

Clover Rec Soccer Rules and Regulations

Under - 10 Boys and Girls

I. Eligibility:

The soccer age for the 2018/2019 seasons is determined by birth year, players must be born in 2009 or 2010.

II. 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 U10 division field length will be a minimum 45 yards and maximum 60 yards.

The U10 division field width will be a minimum 35 yards and maximum 45 yards.

The U10 division goals will be 6 feet by 18 feet.

III. The Ball:

The U10 division ball shall be a size #4.

IV. The Number of Players:

For the purpose of being fair to all participants and coaches, all new players in the U10 division will go through a draft.

Each team will have a minimum of seven (7) players and a maximum of thirteen (13) players on their roster. Each team's roster shall be frozen after they have completed their second match. Any changes to the roster can only be made by the Program Coordinator.

A match is played by two teams, each consisting of not more than seven (7) players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than six (6) players. If a team has only six (6) players, the opposing team shall play the match with six (6) players as well.

Substitutions: Unlimited at any stoppage (regardless of possession) of play with the exception of free kicks and corner kicks. During injuries, only the injured player may be substituted. Teams will not be permitted to make substitutions in the last two (2) minutes of each period. All substitutes must be standing at the midfield line and recognized by the referee before they will be allowed to enter the match.

Playing Time: Each player shall play a minimum of 50% of the total playing time.

V. The Players Equipment:

The U10 division shall conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

Metal cleats are prohibited in the U10 division. All hard casts must be wrapped in a soft padding, inspected and approved by the referee before the start of a match. All shin guards must be underneath the player's socks.



VI. The Authority of the Referee:

Each match is controlled by two referees who have full authority to enforce the Laws of the Game in connection with the match to which they have been appointed. The decisions of the referees are final.

VII. The Duration of the Match:

The U10 division ball shall conform to FIFA with the exception of the match being divided into two (2) equal, twenty-five (25) minute periods. There shall be a half-time interval of five (5) minutes.

IX. The Start and Restart of Play:

The U10 division shall conform to FIFA.

X. The Ball In and Out of Play:

The U10 division shall conform to FIFA.

XI. The Method of Scoring:

The U10 division shall conform to FIFA.

XII. Offside:

The U10 division shall conform to FIFA.

XIII. Fouls and Misconduct:

The U10 division shall conform to FIFA with the exception that all “intentional” headers will result in an indirect free kick for the opposing team. Should the header happen in the box, it will be an indirect free kick at the nearest edge of the goalie box.

XIV. Free Kicks:

The U10 division shall conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball.

XV. The Penalty Kick:

The U10 division shall conform to FIFA with the exception that the penalty mark is at eight (8) yards and that players other than the kicker and defending goalkeeper are at least four (4) yards from the penalty mark.

XV. The Throw-In:

The U10 division shall conform to FIFA.

XVI. The Goal Kick:

The U10 division shall conform to FIFA.

XVII. The Corner Kick:

The U10 division shall conform to FIFA with the exception that all opponents must be at least eight (8) yards from the ball until it is in play.

***Sliding Tackle/Sliding Kick:**



Sliding tackles and any sliding kick attempt or kick while on the ground within four (4) feet of another player (opposition or teammate) is prohibited in the U10 division.

Penalty: An indirect free kick will be awarded to the opposing team.

***Shorthanded Roster/Player Loan:**

A team shall be allowed to take a player on loan from the U10 division in the event that team is shorthanded for a match. There shall be a maximum of two (2) loan player allocations per team for a match. A team with a player(s) on loan cannot consist of more than six (6) players for a match. All player loans will be designated by the Program Coordinator.

If a team does not have substitutions available, the match will be divided into four (4) equal, twelve and a half (12.5) minute periods. There shall be period intervals of one (1) minute at the end of the first and third periods and a half-time interval of three (3) minutes.

Procedures To Determine The Winner Of A Match And A Tournament:

In the event of a tie match at the end of regulation during the regular season, there will be no extra time and no kicks from the penalty mark (penalty shoot-out). The match will be considered completed.

In the event of a tie match at the end of regulation during the tournament, there will be no extra time but there will be kicks from the penalty mark (penalty shoot-out) until a winner is determined to complete a match.

Kicks From The Penalty Mark Procedure:

A) The goalie from each team at the end of regulation must be the goalie during the kicks from the penalty mark until a winner is determined and the match is completed.

B) Five (5) players must be selected by each coach who were on the field during the end of regulation. Each team will alternate taking five (5) kicks; if a winner has not been determined during this round, an additional round of five (5) kickers for each team will be taken.

C) The second round of five (5) kickers must include any other players who were on the field at the end of regulation. If after two rounds of five (5) kickers, a winner has not been determined, a sudden death round will be initiated (all player on the field must kick before bench players can be chosen).

D) During the sudden death round, each team will alternate one (1) kicker until a winner is determined.

*Players from the first and second rounds cannot kick again until all players on the team have participated.

Tie-Breaker Format For Tournament Seeding:

- 1) Points (if all teams play an equal amount of games)
- 2) Win Percentage (first tie-breaker if all teams play an equal amount of games *OR* becomes primary tie-breaker if all teams do not play an equal amount of games)
- 3) Head-to-Head
- 4) Head-to-Head Goal Differential (maximum of +/-3 each game)
- 5) Fewest Goals Allowed



Non-League/Inter-Organizational Events:

During the season there are occasions when non-league/inter-organizational events and matches (jamboree, challenge cup, friendly, etc.) are scheduled. Any deviation from the above listed rules and/or league format shall be made available accordingly.

Rainout/Forfeit Procedures:

In the event of a weather cancelation all organizations must be notified by 4:00 PM on the day of the game.

If a coach will not have enough players for a game, the coordinator of his/her organization must be notified five (5) days in advance in order to avoid a forfeit.

Should a game need to be rescheduled, it will be rescheduled on the next available day.

