

# Merced Youth Soccer Association

## Modified Playing Rules

### Under 10 League

Rules conform to FIFA and CYSA rules, but modified for youth soccer as specified below:

#### 1) **PLAYERS' PLAYING TIME**

Each player **must** play at least 1/2 of the game, unless the Referee is informed at check-in that a player is sick (Ref will advise the other coach of this). If a player shows up after the game has started, the coach is only required to play that player ¼ game time. If the coach is disciplining a player, the coach must contact the Division Coordinator first, and the Coordinator must inform the referee of what action is to be taken

#### 2) **TEAM FIELD POSITIONING**

All coaches, players, and team spectators will be on assigned side of field. Coach must stay within coach's box. If no coach box is marked, the coach box will be one yard beyond the touchline and six (6) yards extending on each side of the half line. NO ONE is allowed down by the corner flag or behind the goal line. Referee may give permission for the taking of pictures only, but you must have referee's permission first.

**FIELD CLEAN-UP:** You must have your team clean up their side of the field after each and every game. Please use the trashcans available. We have received complaints about litter in the past and do not want to lose the use of these fields.

#### 3) **COACH, PLAYER, AND SIDELINE BEHAVIOR**

Coaches are responsible for behavior of players and parents at the game. Coaches shall use a positive and informative tone of voice, not haranguing or derogatory towards anyone. Profanity or disruptive behavior of any kind is not allowed. No mechanical devices to magnify your voice. Coaches are never allowed on the field. **\*\*If a player is injured, the *referee* will call the coach onto the field\*\***

#### 4) **NUMBER OF PLAYERS**

12 players are rostered to a team. A maximum of 9 players on the field at any time during the game, and one of them must be the goalie. Minimum number of players on field at any time is seven (7).

#### 5) **GAME DAY**

##### **GAME TIME**

The KICK OFF will be at the scheduled time. Game Duration: (with 5 minute half-time break)  
50 minutes, divided into two (2) equal halves of 25 minutes each.

##### **CHECK IN**

Each team is to be at the field 30 minutes before scheduled game time. 15 minutes before game time referee will call both teams to the center circle and check them in. Coaches will have the following items ready before being called by the referee: game ball, goalie shirt, game card, and player passes. Coach will line up his or her players by numbers 4 feet back from the halfway line. Each coach will then pass out team Player Passes to each player, and submit their Coach Pass and Game Card to the referee. The referee will check all the players' uniforms, including hands and shoes, looking for anything dangerous. The referee will then collect all the player passes. The yellow registration/medical release form for all players on a team must be brought to all games and practice sessions.

##### **GAME CARD**

Only game cards issued by MYSA will be used. Cards will be filled out listing players in numerical order (2,3,4,etc). All rostered players must be listed (Referee will mark cards absent, injured, no show, etc. when players are at check-in). Signature of both team Coaches on game card is required.

## 6) TEAM NEEDS

### GAME BALL

The Ball Size is four (#4). The ball must also be properly inflated (it should be firm, but not too hard. If you hold the ball to your chest and push in with both thumbs, the ball should go in about  $\frac{1}{4}$  of an inch).

### GOALIE SHIRT

Each team is required to supply its own goalie shirt. The shirt must be a different color from jerseys of your team and the opponent team. Striped shirts are preferred.

## 7) HOME TEAM

Is team listed FIRST on schedule.

### GAME DUTIES:

- 1) Fill out game card first and then give with ample time to 'away' team
- 2) Provide appropriate soccer ball
- 3) Home team will choose side; away team must take team and parents to opposite side.

### IF FIRST GAME OF DAY:

- 1) Pick up nets & flags at assigned location
- 2) Set up goal posts and flags (if needed). Must be set up 30 minutes before first game.

### IF LAST GAME OF DAY:

- 1) Take down nets & spikes, flags, and goalposts.
- 2) If field with portable goalposts: take goalposts to assigned location for lockdown. Place appropriately.
- 3) Take nets & flags to assigned location.

