

Paradise Soccer Club SunSplash Tournament



U10 and U11 Rules of play

- Teams will register as an A, B or C team.
- 2 x 30-minute halves, with 3-10 minute shifts, with a 5-minute half time. The whistle goes at the end of each shift and the players change.
- Coaches are permitted to substitute players one at a time on the fly.
- Fair playing time is expected. Coaches **MUST** utilize all players on their roster. Playing in net counts as a shift “out.” Coaches are encouraged to have players rotating through all positions.
- 7-aside (6 players plus GK). No player should spend more than 50% of the game in net or more than two consecutive shifts in net.
- Teams shall consist of ten (10) to fifteen (15) players and must dress a minimum of six (6) to play a game. The minimum number needed to play is 6. If at any time during the game this number becomes less, then the other team will be declared the winner by default.
- The Retreat Line will be approximately 1/3 distance from either end of the field. Players can enter when the ball is touched or after 3 seconds after the ball was kicked.
- No second tries on throw-ins.
- There are **NO OFFSIDES**. Coaches are advised that positioning players in opponents’ goal area to take advantage of long balls is unsporting and contrary to principles of player development. Referees will report use of such tactics to competition authorities and field marshals, but will take no action on the field.

- All kicks are indirect and opposing players must be 8 meters from the kicker. Fouls in the penalty/ goal area are indirect kicks taken from the edge of the penalty area. There will be no penalty shots as a result of fouls.
- A goal cannot be scored in the opponent's goal directly from a kick-off, goal kick or corner kick.
- If a goalkeeper attempts a drop kick and kicks the ball over his/her head into his/her own net the goal will not be counted.
- No cards are used.
- The player is warned verbally in earshot of the coach for offenses normally cautionable (reckless challenges, dissent, persistent infringement). It is particularly important to warn players if their fouls are likely to cause injury to other players.
- For offenses that require dismissal, the player is asked to leave the field and the coach is told they cannot return (foul and abusive language, serious foul play, violent conduct, second caution). The referee must report this to the competition authorities. Teams can replace the player that's dismissed.
- Denying an obvious goal scoring opportunity is considered cautionable only.
- If misconduct is by the coach, or the coach refuses to support the referee in terms of cautions or dismissals, the game is halted and the referee informs the field marshal who will take appropriate action. The game should only be re-started after the field marshal is satisfied that the situation is dealt with.
- Nets and field size to follow LTPD guidelines as closely as possible. Nets will be no larger than 6.5 ft x 18 ft and the field size will be slightly larger than one quarter of a full field.

- All games will be played using size 4 balls.
- Slide tackling will be permitted.
- Players are NOT permitted to wear any type of jewelry while playing, with the exception of medical alert bracelet
- When two teams have the same or similar color jerseys, a coin toss will take place to determine who must wear pinnies or change uniforms.
- Any player who is bleeding or has an open wound will not be permitted on the field. Once the bleeding has stopped and the wound is covered, then the referee will decide if the player is permitted back onto the field. Any player who has blood on their uniform will not be allowed to wear it onto the playing field. Any player re-entering the field after an injury must be given expressed permission to do so by the referee.
- At least one (1) coach per team must be educated in injury and first aid. A coach is responsible for ensuring that any injured player on his/her team receives the proper medical attention.
- Only three coaching staff are permitted on the bench, with only one coach standing and giving directions to players on the field. Coaches are not permitted on the field; they must coach from their respective coaching areas on the same side of the field, behind the sidelines of play. No coaching is to take place from behind the net.
- All other FIFA Laws of the Game apply.

The referee has authority over the field from the moment they enter until they leave. The referee must be respected by all players, coaches and spectators and his/her decisions are final. The referee has the authority to stop, suspend or terminate play for any infringement of the rules, interference by spectators or any other reason where he/she deems it necessary. The referee also has the authority to eject any player, coach,

or spectator who is not abiding by the rules or who is acting in an inappropriate manner.