



RULES FOR UC United U10 Developmental League

Operated by
Union County Youth Soccer Association
www.unioncountyyouthsoccer.org

Union County Youth Soccer League Rules – U8-U10 Developmental

League Management Information

The UC United U10 Development Soccer League is sanctioned by Union County Youth Soccer Association (UCYSA) and Oregon Youth Soccer Association (OYSA). The league is open to teams that have all their players and coaches registered with US Youth Soccer through UCYSA in accordance with the registration rules of US Youth Soccer (USYS) and their home state association.

The Developmental League is managed by UCYSA in accordance with the bylaws and policies of, UCYSA, OYSA, US Youth Soccer (USYS), and the US Soccer Federation (USSF).

The League Director has operational and disciplinary authority in accordance with these rules over all participants in these leagues for the duration of the league season. All OYSA registered participants are subject to the disciplinary authority of OYSA and USSF for matters that warrant disciplinary actions that extend beyond the end of a league season.

Match play in these leagues is governed by FIFA Laws of the Game as modified in these rules. These rules incorporate changes to the Laws to comply with the recommendations of the US Soccer Federation's Player Development and Player Safety Initiatives that have been adopted by OYSA. All league games are officiated by USSF certified referees assigned by a USSF certified referee assignor, except for emergency situations as allowed in these rules.

The U10 Developmental League is classified as recreational. This league is intended to foster the development of individual players within a team structure.

League Contacts

League Director:

Kobe Young – 541-910-5905 kobeyoung@hotmail.com

League Scheduler:

Kobe Young

Referee Coordination:

Hank Hudson – 541-786-4960 hankhudson@eoni.com

Day of Game and Emergency Contact Number:

League Rules:

FIFA Laws of the Game apply except as specifically modified.

[You can download a copy of the current edition of the Laws of the Game from the IFAB website - <http://www.theifab.com/#!/document>. The Laws are available in English, Spanish, French, and German]

A Laws of the Game Modifications

(1) Substitutions

Unlimited substitutions are permitted, with the consent of the referee, on any dead ball.

(2) Length of Games and Ball Size

Age	Length of Half	Halftime	Ball Size
U8-U10	25 minutes	10 minutes	Size 4

(3) Game Balls

The home team is expected to provide game balls acceptable to the referee, although the referee may accept game balls from either team.

(4) Field Size

Age	Format	Field Size	Goal
U8-U10	7v7	35 x 55 (min) 45 x 65 (max)	6.5 x 18.5 ft

(5) Field Diagram for 7v7 Fields [USSF Player Development Initiative Final - 20160802]

(6) Build out Line

(a) The build out line is a line parallel to the end line located half way between the penalty area line and the center line.

(b) When the goalkeeper takes possession of the ball in his/her hands, the opposing team must retreat behind the build out line and remain there until the goal keeper puts the ball into play by throwing or passing the ball.

(7) Goal Kicks

(a) All players on the defending team (team not taking the goal kick) must be behind the build out line when the opposing team takes the goal kick.

(b) If a defending player is nearer to the opponents goal than the build out line when the goal kick is taken, the goal kick will be retaken.

(8) Offside

A player may only be penalized for an offside infraction when the player is nearer the opponents' goal line than the build out line.

(9) No Goalkeeper Punts

(a) A goalkeeper who has taken possession of the ball in his/her hands may not put the ball in play by punting or drop kicking the ball.

(b) If a goalkeeper punts or drop kicks the ball, the opposing team is awarded an indirect free kick from the spot of the offense.

(c) If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

(10) No Heading

(a) A player may not use his/her head to play the ball.

(b) The infraction consists in intentionally playing the ball with the head. If the referee determines that the ball struck a player in the head when the player is not trying to play the ball, the referee will allow play to continue.

(c) The penalty for playing the ball using the head is an indirect free kick at the spot of the infraction.

(d) If the infraction is committed within the goal area, the indirect free kick will be taken from the goal area line parallel to the end line at the nearest point to where the infraction occurred.

(11) Player's Equipment

- (a) All players on the field must wear matching uniforms (except the goalkeeper) to the satisfaction of the referee. Numbers are not required. The goalkeeper's uniform must be different from other players on the field and the referee.
- (b) A player may not wear or use any equipment that is dangerous to himself or another player.
 - (i) The referee's decision regarding dangerous equipment is conclusive.
 - (ii) **No hard casts will be permitted.**
 - (iii) The referee may withdraw approval for a player to participate while wearing protective equipment if the referee finds that the protective equipment is being used in a way that endangers the safety of any players.
- (c) Shin guards, covered by socks, are mandatory in all games. Players not wearing shin guards will not be allowed to play.

