

TAOS YOUTH SOCCER LEAGUE LAWS OF THE GAME

THE FOULS

U-6, U-8: All fouls committed are to be classified as direct.

U-6, U-8: No Penalty Kicks

U-6, U-8, U-10: No Offside

U-6, U-8, U-10, U12, U14: No Heading of the ball

U-10, U12, U14: Punting or drop-kicking the ball is not allowed

Penalty Kick: A penalty kick is to be awarded when a defending player commits one of the nine major fouls within his or her own penalty area while the ball is still in play.

MAJOR FOULS: **Nine major fouls** result in a direct free kick, from which a goal may be directly scored against the opponents. The offense must have been intentionally committed in the referee's judgment as a major foul.

- **Two with the feet**
 - **Kicking** or attempting to kick an opponent.
 - **Tripping** an opponent.
- **Three with the body**
 - **Jumping** at an opponent.
 - **Charging** violently or dangerously. When tackling an opponent, make contact with the opponent before the ball.
 - **Charging** from behind.
- **Four with the hands**
 - **Striking** or attempting to strike or spitting at an opponent.
 - **Holding** an opponent.
 - **Pushing** an opponent.
 - **Handling** the ball deliberately. Carries, strikes, or propels the ball with hand or arm. (General rule of thumb) Did the ball play the hand (incidental), or did the hand play the ball (intentional)?

MINOR FOULS:

Five minor fouls result in an indirect free kick. At least one additional team player must touch the ball before a goal can be scored from an indirect free kick.

- **Dangerous play;** including high kicking near another player's head or trying to play a ball held by a goalkeeper.
- **Fair charge away from the ball;** fairly charging when the ball is not within playing distance.
- **Obstruction;** impeding the progress of an opponent. Intentionally getting between an opponent and the ball when not playing the ball.
- **Charging the goalkeeper;** Shoulder-to-shoulder contact within the penalty area.
- **Goalkeeper infringements:**
 - The goalkeeper has six seconds to punt, throw, kick, or dribble the ball.
 - Goalkeeper playing the ball with his or her hands when a teammate intentionally kicks the ball.
 - Gaining control a second time, unless another player touched or played the ball.

TAOS YOUTH SOCCER LEAGUE LAWS OF THE GAME

U-10 (UNDER TEN) – 6V6 FORMAT RULES

**Dribbling Should Be Encouraged
Passing Should Be Discouraged**

The Field of Play:

Dimensions: The field of play must be rectangular, and the touchline must be longer than the goal line.

- Length: (60) Yards: Width (45) Yards.

Field Markings:

- Distinctive lines not more than (5) inches wide.
- 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 center circle with a radius of (8) yards is marked around it.

The Goal Area: The goal area is marked at each end of the field as follows: Two lines are drawn at right angles to the goal area three (3) yards from the inside of each goalpost. These lines extend into the field of play for a distance of three (3) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area: A penalty area is defined at each end of the field. Two lines are drawn at right angles to the goal line, ten (10) yards from inside each goalpost. These lines extend into the field of play for a distance of ten (10) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area, a penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Flag posts/Corner Flags: Conform to FIFA

The Corner Arc:

- Four corner arcs with a (1) yard radius.

Build-Out Line: The Build-out Line should be marked an equal distance between the top of the penalty area and the halfway line, completely across the field. It may be a solid line, a dashed line, or a line of a different color than the other markings on the field.

The buildout line promotes playing the ball out of the back in an unpressured setting. The opposing team must move behind the buildout line when the goalkeeper possesses the ball or on a goal kick. Punting or drop-kicking the ball is not allowed. The opposing team can cross the buildout line as soon as the ball is put into play, and play can resume as normal.

Goals:

- Goals: (7) feet high by (21) feet wide.
- Goals must be placed in the center of each goal line.
- They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar.
- **Goal Safety: Goals must be anchored securely to the ground!**

The Ball: Size (4)

Number of Players: Not to exceed (12) per roster.

- A match is played by two teams consisting of not more than six (6) players, one of whom is the goalkeeper.
- A match may not start if either team has fewer than five (5) players.

Substitutions: At quarters, at halftime

Playing Time:

- Each player shall play at least 50% of the total playing time.
- If a team is short players, the opposing team should “loan a player or two to the team that is short players and then PLAY.

Players Equipment: Conform to FIFA

- Footwear: Tennis shoes or soft-cleated soccer shoes.
- Shin guards: With socks over the shin guard, it’s mandatory!!
- Uniform: all players should wear matching team jerseys, shorts, and socks.
- Uniforms must distinguish teams.
- Goalkeeper: Must wear a different colored jersey from everyone else.

Referee:

- An OFFICIAL Coach, Assistant Coach, or Registered Referee.
- Referees decisions on points of fact connected with the game shall be final.
- All rule infractions shall be briefly explained to the offending player.
- Referees shall not be paid.

Assistant Referees: Not required, May use club linesperson if desired.

Duration of the Match:

- (4) Equal (12) minute quarters.
- A (2) minute break between quarters one and two and another (2) minute break between quarters three and four.
- A halftime interval of (5) minutes.

Eight-Yard Rule: In all dead ball situations, defending players must stand at least eight (8) yards away from the ball. If the defensive player's goal area is closer than eight yards, the ball shall be placed eight yards from the goal area in line with the place of the penalty.

