



JUNIORS SOCCER LEAGUE

AGES 7-9



League Coordinator: Phil Kefauver; 301-600-1778; pkefauver@frederickcountymd.gov

Rules of Play Adapted for FCPR from US Youth Soccer

Field of Play: dimensions are smaller to accommodate the 6 versus 6 game, and are appropriate for the movement capabilities of 7-9 year-old children. **Field Markings:** each park field may be different but all fields are appropriately sized for U10 play

Goals: the goal is 6 x 12 feet; no goalie will be allowed for either team.

Ball: must be a size four for game play.

Player Attire: all players must wear shin guards; Cleats are recommended. Team shirts will be provided prior to the first game.

Number of Players: coaches should strive for 6v6 game play but if both teams don't have enough players then play 5v5. Administrators, coaches and referees should be encouraged to allow players from the team with sufficient numbers to 'loan' a player or two to the team that is short players and then PLAY.* Coaches need to agree on the number of players prior to the start of the game.

The Referee: this league will be using Coach/Ref. Both coaches can be on the field during game play and mutually call the game. All rule infringements shall be briefly explained to the offending player.

Parent Assistants: parents can be used to assist officiating and as linesmen, **but are not permitted on the field. – Only head coaches**

Duration of the Match: games shall begin at the scheduled time. There will be 20 minute halves, with running clock for both. The half-time break shall be approximately five (5) minutes. Once game is completed, all players and coaches must leave the field immediately to allow for next scheduled game

Throw-Ins: any ball traveling out of bounds on either sideline will result in a **throw-in**

Goal Scored: To start each half, and after goals, the ball will be brought back to midfield for a kickoff by the appropriate team.

Offside: there shall be no offside called during these games.

Corner/Goal Kicks: any ball traveling behind the goal will result in either a goal kick (if last played by an offensive player) or a corner kick (if last played by a defensive player). 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.

Roster Size: Recommended minimum – 6 players / maximum – 12 players

Playing Time: there shall be unlimited substitutions, which may occur on the fly. A minimum of at least 50% playing time is required.

Scores / Standings: Scores may be recorded but not posted. Standings will not be kept. – this is a recreational, beginner/instructional league

Lopsided rule: Winning team needs to remove 1 player if winning team gets ahead by 4 goals. If the lead increases to 6 goals then the coaches will need to communicate on the best action to take. (removing goalie, 6 passes before shooting etc.)



Cancellation Line Info: If the weather is questionable, please call 301-600-6291 (option 2). This line will be updated if there are any cancelations. A Standard greeting means practices/games are on

If a practice date happens to be rained out it will be not be made-up.

Game rainouts will be re-scheduled on a Saturday/or week night at the end of the season

