

6v6 Soccer Rules for the U10 Division

RULES OF THE GAME

(WCSSF Guidelines follows the Indiana Soccer Guidelines)

Field Dimensions: The playing field is 45-60 yards in length, and 35-45 yards wide. The goals are 6'h x 12'w.

Ball Size: The Ball: must be a size four. The smaller ball is lighter and more easily kicked, received, dribbled and passed.

No Offsides in 6v6!

Number of Players: Each team can have six players on the field. However, a team may start with a minimum of five players, but each team would need to play equal strength.

Duration of the Game: Each game will consist of two 25 minutes halves, with a 5 minutes half-time.

Rules of the Goal Keeper: In the U9/U10 age groups the goalkeeper may (see attached sheet): (1) Throw the ball past midfield in the air; (2) Roll the ball past midfield; Place the ball down on the ground and kick it past midfield in the air; (3) Drop kick the ball past midfield in the air; and (4) A goalkeeper may punt the ball but it must land in their own defensive half before crossing the midfield line.

Throw-ins: A throw-in is awarded when a ball is kicked out from the sideline.

Goal Kicks: Goal kicks are placed on the goal box, and must be kicked out of the penalty box before another player touches it.

Free Kicks: The distance the defending players must be away from the ball until it is kicked is the same as the radius of the center circle.

Penalty Kick: The penalty mark is eight yards from the center of the goal line and those players other than the kicker and defending goalkeeper are at least eight yards from the penalty mark. The distance of eight yards conforms to the radius of the center circle. The distance of eight yards from the center of the goalmouth for the penalty mark fits within the reduced dimensions of the penalty area and is a reasonable distance for the kick.

Corner Kick: The distance the defending players must be away from the ball until it is kicked is the same as the radius of the center circle.

Hand Ball Clarification: Deliberate handling of the ball that denies the opposing team a goal or an obvious goal scoring opportunity will result in the following: a free kick according to the FIFA rules.

Referee: A center referee will be assigned to each U10 game. Assistant Referees may be used during the game, but are not mandatory. Coaches and assistant coaches should remain on the side-line and not enter the field of play during a game unless called on by the referee.

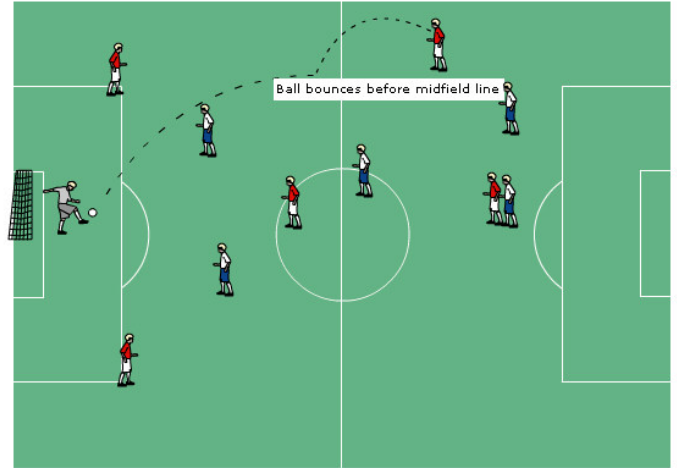
U10 Punt Rule

In the U9/U10 age groups the goalkeeper may:

- Throw the ball past midfield in the air.
- Roll the ball past midfield.
- Place the ball down on the ground and kick it past midfield in the air.
- Drop kick the ball past midfield in the air.
- A goalkeeper may punt the ball but it must land in their own defensive half before crossing the midfield line.

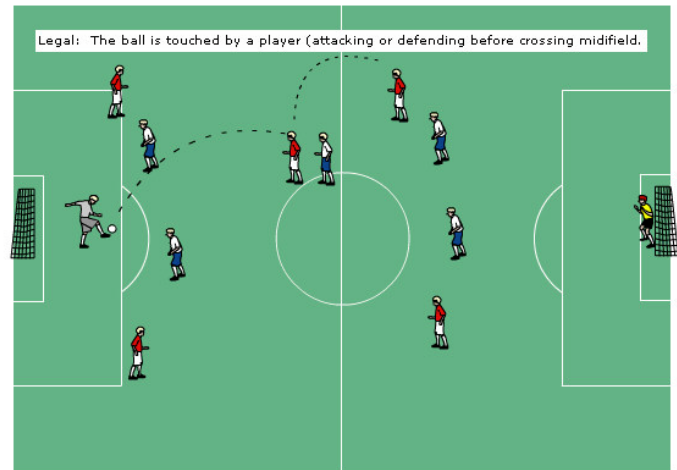
Legal Punt Diagram 1

The ball bounces on the ground and goes past midfield.



Legal Punt Diagram 2

The ball is touched by a player (attacker or defender) before crossing midfield



Illegal Punt Diagram

In the U9/U10 age groups the goalkeeper may NOT:

Punt the ball past midfield in the air. (see diagram)

An infraction will result in an indirect free kick from the midfield line for the opposing team.

