



**Arizona Soccer Club  
U9/10 Game Rules  
AZSC U9/10 rules follow the IFAB Laws of the Game  
with the following modifications:**

- Team Size - (12)
- Field Size - 35/45 x 55/65 (depending on park)
- Goal Size - 6.5' x 18.5'
- Number of players - 7 v 7 (including goalkeeper)
- Length of game - Two 25-minute halves with a running clock
- Length of half time - 5 minutes
- Pre-game coin toss - winner has choice of kickoff or to defend a side
- Ball Size - 4
- Players must play in both halves of each game. Each player SHALL play a minimum of 50% of the total playing time.
- Players must wear assigned uniform. Alterations to the uniform are not permitted.
- No jewelry or hats allowed during play
- No toe cleats. (Example: baseball cleats)
- Referees will check both teams and their equipment before game.
- Shin guards must be worn (under socks) at all times
- Substitution allowed at any stoppage of play with the referee's permission.
- Coaches and assistant coaches are to remain in the technical area or "coaches box" if provided. Coaches and assistant coaches will not enter the field of play unless the referee directs the coach or assistant to enter (example: injury). Coaches and assistant coaches who continuously leave the technical area or provided "coaches box" during match play may be cautioned and/or removed from the field. Coaches that receive a suspension will not be allowed to return until reinstated by one of the league directors
- No other adult from either team is allowed on the field or behind the goal
- Parents/fans must stay 5 ft. away from field during play
- Spectators and team bench will be on the same side of the field, but coaches and players will be located on the same half as the Assistant Referee (AR), spectators are not allowed on the same half as the Assistant Referee (AR)

## **Arizona Soccer Club U9/10 Rules Cont.**

- No sliding challenges
  - No headers permitted
  - Throw-ins shall be used to restart play when the ball goes out over a touchline. Corner kicks or goal kicks shall be used to restart play when the ball goes out over an endline.
  - All referee calls are final
  - All free kicks - the opponent must be at least 8 yards from the ball until it is in play.
  - Indirect Free Kicks - any dangerous play or non-contact offenses, such as offside
  - Direct Free Kicks - any offense involving physical contact or a handball
  - Penalty Kicks - Committing an offense that results with a Direct Free Kick inside the penalty area
  - A goalkeeper is considered to be in control of the ball with the hand(s) when:
    - the ball is between the hands or between the hand and any surface (e.g. ground, own body)
    - holding the ball in the outstretched open hand
    - bouncing it on the ground or throwing it in the air
- Goalkeepers cannot be challenged while in possession of the ball
- Goalkeepers shall not punt the ball
  - Referees may issue yellow (caution) or red (send off) cards upon their discretion. Players that receive a suspension will not be allowed to play until reinstated by one of the league directors
  - Build-out line:
    - The build-out line serves as an offside line. Players may not be penalized for offside offenses between the midfield line and the build-out line.
    - When the goalkeeper has possession of the ball, either during play or from a goal kick, the opposing team must move behind the build-out line. At any time the goalkeeper may pass, throw or roll the ball to a teammate, but the goalkeeper does so accepting the positioning of the opponents and the consequences of how play resumes.
    - Once the ball is put back into play, the opposing team can then cross the build-out line and play resumes as normal.