



## **CLUB U-10 (8 VS 8) DEVELOPMENTAL SOCCER**

### **2022 OUTDOOR RULES AND REGULATIONS**

### **(COMPETITION REGULATIONS)**

March 16, 2022

Except as stipulated below, all other Rules and Regulations of EIYSA, and FIFA, apply.  
For Administrative Rules please see the EIYSA website, Rules & Regulations.

## 1. THE FIELD OF PLAY

- 1.1 The size of the field shall be within the following dimensions:  
Width: Min: 42m (45 yards) Max: 55m (60 yards)  
Length: Min: 60m (65 yards) Max: 75m (82 yards)
- 1.2 The goal size is 1.88m X 5.48m (6 feet X 18 feet). The penalty/goal area shall be 9.15m X 16.47m (10 yards X 18 yards).
- 1.3 Goal nets shall be used. Each team shall supply one net and one set of flags (3) for each home and away game. All flags used shall meet F.I.F.A. requirements.

## 2. THE BALL

- 2.1 The game ball shall be size 4

## 3. IDENTIFICATION CARDS

- 3.1 All players and team officials are required to have an EIYSA Identification Card.

## 4. THE NUMBER OF PLAYERS/ELIGIBLE PLAYERS

- 4.1 The roster size for U-10: Minimum 8, Maximum 20
- 4.2 U-9 players may be Trialists.
- 4.3 Community Trialists allowed (Refer to EIYSA Rules and Regulations, Rule 3.7, for procedure).
- 4.4 **Player movement:**  
**Clubs with 2 or more U-10 teams – players movement unlimited between teams from same club on game day.**
- 4.5 The game shall be played by two teams, each consisting of eight (8) players, one of whom shall be a goalkeeper. Teams must dress a minimum of five (5) players and a maximum of twenty (20) players per game.
- 4.6 Unlimited substitutions shall be allowed in the game. Substitutes can be on the fly, at stoppages or at half time in the game.

## 5. PLAYERS' EQUIPMENT

- 5.1 Players shall not wear anything, which endangers themselves or other players.
- 5.2 Basic compulsory equipment shall consist of shorts, socks, shin guards, footwear, and a numbered shirt. Goalkeepers must wear colours, which are distinguishable from all outfield players.

## 6. THE REFEREE

- 6.1 EIYSA will assign an ASA registered Referee to each scheduled game. Assistant Referees are not required.

## 7. DURATION OF GAMES

- 7.1 The game shall consist of two (2) equal halves. Teams are entitled to an interval time of five (5) minutes.
- 7.2 A game shall be declared valid if, in the referee's estimation, at least 2/3 of the game has lapsed.
- 7.3 The duration of each game under the jurisdiction of EIYSA shall be for the age categories as follows: U-10: **sixty (60) minutes**
- 7.4 There is NO extra time in U-10 games.
- 7.5 No points will be awarded for U-10 Development games.

## 8. OFFSIDE

- 8.1 There is no offside in the U-10 Developmental Program

## 9. FOULS AND MISCONDUCTS

- 9.1 A player who intentionally commits any of the following offences shall be penalized by awarding of an indirect free kick to the opposing team, to be taken from where the offense occurred
- Kicks or attempts to kick an opponent
  - Trips or attempts to trip an opponent
  - Jumps at an opponent
  - Charges an opponent
  - Pushes an opponent
  - Holds an opponent
  - Handles the ball deliberately, i.e. strikes, carries or propels the ball with the hand or arm, excepting a goalkeeper within his/her own goal/penalty area.
  - Tackles an opponent by making contact with the opponent before touching the ball.
  - \*Spits at an opponent
  - \*Strikes or attempts to strike an opponent
- \* Any player who spits at or strikes an opponent will be removed for the balance of the game.
- 9.2 If the defending team commits an offence inside their goal area, the indirect free kick is taken on the goal area line closest to where the offence occurs.
- 9.3 There is no provision to caution or send off players in the U-10 Developmental Program except as noted under rule 9.1

## 10. FREE KICK

All free kicks are indirect.

If a free kick is kicked directly into the opponents' goal, a goal kick will be awarded to the opposing team.

If a free kick is kicked directly into the team's own goal, a corner kick will be awarded to the opposing team.

A player taking a free kick shall not play the ball a second time until it has been played or touched by another player. For any infringement of this rule, an indirect free kick shall be awarded to the opposing team.

A goal may not be scored directly from a free kick

## 11. PENALTY KICK

There are no penalty kicks in U-10 Developmental games.

## 12. THROW IN

When the whole of the ball has crossed the touch line, either on the ground or in the air, the ball shall be thrown-in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.

The player taking the throw in shall:

- a. Face the field of play,
- b. Have part of each foot on the touch line or on the ground outside the touch line,
- c. Use both hands, and
- d. Deliver the ball from behind and over his/her head.

Referees are asked to not be overly strict on throw-ins at this age group. As long as the throw is basically correct, play should continue.

The ball will be in play immediately after it enters the field of play.

If the player taking the throw in plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.

At the taking of a throw in, all opponents must be at least 2m (6 feet) from the ball.

A goal may not be scored directly from a throw in.

## 13. GOAL KICK, RETREAT LINE

When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having been last played or touched by a member of the attacking team, a goal kick shall be awarded to the defending team. The ball shall be kicked into play from a point anywhere within the goal area.

At the taking of a goal kick, all players from the opposing team will retreat back behind the existing offside line (marked by painted line or cones) at the 1/2 mark of the field, which will also be known as the retreat line. Players from opposing team may not pass the retreat line until the ball has been touched by the player receiving the goal kick. If the goal kick is kicked past the retreat line, the ball is deemed in play as soon as it crosses the retreat line.

If an opposing player passes the retreat line before the ball is deemed in play, then the goal kick will be retaken.

The player taking the goal kick must not play or touch the ball a second time before it has been played or touched by another player.

A goal may not be scored directly from a goal kick.

#### **14. CORNER KICK**

When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goalposts, having last been played or touched by a member of the defending team, a corner kick shall be awarded to the attacking team.

The corner kick shall be taken from within the corner-arc nearest to where the ball crossed the goal line. All opponents shall be not less than 6m from the ball until it has been kicked. The ball is in play when it is kicked and moves.

If the player taking the corner kick plays or touches the ball a second time before it has been played or touched by another player, an indirect free kick shall be awarded to the opposing team.

A goal may not be scored directly from a corner kick.