B Safety

- (1) A player who is bleeding or has blood on his or her uniform must leave the field and may be substituted at the coach's discretion. A uniform with blood on it must be changed. After the bleeding is stopped and the wound is covered, the player may return to the game when beckoned onto the field by the referee.
- (2) A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that match unless an athletic trainer registered by the Board of Athletic Trainers determines that the player has not suffered a concussion.
 - (a) A referee will accept the determination of a certified athletic trainer only if the trainer has identified himself to the referee prior to the match and has shown the referee a current Oregon Athletic Trainer registration identification card.
 - (b) If a coach returns a player without approved clearance, the referee will end the game.
 - (c) Referees will include in their match report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a game by a referee because of a suspected concussion is ineligible to play until the league director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.
- (3) Coaches should be aware that **ORS 417.875**, effective January 1, 2014, applies to all competitions sanctioned by OYSA. Unless an athletic trainer registered by the Oregon Board of Athletic Trainers determines that a player has not suffered a concussion, a coach is prohibited from allowing a player who exhibits signs of concussion following an observed or suspected blow to the head or body to participate in any competition, including practice, until the player has been cleared to return to play by a health care professional.
- (4) Camera drones may be in the vicinity of the field only if permitted by the facility owner. When drones are allowed, they may not be directly above the field, teams, or spectators and must be kept at least 50 feet away from teams and spectators.
- (5) Lightning Safety
 - (a) If lightning is seen or thunder is heard, play should be immediately suspended.
 - (b) Participants and spectators should immediately move to a safe location, in a substantial building or a hard-topped metal vehicle.
 - (c) Wait 30 minutes after last seeing lightning or hearing thunder to restart the match.
 - (d) See the National Weather Service website at <http://www.nws.noaa.gov/om/lightning/sports.shtml> for more information about lightning safety.
- (6) Heat Safety
 - (a) When Wet Bulb Globe Temperature (WBGT) equals or exceeds 89.6E, the referee will pause the game for a hydration break in each half of the match.
 - (i) WBGT may be measured directly using an instrument designed for that purpose,
 - (ii) WBGT may be approximated for the area of the field using a cell phone application (e.g. WeatherFX), or
 - (iii) WBGT may be estimated from the US Soccer Heat Guidelines available from the Recognize to Recover site at <http://www.recognizetorecover.org/s/Heat-Guidelines.pdf>.
 - (b) The referee will add time to the end of each half to account for the time allowed for hydration breaks.

C Field Preparation

- (1) All games will be at a designated venue. Fields will be lined and appropriately sized goals will be installed.
 - (a) **Corner flags are NOT provided.** Teams are encouraged to set up corner markers for their matches. Cones may be used as corner markers in place of flags.
- (2) Any complaints regarding the playability of the field must be made to the referee and the opposing coach **before the match begins.** The referee will make the final decision whether the field is playable.

D Game Start Time & Interruptions

- (1) Teams are expected to play games at the scheduled time and location. Referees must complete the player/coach credential check-in process prior to each scheduled game.
- (2) The referee will wait for 10 minutes after the scheduled start time for one or more of the teams to complete pre-game check-in (provide rosters or provide the minimum number of players to begin the match). Before abandoning the match and for any other emergency situations, the referee and/or the coaches should call the league's emergency number (see page 1) for guidance.
- (3) If a game cannot be started on time, must be temporarily suspended for safety issues (such as lightning or other severe weather conditions), or cannot be completed as scheduled due to safety concerns or other issues:
 - (a) The referee or a team official should call the league's emergency number (see page 1) for guidance.
 - (b) If the first half of a match has been completed, the match will be considered completed and the results considered final.
- (4) Missing Officials - If no assigned referee appears at the scheduled field by ten minutes after the scheduled game start time, call the league's emergency number (see page 1) to advise that a referee is not present and request guidance. There are very limited opportunities to reschedule games, so **if an assigned referee cannot be present for the game, the teams are encouraged to agree on a substitute referee to allow the game to be played.**

E Minimum number of Participants

- (1) A team must have at least five (5) players who are listed on the match roster and one eligible adult to start a match.
- (2) An eligible adult is one who is listed on the roster
- (3) If a team is unable to maintain the minimum number of players on the field after a match has been started, the match will be abandoned.
- (4) If a team does not have an eligible adult on the team sideline, the game will be abandoned.

