

MCSC Rules

Laws of the Game

Law 1: **Field of Play:** Field size for JFK & U6-U12 players is reduced for small-sided play.

Law 2: **The Ball:** JFK, U6 & U8 play with size 3 soccer balls. U10 & U12 play with size 4 soccer balls. U14-U19 play with size 5 soccer balls.

Law 3: **Substitutions:** JFK, U6, U8 & U10-7v7, U12-9v9, U14 and Up-11v11. JFK, U6-U12 are allowed unlimited substitutions by both teams at any stoppage in play. U14-U19 are allowed unlimited substitutions but may only sub on kick-offs, goal kicks, at the beginning of a half or on own throw-in. All players should be given the opportunity to play 50 percent of the game.

Law 4: **Player Equipment:** Shin guards worn under the socks are mandatory. Cleats are recommended but not required. No baseball cleats with a “toe cleat” or metal spikes are allowed. Absolutely no Jewelry is permitted during play. Tape over earrings is not permitted even if the earrings are new and may not be removed. If the jewelry may not be removed the player may not play.

Law 5 and Law 6: **The Referee and Assistant Referee**

U8 games are officiated by coaches or parents. U10 games are officiated by a Center Referee and two Assistant Referees/Club Linesmen, when possible.

U12 and higher are officiated by a Center Referee and two Assistant Referees/Club Linesmen.

Law 7: **Duration of the Match:** U8 play four 8-minute quarters with a 2-minute break between quarters and a 5-minute half-time break. U10 play two 25-minute halves with a 10-minute half-time break. U12 play two 30-minute halves with a 10-minute half-time break. U14 play two 35-minute halves with a 10-minute half-time break. U16 play two 40-minute halves with a 10-minute half-time break. U19 play two 45-minute halves with a 10-minute half-time break.

Law 8: **Start and Restart of Play:** The team that wins the coin toss chooses which goal to defend. The other team starts play with a kick from the center mark. Team's alternate kicks from the center mark to start play at the beginning of each quarter or half. Players may not touch the ball twice at the start of play.

Law 9: **Ball In and Out of Play:** The ball is in play until it completely crosses over a touchline or goal line.

Law 10: **Method of Scoring:** A goal is scored when the ball completely crosses over the goal line, between the goal posts and below the crossbar. U6 teams are awarded a kick-in after being scored upon. Game scores are not counted for division standings or playoff seeding.

Law 11: **Offside:** A player is offside when he/she is in the opponent's half of the field, nearer the goal than the second to last defender and/or the ball and involved in play. **Offside is not called for JFK, U6, or U8 games.**

Law 12: **Fouls and Misconduct:** Fouls are classified as either Contact or Technical (Non-Contact) contact fouls include tripping, pushing, etc. Technical fouls include dangerous play and impeding (obstruction). Yellow or red cards are administered for fouls committed carelessly or recklessly for U8 and up but are rarely required. **If a player receives a yellow card they must leave the field but can return on the next substitution opportunity.**

Law 13: **Free Kicks:** Free kicks are either direct or indirect. A goal can be scored from a direct free kick. Indirect kicks must be touched by another player before going into the goal for the score to count. All free kicks for JFK thru U10 are indirect free kicks.

Law 14: **Penalty Kick:** Penalty kicks are awarded when the defense commits a direct free kick foul in the penalty area. No penalty kicks are awarded for **U6-U8 age groups.**

Law 15: **Throw-In:** A throw-in is taken when the ball completely crosses the touchlines (sidelines) U6 players will use a kick-in when the ball completely crosses either the touchlines or goal lines. U8 players are allowed a second attempt after an illegal throw. After the second attempt, the opposing team will be awarded a throw-in.

Law 16: **Goal Kick:** A goal kick is awarded when the offense kicks the ball over the opponents' goal line. The ball must leave the goal area to be in play, or the kick is retaken.

Law 17: **Corner Kick:** A corner kick is awarded when the defense kicks the ball over their goal line

Law 18: **Under-10 Rules:**

- No intentional heading of the soccer ball
 - Will be treated an indirect free kick will be awarded to the opposing team.
- No slide tackling
 - Restart with an indirect free kick if no foul was committed, or a direct free kick if a foul was committed
- The goalie may not punt the ball
- Build-out line or half (Center line) field will be used.
 - At all goal kicks, opposing players must move beyond the build-out line or center line. Opposing players must remain on the other side of the build-out line or center line until the ball has been touched by a second player on the kicking team. The sanction is to retake the goal kick. The ball is not required to clear the build-out line or center line to be in play.
 - When the defending team goalkeeper has the ball during play, the attacking team must move back beyond the center line until the ball is released (kicked from the ground or thrown) from the goalkeeper's possession and a teammate of the goalkeeper's touches the ball or the ball crosses the build-out line or center line.
- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.
- If an opposing player, outside the build-out area, wins the ball and then plays the ball to a teammate inside the build-out area, who did not clear the build-out area, the sanction is an indirect free kick to the defending team. BUT no sanction if the GK played quickly before the other team had a chance to get out of the build-out area.