## 8) TIES: All ties stand!! No shootouts to resolve tie games.

## 9) PLAYER EQUIPMENT

Uniform includes: Jersey or Shirt (with number), Shorts, Socks, & Footwear. Only the approved uniform handed out by MYSA shall be used by all players. Players with altered uniforms, or different attire will not be permitted to play. **ALL** shirts will be tucked in at all times. Shin-guards are **Mandatory** (worn under socks) for all practices and games. **NO EXCEPTIONS**. A second shirt (**NO HOODS**) may be worn under a jersey. No pants, gloves, etc. will be allowed except by the goalie. If you switch goalies, that player must immediately conform to the uniform rules. Players wearing orthopedic solid casts, air splints or metal splints are generally not allowed to participate in any game. However, a soft brace, soft cast, ace bandage, or tape, which is not dangerous to another player, may be permitted, only with prior permission of Referee.

## 10) REFEREES

Games will be officiated by a Center Referee and/or linesmen, using either a 3-Man, Dual, or Single Referee system. Referees are encouraged to explain the infraction called on the offending player. Decisions on points of fact will be final. No appeals! Do not argue calls with our youth Referees, **AT ALL!**

## 11) SUBSTITUTIONS

Player substitutions require prior permission from the Referee. Players can only be substituted on your own throw in, all goal kicks, and kick offs. Player must be out of field before sub can come in.

## 12) GOALIE CHANGE

Anytime there is a goalie change during the game or at half time, the Referee must be informed and permission granted. If the old and new goalie making the change fail to report it to the referee (or coach fails to report change) the result will be those players are warned and the coach is given a yellow card.

## 13) KICK-OFF

The team winning the coin toss: **selects the goal it will defend**. The other team: **takes the kick-off to start the game**. Positions are reversed at start of 2nd half. The kick-off team (including restarts after a goal is scored) must remain in their half of the field until the ball is kicked forward into their opponents half of the field. Defenders must remain on their half of the field and outside the center circle until the ball is played. The ball is placed at the center field mark and kicked after Referee whistle.

## 14) BALL IN or OUT of PLAY

The ball is out of play only when it has *wholly crossed* the goal line or touchline. Same holds for scoring.

#### 15) OFF SIDE

The Offside rule will be enforced. Referees are encouraged to instruct Players and new Coaches on offside infractions. A player is in the Offside Position if he or she is nearer to the opponent's goal line than both the ball and the second-to-last opponent. A player is not in the Offside position while in their own half of field, or when level with the second-to-last opponent. The Offside Penalty is only applied if, at the moment the ball touches or is kicked by a teammate, the player in Offside Position interferes with play or an opponent, or gains an advantage by being in that position. No Offside Penalty on throw ins, corner kicks, or goal kicks.

#### 16) "MERCY RULE"

- \* Under 8's, under 10's and under 12's cannot win by more than 7 goals. (8-0, 10-2, 14-6, etc)
  - \* Under 14's, under 15's, and under 19's cannot win by more than 8 goals. (9-0, 11-2, 15-6, etc)
- Referees will not stop games--

\*\*\*\*\*Coaches are encouraged and expected to move high-scoring players back on defense, play weaker goalies, only allow shots from outside the penalty area, and/or only allow goals scored with headshots, and/or play short on players to try and make the game more competitive. Running up the score is considered unsportsmanlike. The MYSA board expects to see teams playing their allotted amount of time. Unsportsmanlike behavior is not condoned by the Board. Coaches will be suspended for at least one game. (please see notations under "INFRACTIONS" below) \*\*\*\*\*

#### 17) INFRACTIONS

##### YELLOW CARD:

Affects Players and Coaches (coaches *ARE RESPONSIBLE* for parent conduct). This is a warning only. Any further persistent infringement of the rules can result in a RED CARD. If a player who is playing in the game receives a yellow card ONLY, that player must be substituted out at that time. The player is to sit out at least five (5) minutes. This action is advised as it gives the player a chance to cool down and return to the game later.

