

Gulf Coast Soccer

Modified Laws of the Game



U9/U10 Playing Rules

At the U9/U10 level, we now have most of the elements found in the “real” (11v11) game, with some adjustments to scale the demands of the game to the developmental level of the players.

The U10 Field will measure between 55x35 yds (minimum) and 65x45 yds (maximum). In addition to the touchlines, goal lines, and halfway line, we also have markings for goal areas, penalty areas, penalty arcs, corner arcs, and a center circle. Goals will measure between 6x18 feet and 6.5x18.5 feet.

Teams play 7v7, including a goalkeeper, and now use a Size 4 ball. Games consist of two (2) halves of twenty-five (25) minutes each, with a ten (10) minute halftime. Teams switch directions at the halftime. As is true for all games within the Spindletop YSA, the home team on the schedule wears the white/light jersey, and the away team wears the dark jersey. The jersey should be tucked in to the uniform shorts. Players must wear shinguards under their uniform socks, and can not wear jewelry of any kind.

Games will be officiated by a center referee, with the help of two assistant referees (if available). Playing rules will adhere to the FIFA Laws of the Game (including the offside law), with just a few modifications.

- Players are not permitted to head the ball intentionally at this age level, per US Soccer policy. A violation of this restriction results in an indirect free kick to the opposing team at the point of the foul.
- For goal kicks, the ball will be placed within the goal area. All opposing players must retreat behind the halfway line and remain there until the ball has been kicked.
- For all other restarts, the opposing players must be at least 8 yards away from the ball until it has been kicked.
- Substitutions are unlimited, and may be made on any stoppage of play by either team.

All players are entitled to play at least 50% of the game, except in the instances of injury or documented discipline issues. Any discipline suspensions must be communicated in advance to the player and player's parents. If a discipline-related suspension is sought for more than one game per season, it must be approved in advance by the Program Director.

All spectators must stay on the touchline opposite the team benches; only authorized adults (with their KidSafe passes) and rostered players are permitted in the team area. Spectators are not permitted within 5 yards behind the goal lines or goals, and anyone who shouts instructions to players from behind the goal lines will be required to leave the area.

We do keep standings at this age group, and scores are to be reported after each game to the league scorekeeper. In the event that a game becomes “non-competitive” (defined as having a goal differential of 6 or more for either team) and at least one full half of the game has been completed, that game shall be paused to determine whether the coach of the losing team wants to have the game's final score recorded as of that moment. If the coach of the losing team invokes this provision, the Referee will record that final score on the official Game Report. Otherwise, the game will continue as normal until full time has been reached.

However, to ensure that players all receive their expected amount of playing time when a match is truncated, the team coaches shall reorganize their teams to play a new scrimmage using whatever time remains from the original match. The two teams will mix players (“50/50”) to form two new, balanced teams, with scrimmage vests distributed to facilitate the implementation of this rule. The game officials will continue in their roles for this scrimmage, and the referee shall determine when time has expired for the scrimmage (using a “running clock”, and no added time).