

**Milwaukee Kickers Soccer Club**  
**U9 & U10 League Rules**

**LAW 1: THE FIELD**

1. **Dimensions:** Each field of play should be rectangular, with a length of approximately 55-65 yards and a width of approximately 35-45 yards.
2. **Field Markings:** The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it. Build Out line shall be 14 yards from goal line; sideline to sideline and both ends of field.
3. **Goals:** Goal size shall be 6.5 feet high by 18.5 feet wide or if not available 7 feet high by 21 feet wide.
4. **Goal Area:** A goal area is marked on each end of the field as: Two lines drawn at right angles to the goal line six (6) yards from each goalpost for a distance of six (6) yards and joined by a line drawn parallel with the goal line.
5. **Penalty Area:** A penalty area is marked on each end of the field as: Two lines drawn at right angles to the goal line ten (10) yards from each goal post for a distance of ten (10) yards and joined by a line drawn parallel with the goal line. Within each penalty area a penalty mark is made eight (8) yards from the midpoint of the goal line. An arc of a circle with a radius of eight (8) yards from the penalty mark is drawn outside the penalty area.

**LAW 2: THE BALL**

Size 4 soccer ball shall be used for all games.

**LAW 3: NUMBER OF PLAYERS**

1. Maximum number of players on the field is 7 (one which is a goalkeeper).
2. Maximum number of players on the roster is 14/18.
3. **Playing Time:** Every player shall play a minimum of 50% of each game if they have participated and cooperated in practice.
4. **Substitutions:** Unlimited by a team and can occur at any stoppage.

**LAW 4: PLAYERS EQUIPMENT**

1. Players uniform consists of:
  - Shirt
  - Shorts
  - Shin guards completely covered by the socks and provide adequate protection.
  - Shoes ó Tennis shoes or soccer shoes with cleats.

2. Jewelry is not permitted. Exception: Medical alert jewelry can normally be made safe by taping it to the body with medical tape (with the necessary information still showing).
3. **Casts are allowed at referee's discretion.**

#### **LAW 5: REFEREE**

1. U9-10 Games shall be officiated by USSF referees (assigned by the region). It is the home regions responsibility to hire and pay the official. A parent volunteer may be used if no official is assigned.
2. Players should receive a brief explanation if they have committed a rule infraction.

#### **LAW 6: ASSISTANT REFEREES**

Parent volunteers **MAY** be used on the sidelines to identify balls that have gone out of bounds.

#### **LAW 7: DURATION OF THE GAME:**

1. The game shall be divided into two equal periods of 25 minutes.
2. There shall be a (5) minute half-time break.

#### **LAW 8: THE START OF PLAY**

1. The referee will conduct a coin toss before the game. The visiting team calls the coin toss.
2. The winner of the coin toss chooses which goal to attack. The other team kicks off. The winner of the coin toss will kick off the second half of the match.
3. Teams switch ends of the field for the second half of the game.
4. Opponents must be eight (8) yards away from the ball while the kick off is in progress. Teams must be in their own half of the field prior to the kick off.
5. The ball is in play when it is kicked and clearly moves.

#### **LAW 9: BALL IN AND OUT OF PLAY**

The ball is in play until it entirely crosses the touchline or goal line or until the referee stops play by blowing the whistle.

#### **LAW 10: METHOD OF SCORING**

The ball must cross the goal line entirely while on the ground or in the air between the goal posts and under the cross bar.

#### **LAW 11: OFF SIDE**

The off-side rule does apply. **You can only be penalized for offside between the build out line and the goal line in your attacking half.**

## **LAW 12: FOULS AND MISCONDUCT**

A direct free kick is awarded to the opposing team if a player commits any of the following:

1. Kicks or attempts to kick an opponent
2. Trips or attempts to trip an opponent
3. Jumps at or Charges an opponent
4. Strikes or attempts to strike an opponent
5. Pushes an opponent
6. Holds an opponent
7. Handles the ball deliberately (except for the goalkeeper within their own penalty area)
8. Spits at an opponent
9. Contacts the opponent before the ball when tackling.

An indirect free kick is awarded to the opposing team if:

1. Opponent plays in a dangerous manner
2. Opponent impedes the progress of an opponent.
3. Opponent prevents the goalkeeper from releasing the ball from their hands
4. Goalkeeper takes more than six seconds while controlling the ball with their hands before releasing it.
5. Goalkeeper touches the ball again with their hands after it has been released and has not touched another player.
6. Goalkeeper touches the ball with their hands after it has been intentionally kicked to them by a teammate.
7. Goalkeeper touches the ball with their hands after they have received it directly by a throw-in taken by a teammate.
8. Opponent commits any offense for which play is stopped to caution or dismiss a player.
9. Deliberate heading is not allowed. If a player deliberately heads the ball an indirect free kick will be awarded to the other team from the spot of the head ball.
10. PUNTING IS NOT ALLOWED. If a goalkeeper punts the ball, an indirect kick is awarded to the opposing team from the spot of the offense.

## **LAW 13: FREE KICKS**

The referee may award two basic kicks:

1. Direct free kick (a goal can be scored directly)
2. Indirect free kick (must touch another player before a goal can be scored.

The kicker may not kick/play the ball a second time until it is touched by another player. Opponents must be at least eight (8) yards away on all free kicks until the ball is put in play.

#### **LAW 14: PENALTY KICKS:**

Conform to USSF/FIFA with the exception of the penalty mark which is 8 yards from the midpoint of the goal line.

#### **LAW 15: THROW-IN:**

1. Throw-in restarts the game after the ball entirely crosses the touchline.
2. The team which did not touch the ball last takes the throw-in.
3. A second throw-in will be allowed if the player commits an infraction on the initial attempt. The referee shall explain the infraction before allowing the player to re-throw.

#### **LAW 16: GOAL KICKS**

1. A goal kick restarts play after the ball entirely crosses the goal line (and is not a goal) and is last touched by the attacking team.
2. The goal kick may be taken from any point within the goal area.
3. Opponents must remain outside the penalty and may not play the ball until it completely leaves the penalty area.
4. The ball is in play when it is kicked directly beyond the penalty area.
5. Build Out Line: When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line until the ball is in play

#### **LAW 17: CORNER KICKS:**

1. A corner kick restarts the game after the ball entirely crosses the goal line (and not a goal) having been last touched by the defensive team.
2. Opponents must remain at least eight (8) yards from the ball until it is in play.