaches agree. There shall be a half-time interval of five (5) minutes.

Law 8 – The Start and Restart of Play: Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play: Conform to FIFA.

Law 10 – The Method of Scoring: Conform to FIFA.

Law 11 – Offside: Conform to FIFA.

Law 12 – Fouls and Misconduct: Conform to FIFA with the exceptions that a goalie may not punt or drop-kick the ball, but must throw or roll the ball to a player. The play is redone if a goalie mistakenly punts or drop-kicks the ball.

Law 13 – Free Kicks: Conform to FIFA with the exception that opponents are at least eight (8) yards from the ball.

Law 14 – The Penalty Kick: Conform to FIFA with the exceptions that the penalty mark is at ten (10) yards and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

Law 15 – The Throw-In: Conform to FIFA except players get two chances to throw a ball in properly.

Law 16 – The Goal Kick: opponents must remain in their own half until the ball is in play. The team taking the goal kick does not have to wait for the opposition to retreat to their half and has the option to restart the game beforehand should they so choose. The ball is in play when it is kicked out of the penalty area. To indicate to the opposing team when the ball is in play, the referee will give the indirect kick signal. When the ball leaves the penalty area, the referee drops the arm and the opposing team may move into the attacking half of the field.

Law 17 – The Corner Kick: Conform to FIFA with the exception that opponents remain at least eight (8) yards away from the ball until it is in play.

Special Modification: When a goal keeper gains possession of the ball, the opposing team must move past the build out line until the goal keeper distributes the ball and another player touches it. The goal keeper may play the ball prior to the opposing team moving past the build out line.

The purpose of these modified rules is to promote soccer skills such as passing, possession and playing from the back and to avoid the “kick and chase” style of play.