The Start and Restart of Play: Conform to FIFA

- The team taking the kickoff must keep its opponents at least eight (8) yards away from the ball until it is in play.
- All players must be on their side of the playing field before kick-off.
- The ball must be stationary on the center mark.
- The referee gives a signal for play to begin.
- The kickoff will be classified as a direct kick.
- The ball is in play when it is kicked and moves forward.
- The kicker cannot play the ball twice in succession.

Ball In And Out Of Play: Conform to FIFA.

Method of Scoring: Conform to FIFA with the following exception. **The score is not to be kept.**

Offside: NONE**Fouls and Misconduct:** Conform to FIFA with the following exceptions.

- No caution or ejections shall be issued to players except by an independent, neutral referee.
- An indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop kicks the ball from his/her penalty area into the opponent's penalty area. Note: A goalkeeper's distribution still allows the ball to be punted the entire field length. It cannot go directly into the opponents' penalty area out of the air.

Free Kicks:

- Opponents must be eight (8) yards away before the kick is allowed.
- It is to be taken from where the foul occurred unless it occurred closer to the goal area than the (8) yard rule allows or the foul results in a Penalty Kick.
- The ball must be stationary before the kick is taken.
- The ball is in play when it is kicked and moves.
- A kicker **cannot** play the ball twice in succession.
- Direct Free Kick:
 - Punishment for the nine major fouls only.
 - A goal may be scored directly by the kicker.
- Indirect Free Kicks:
 - Punishment for anything other than major fouls.
 - The kicker cannot score a goal directly. Another team player must touch the ball before a goal can be scored.

Penalty Kick:

- Punishment if a defender commits one of the nine major fouls in his or her own penalty area.
- The goalkeeper must be on the goal line between the posts until the ball is played. **Note:** The goalkeeper is allowed to move along the goal line.
- All other players must be on the field but at least eight (8) yards away from the penalty spot.
- The kicker cannot play the ball again until another player has touched it.

Throw In:

- When taking the throw, the thrower must:
 - Face the field of play.
 - Have all or part of both feet on the ground, on or behind the touchline.
 - Throw with both hands from behind and over the head.
 - Do not play the ball a second time until it is touched or played by another player.
- The ball is in play when it enters the field.
- A goal cannot be scored directly from a throw-in.
- If an opponent unfairly distracts or impedes the thrower, he/she is cautioned for unsporting behavior.
- A second throw must be allowed if the player commits a foul on the initial attempt.
- The referee shall explain the proper method before allowing the player to re-throw

Goal Kick:

- Place the ball anywhere on the goal line or in the goal area.
- The ball must leave the penalty area to be in play.
- Retake if the ball does not leave the penalty area.
- The kicker cannot touch the ball twice in succession.
- Attackers must be outside the penalty area before the kick.
- A goal may be scored directly from a goal kick; however, you may not score on yourself.

Corner Kick:

- Place the ball in the corner arc.
- The corner flag cannot be removed.
- Defenders must be at least eight (8) yards from the ball.
- The kicker cannot touch the ball twice in succession.

NO SLIDE TACKLING!!!

Do not record league standings.

Do not record the score.

Participation awards for all, no trophies or awards for the best team or individuals.

Parent/coaches, non-playing players, parents, and spectators should be located not less than (6) yards from outside the touchline, nor should they be closer than (20) yards to the goal line. No individual should be allowed to run the length of the field except participants of the game.

IMPLEMENTING THE BUILD OUT LINE

The Build Out Line is used in 6v6 games played by the U-10 age group. The purpose of the Build Out Line is twofold:

To promote playing the ball out of the back with possession and indicate the field area where an attacking player may be called for being offside.

Using the Build-Out Line:

Used as a retreat line when:

The ball goes over the end-line for a goal kick, or the goalkeeper establishes possession in his/her hands

As soon as either of these situations occurs in a game, all opponents must begin to retreat to behind their Build Out Line. The referee may caution players who do not retreat (the same as when defending a free kick).

- Players on the team taking the goal kick or on the team of the goalkeeper with the ball in their hands may move to any area of the field.
- On a goal kick, the ball is considered *“in play”* once kicked and clearly moves. The player taking the goal kick can only touch the ball once, and another must touch it before the first kicker can play again.
- When the goalkeeper has possession in his/her hands, the ball is considered *‘in play’* as soon as the goalkeeper releases it by dropping it to the ground, rolling it, or throwing it.
- **To further promote playing the ball out of the back, goalkeepers may not punt or dropkick the ball.*
- If the player taking the goal kick chooses to restart play before the opponents have retreated behind the Build Out Line, the ball is *‘in play’* once kicked and clearly moves.
- If the goalkeeper chooses to restart play before the opponents have retreated behind the Build Out Line, the ball is *‘in play’* once it is released by the goalkeeper.
- Once the ball is in play, the game is considered live, and opponents may move to any area of the field.

Used as an indicator of where a player may be called for being offside:

Citing the existing off-side rule, an attacking player is not in an off-side position and cannot be called for being offside if the attacking player is in his/her own half of the field.

Replacing the use of the midfield line as the indicator of where a player may be in an offside position, the Build Out Line is now used to determine where a player may be called for being offside. An attacking player is not in an offside position and may not be called for being offside if the attacking player is on his/her own side of the Build Out Line when the ball is played by a teammate.