



Recreational Rules (U9-U10)

Introduction

Situations not formally covered in these rules will automatically defer to the FIFA Laws of the Game.

1. Eligibility

All players must be registered with the Newmarket Soccer Club for the current summer season.

2. Game Sheets

All players must be legibly listed on the game sheet.

The home team is responsible for providing one copy of the computer generated game sheet to the referee before the start of the game. The referee will submit the completed copy of the game sheet to the club within 48 hours of the completion of the game.

3. Playing Format

Teams will play 7v7 including Goalkeepers.

The minimum players required to field a team is 5.

4. The Ball

For U9 and U10 the home team is to provide a size 4 game ball.

5. Game Duration

2x25 minute halves.

In all games, each team shall be entitled to a five (5) minute rest at half time.

6. Fair Play Rule

If one team meets the minimum players required to field a team but is unable to field a full complement and the opponent is able to field a full complement, then it is allowed that the opposing team can field a full complement or field a maximum of one more player than their opponent at all times (ie 5v6).

7. Offside

The offside rule is not in effect for the U9 or U10 age groups.

8. Retreat Line

When the ball crosses the goal line after touching the attacking team last, play will resume with a goal kick from anywhere within the penalty area. Opponents must retreat behind the final third, until the ball is in play.

The ball is in play once it is touched by a teammate of the goalkeeper or once it crosses the retreat line, whichever occurs first.

The goalkeeper in possession does not have to wait for the opposition to retreat and has the option to restart the game anytime.

9. Free Kicks

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 yards away from the ball when the indirect free kick is taken. A goal can only be scored on an indirect free kick if it subsequently touches another player before it enters the goal.

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from the penalty mark with only a goalkeeper in position.

All other players must be outside the penalty area and be at least 5 yards behind the penalty mark.

10. Kick in/Dribble in

A player from the opposing team to the player that touched the ball last before crossing the sideline will place the ball on the sideline and pass or dribble the ball into play.

Opponents must be at least 2 yards away from the ball until it is in play.

Another teammate must touch the ball before a goal can be scored.

11. Goalkeeper

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a teammate.

12. Substitutions

In the U9 and U10, substitutions are unlimited but only shall be allowed at the following times, with the approval of (and at the discretion of) the referee:

- 1) On goal kicks,
- 2) After a goal has been scored,
- 3) At the beginning of the second half,
- 4) On a team's own kick-ins,
- 5) In extra time, at the start of each half.
- 6) In the event of injury, substitution will be allowed (with the permission of the referee) for the injured player only

The player entering the game must wait until the substituted player has left the field

Teams must make substitutions on their own thrown in only, unless the opposing team is making a substitution, in which case they may also substitute with the permission of the referee. All substitutions are at the discretion of the referee

No substitution shall be allowed for any player dismissed from the game by the referee.

13. Call-Ups

Names of called-up players must be added to the game sheet and identified by circling the player's name. Only three called-up players may be used per game, to a maximum of 9 players per team. Call-ups must be from a lower recreational age division and must be fully registered with the Newmarket Soccer Club. Representative players may not be used as call-ups. Each call-up may only be used a maximum of 3 times per season.

14. Team Benches and Technical Area

Both team benches must be on the same side of the field as chosen by the referee. Coaches and players must remain in their technical area of the field. The technical area is approximately a 15 foot wide section on their team's half of the pitch, at least 1 metre from the side line. Coaches may only leave that area by permission of the referee. Only personnel included on the game sheet may be in the technical area.

15. Spectator Location

All spectators are to observe the match from the opposite side of the field from the team benches. Additionally, spectators are not permitted anywhere along the goal line.

16. Failure to Show

A team shall be allowed a 15-minute grace period from the scheduled kick-off time. As soon as 5 players are available, the game shall commence. If there are less than 5 players, the game shall be played as an inter-squad game. The referee will still be required to submit a completed copy of the game sheet to the club within 48 hours of the completion of the game. It should be recorded on the game sheet that one of the teams was not able to field a team for the game.

Only the referee can abandon a game due to severe weather or other unusual conditions. Always go to the field for your game.

17. Final Decisions

All referee decisions are final. Coaches, managers, and other team officials shall not approach the referee in order to voice their opinions.

Festival Rules

Introduction

These rules shall supplement the prior listed rules during the Soccerfest Festival.

18. Weather

Due to the possibility that severe thunderstorms may occur during the festival, it is necessary that all attending teams understand the procedures to be followed. Coaches and their teams must arrive at or in the vicinity of their playing field before the scheduled game time, regardless of the weather conditions. In the event of conditions, which may be hazardous to the players and spectators, the referee or Newmarket Soccer Club officials may suspend play until conditions permit a safe continuation of the schedule. Only the referee and/or club officials are authorized to postpone a game.

During festival play, club officials reserve the right to shorten the length of any game in an effort to ensure that all games are played. Further, if necessary due to extreme weather conditions, the club may cancel any game.

Should the club decide to reschedule a game, both teams shall present themselves for and play the game, at the field and time decided by club officials.

19. Duration of Games

Duration of all festival games will be as follows:

Under 9 – 2 x 20 Minute Halves

Under 10 – 2 x 20 Minute Halves

In all games, each team shall be entitled to a five (5) minute rest at half time.