

## TOWN SELECT LEAGUES RULES OF COMPETITION

### 9U/10U

FIFA Laws of the Game will apply with the following modifications:

1. Play will be 7v7 using a size 4 ball
2. Field of play will be within USSF range specified for 7v7 matches. Goal size shall be 6-6.5 feet by 12-12.5 feet (recommended); maximum size is 6.5 feet by 18.5 feet. Recommended field markings and dimensions are per the attached diagram (14).
3. The deliberate heading of, or attempt to head, the ball shall result in immediate stoppage of play and an indirect free kick be awarded to the opposing team. Advantage shall not be played and DOGSO shall not be applied.
4. Match officials are responsible for checking game card/rosters, player equipment and uniforms prior to each match.
  - a. TSL players and coaches do not use id card passes. TSL Coaches must display valid Massachusetts Youth Soccer Association Adult credentials.
  - b. Coaches and players from Mass Youth Soccer affiliated guest teams must provide player/coach pass cards or game card/rosters and all Coaches must display valid Massachusetts Youth Soccer Association Adult Credentials.
  - c. Coaches and players from non-affiliated guest teams (ie. registered with US Club) need only provide a valid pass card.
5. No jewelry. Religious necklaces and medic alert bracelets/necklaces shall be permitted but must be taped securely to the body. Casts or hard splints need to be wrapped so they are safe for other players and shall be allowed with the referee's approval. Hair retention must be soft. The decision of the referee with regard to equipment and safety shall be final.
6. Guest players are permitted and must be registered with their town organization. A guest player form must be filled out and signed by the coach and submitted to the referee with the game card/roster.
7. Substitutions- - With permission of the referee, substitutes at the halfway line may be allowed on throw-ins if team with possession is substituting; on goal kicks; prior to kick offs. Substitutions shall be unlimited and players must return to the team side at the halfway line.

**INJURY SUBSTITUTIONS-** If the referee calls a coach onto the field, the injured player, including goalkeeper, must be substituted. The Referee may require a substitution (even if a coach does not enter the field) when it is necessary in the referee's opinion. If the opposing team has a substitute or substitutes ready at the

halfway line, the referee may allow a “one-for-one” substitution reflecting the number of injured players.

8. Matches will consist of 2-25-minute halves with a 10-minute halftime.

9. Kick off: The team that wins the coin toss has a choice of picking which half to attack or to take first kick-off.

10. Build Out Line/Goalkeeper Distribution/Offside

- a) When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
- b) Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).
- c) After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- d) The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball is touched.
- e) If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- f) If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- g) The build out line will also be used to denote where offside offenses can be called.
- h) Players may not be deemed in an offside position between the halfway line and the build out line.
- i) Players may be deemed in offside position between the build out line and goal line.

11. Free Kicks: Attacking players are prohibited from being in the wall. Specifically, when there is a wall of three or more players attackers are not allowed within one yard of it. Any attacking player found to be less than one yard from the wall when a free kick is taken may be cautioned and the other team will be awarded an indirect free kick.

12. Drop Ball: If play is stopped inside the penalty area the ball will simply be dropped for the goalkeeper. If play is stopped outside the penalty area the ball will be dropped for a player from the team that last touched the ball. In all cases, players will have to be at least four and a half yards away.

13. Hand Ball: Accidental hand balls will result in a direct free kick.

14. Penalty Kicks: Goal keeper must have at least one foot on the goal line

15. Ties at the end of regulation will stand.

16. Players receiving a red card in a match shall leave the field of play immediately without substitution. Player may remain in the team technical area if wearing a pinnie or other non-uniform clothing and may not return to the match. Such player shall be suspended for a minimum of one match, such suspension to be served at the next scheduled match that is played to completion.

17. . Coaches and assistant coaches who are dismissed from a match must leave the immediate field area and serve a minimum one game suspension to be served at the next scheduled match that is played. Coaches and assistant coaches are responsible for the behavior of all team members to include spectators including adherence to the Massachusetts Youth Soccer Association Zero Tolerance Policy and Coaches Code of Conduct.

18. Only rostered players and credentialed coaches shall be permitted on the team side, and shall remain in their respective technical areas whether marked or designated by the referee. Spectators shall occupy the opposite side from the teams and shall not be on the team side nor behind goal.

19. Recommended Field Dimensions and Markings