##### RED CARD:

Affects Players and Coaches (*Again, Coaches are responsible for conduct of Parents and spectators*). It is not necessary to receive a yellow card first. A player or coach who receives a RED CARD must leave the area (sight & sound of referee). If the player was in the game when he received the RED CARD, he may NOT be replaced and the team plays down one player. *Failure to comply will result in the game being suspended.* The Pass of carded player or coach will not be returned at the end of game. Upon receipt of the official referee game report and pass, the MYSA Discipline Committee will decide the # of games that offending coach or player needs to sit out before joining the team again. The "MYSA Red Card Verification Form" must be turned in to the Recreational Coordinator before the player or coach pass can be handed back to the team.

##### YELLOW CARD ACCUMULATION:

Affects Players and Coaches. Three yellow cards in the course of the season will lead to a minimum of one game suspension. The player / coach pass will be turned in to the Age Group Coordinator. The MYSA Discipline Committee will decide the # of games that offending coach or player needs to sit out before joining the team again. The "MYSA Red Card Verification Form" must be turned in to the Recreational Coordinator before the player or coach pass can be handed back to the team.

***\*\*If coach is red carded and/or suspended, and there is no asst. coach rostered, the team cannot play during those games the coach is suspended\*\****

**18) FOULS & INDIRECT KICKS**

A. *ALL fouls will result in an INDIRECT kick*, all defenders must move back at least 8 yards. Direct Kicks or Penalty Kicks are not taken. Any drop ball or foul committed in the Penalty Area will result in the ball being put in play on the penalty line, parallel to the goal line. If a player is injured, the *referee* will call the coach onto the field.

B. **INDIRECT KICKS:** Defending team must be back 8 yards. The ball must be kicked and move (simply stepping on the ball does not count) then be touched by a second player from either team before the ball goes into the goal. Failure to be played by a second player will result in **NO GOAL**. The opposing team puts ball back in play with a Goal Kick.

**19) THROW-IN**

Two feet on the ground and the ball delivered over the head with both hands. One retake to the erring (same) player after the referee's explanation.

**20) GOAL KICK**

Occurs when an attacking team player is last to touch ball before it crosses the goal line and not through the goal. Goal kicks may be taken from any point inside the goal area (six yard box). Opponent must be 6 yards from ball (outside penalty area).

**21) CORNER KICK**

Occurs when a defending team player is last to touch ball before it crosses the goal line and not through the goal. Corner Kicks may be taken from any point inside the corner arc area. Opponent must be 8 yards from the ball.

**22) SLIDE TACKLING**

All slide tackles will be considered a foul.

**23) FIELD DIMENSIONS & MARKINGS**

Field size: 50 x 85 yards. Goal Posts: 7 ft hi x 21 ft. Goal Area (from post): 6x6 yards x 21 feet. Penalty Area (from post): 12x12x31 yards. Center Circle: 8-yard radius. Coaches Box: 8 yards each way from the halfway line. Spectator area: directly behind coaches box **ONLY**.

Distinctive lines (white paint preferred) 3-5 inches wide, which mark the following: Halfway line, center circle, goal & touch lines, 4ea 1-yard corner arcs, goal area, penalty area, and Coaches Box.

**24) MYSA CUP & JAMBOREE:**

Automatic entry is not guaranteed. The end of season MYSA CUP & JAMBOREE are a reward and a privilege for teams. Teams that have caused problems during the season (per info provided by Age Group Coordinator, Referees, other teams, any league official) will not be invited to participate.

**25) COMMON SENSE**

--Both teams will cheer the other teams in a positive manner and shake hands at the end of game. Parents and spectators will support both teams and players in a positive manner at all times. League win/loss standings are not maintained. Our purpose is to introduce Merced youth to the great game of soccer so that they can learn the game in a fun and positive environment. Coaches: avoid the "win at all costs" attitude, and learn to rotate players in during your games.

--Do NOT run up game scores. The winning team coach should rotate stronger players to defensive positions or Sub-out to avoid excessive scoring.

-- **NO ALCOHOLIC BEVERAGES OR SMOKING ALLOWED ON ANY SOCCER SITE**

**REMEMBER: we are here for the kids!**