

## **Elgin Middlesex District Soccer League**

### **Under 9 & 10 (U-9 & 10)**

Referee – Parent – Coach Quick Reference Rules

#### **Section 1.0: The Laws of the Game**

- 1.1: Game format: 7 vs. 7
- 1.2: Game Day Roster: Maximum 12 players on the bench. Minimum 5 players to start game
- 1.3: Game Length: 50 minutes total. Two 25-minute periods.
- 1.4: Game Sheets: The opposing teams game sheets must be verified against their AIMS sheet 15 minutes prior to the beginning of the game. This must be verified on the game sheets.
- 1.5: Reporting: Complete by both teams within 24 hours of the game.
- 1.6: Ball Size: 4

#### **Section 2.0: Rules and Regulations**

- 2.1: There will be no scores or standings.
- 2.2: There will be no offsides.
- 2.3: If the ball becomes out of play, a "throw-in" will not occur. Instead, it will be substituted by the player kicking the ball in, as well as dribbling in.
- 2.4: All free kicks will be indirect with the exception of a penalty kick.
- 2.5 Player substitutions may be made at any stoppage.
- 2.6 Retreat Line Rule implemented: 1/3 of field.

When the goalkeeper has the ball in their possession, be it at a goal kick or after making a save, the opposing team members must retreat to the predetermined area of the field.

The predetermined area of the field will be marked with pylons placed both side of the center field.

Implementing the retreat line rule allows the goalkeeper to safely and successfully throw or pass the ball to another teammate. Once the player receiving on the allied team from the goalkeeper touches the ball, the ball becomes back into play and the opposing players may now progress past the retreat line. Game resumes as normal.

The five second rule will also be implemented in the new retreat line rule. This rule indicates that the ball will become in play five seconds after it leaves the goalkeepers hands.

If the goalkeeper chooses not to wait for the opposing players to retreat, and they throw or pass the ball down the field, the ball is instantly in play and does not require a playing from the allied team to touch the ball first.

#### **Section 3.0: Uniforms and Supplies**

- 3.1: Colours of uniforms must be different in order for game to begin play. If uniforms are too close in colour, then the away team must change. Change of uniform must be supplied by own team.
- 3.2: Home team supplies corner flags, nets, retreat line markers and two properly inflated regulation sized balls.

