

ALBION JUNIORS

U9 - U10 RULE BOOK

Law 1: Ball Size:

- Size 4

Law 2: Field Size:

- 135'x195'

Law 3: Goal Size:

- 6.5' Height x 14' Wide

Law 4: Number of Players:

- Games must be played with atleast 7 players on a side.
- The game is played 7v7 including a goalkeeper.
- Number of players varies depending upon registration.
- Substitutions are unlimited and "on the fly".
- Substitutions may be made without the referee's permission
- Playing Time: Each player shall play a minimum of 50% of the total playing time.
- All players not playing in the game must be three yards behind the touch lines.

Law 5: Required Equipment:

- All field players must wear their designated team shirt.
- Hard molded shin guards or shin guards with hard molded inserts are required
- Knee Length socks are required and must completely cover the player's shin guards.
- Soccer shoes with round molded cleats are required, baseball, football, track, or golf shoes, are not allowed.
- No jewelry of any type is allowed. Earrings on newly pierced ears may NOT be worn. Hair accessories containing metal are not allowed.
- Players may NOT wear unprotected glasses. Players who need to wear glasses must wear sports goggles over their glasses or wear prescription sport glasses. Straps must be used with sports goggles or sport glasses.

Law 6: The Referee:

- Each game is controll by one Albion Juniors referee.

Law 7: Duration of the Game:

- Each game will consist of of two halves of 25 minutes.
- 5 minutes rest break between the two halves.
- Any regular season game ending in a tied score remains as a tied score. There is no overtime or tie-breakers.

Law 8: The Start and restart of Play

- Play should be started with a kick-off at the center mark of the field.
- Encourage the opposing team to stand around the circle.
- Teams shall rotate fields on halftime.

Law 9: Ball In and Out of Play:

- The ball is always in play as long as it is within the touchlines and goal lines or is touching the lines.
- The ball is out of play only when it COMPLETELY crosses playing field boundaries, because the position of the BALL determines in and out of play.

Law 10: The Method of Scoring:

- The ball must completely cross the goal line, between the posts or flags and below the crossbar for a goal to be scored.
- A defensive player cannot score a goal in their own goal (this is different than a “self goal”).
- A goal cannot be scored directly from a throw-in.

Law 11: Offsides

- There will be offsides at official discretions

Law 12: Fouls and Misconduct**Players who intentionally**

- Kick or attempt to kick at an opponent.
- Trip an opponent.
- Jump at an opponent.
- Charge at an opponent in a dangerous manner.
- Strike, spit at, or attempt to strike or spit at an opponent.
- Hold an opponent.
- Push an opponent.
- Touch the ball with the hands (girls may use their arms for protection while doing chest traps, hands should be on shoulders, and elbows must be kept against the body).
- NO Slide Tackling allowed.

These are penalized by awarding the opposing team a direct free kick from the spot of the foul.

Law 13: Free Kicks

- The referee, according to the infraction, will award direct and indirect free kicks.

Law 14: The Throw-in

- Players must throw-in the ball from either side it went out of bounds.

Law 15: Goal Kicks

- Balls that go out-of-bounds beyond the goal line and are last touched by the offensive or attacking team are restarted by the defensive team.
- The ball is put into play by the defending team, taken from a point anywhere within the goal area.
- A goal can be scored from a goal kick, but only against the opposing team.
- Players may take goal kicks from the boxline.

Law 16: Corner Kicks

- Balls that go out-of-bounds beyond the goal line and are last touched by the defensive team are restarted by the offensive team.
- The offensive team restarts play with a corner kick from with-in the corner arc on the side from which the ball went out of play.
- The corner kick is similar to a direct free kick, so defensive players must remain at least 10 yards from the ball until it is touched and travels in a forward motion.
- The player taking the corner kick cannot touch the ball a second time unless it has been touched by another player.
- A goal may be scored from a corner kick, but only against the opposing team.

Law 17: Cards

- The referee will show yellow (caution) and red (sending off) cards in accordance with the laws of the game. A red card results in ejection from the game.
- Red cards shown for serious infractions may result in ejection for the remainder of the season with reinstatement only with the permission of the league coordinator.

Law 18: Penalty Kicks

- For any player infractions inside the penalty area that results in a penalty kick.

SUBJECT TO CHANGE WITHOUT NOTICE