F Team Sidelines

- (1) Except where field conditions prevent, both teams must be on one side of the field and **ALL spectators must be on the opposite side of the field.**
- (2) Each coach, substitute, or other team personnel not involved in active play is to remain within the team area two (2) yards behind the touch line and five (5) yards from the center line of the field.
- (3) A "team" consists of those players, coaches and team officials listed on the match roster who have checked in with the referee.
- (4) A player listed on the match roster who is ineligible to play in a match may be permitted on the team sidelines ONLY if the player is NOT wearing the team uniform. Team warmups are considered part of the team's uniform.
- (5) Additional adults may be on the team sidelines, at the discretion of the referee, to provide assistance to an ill or injured player or team official.
- (6) No players, coaches, team personnel, or spectators may be behind the end lines or goals.

G Rosters

Each team must have a team roster/notebook at each match. Only players registered with the team may participate in matches.

H Responsibilities of Coaches and Team Personnel

- (1) The coach in charge of a team at a match is responsible for the conduct of the team's spectators, team officials, and players. The coach in charge of the team may be warned or expelled for failing to control the conduct of the team's spectators, team officials, or players.
 - (a) If a game is abandoned because of the behavior of spectators or team personnel, the coach, spectators or team personnel may be suspended in addition to any other effect of the abandonment on the team.
- (2) Coaching - giving direction to one's own team on points of strategy and position - is permitted from the sidelines by ONE coach at a time, provided:
 - (a) neither mechanical nor electronic devices are used; and
 - (b) the tone of voice is informative and not abusive or derogatory.
- (3) No coach, team official, substitute, or player is to make derogatory remarks or gestures to the referees, other players, substitutes or spectators.
- (4) No coach, team official, substitute, or player is to use profanity.
- (5) No coach, team official, substitute, or player is to incite, in any manner, disruptive behavior of any kind.
- (6) The following are examples of irresponsible behavior that may result in dismissal from the match:
 - (a) Throwing objects in protest of referee calls or in response to occurrences on the field;
 - (b) Striking advertising boards, fences or any fixed items in the vicinity of the field in a visible sign of reaction to actions occurring in the match;
 - (c) Kicking or striking chairs or any other objects located in the team area
 - (d) Speaking insulting words or making offensive gestures towards referees, opponents, spectators, or players
 - (e) Making unwanted contact with an opposing player or team official
 - (f) Persistently and flagrantly protesting decisions of an official
 - (g) Interfering with the performance of assistant referee or fourth official duties
 - (h) Entering the field of play without the permission of the referee
 - (i) Approaching any person in the vicinity of the match — referees, spectators, opponents, or players — in a way that would appear as threatening to the person approached
- (7) If there is a violation of any item in paragraphs H(1)-H(6) by a coach or other team official, the referee will warn the offending party and ask for compliance with the rules.
 - (a) A coach or other team official may be expelled from a match if the individual does not comply with a referee's request to stop the irresponsible behavior.
 - (b) If the referee considers that an individual coach or team official's actions are a flagrant display of irresponsible behavior, the referee may require the offending person to leave the team area without issuing a prior warning.
 - (c) A coach or other team official is expelled from the match when the referee tells the person to leave the team area.
 - (d) If the offending party refuses to leave the playing area, or returns after leaving, the referee may abandon the match and include the details of the game abandonment in the written match report.
- (8) The referee will include information about any warnings or expulsions in the referee's written match report.
- (9) Players, substitutes, or substituted players engaging in irresponsible conduct will be cautioned or sent off by the referee in accordance with the Laws of the Game.

I League Disciplinary Actions for Players, Coaches, and Team Officials

- (1) Players:
 - (a) **Yellow Cards** (Cautions): Referees will note all cautioned players in their game report.
 - (b) **Red Cards** (Send Offs): Referees will note all send offs in their match report.
- (2) Coaches and other team officials:
 - (a) Referees will not show yellow or red cards to coaches or other team officials.
 - (b) Coaches and other team officials may be warned or expelled for irresponsible behavior as described in H(7).
 - (c) If a coach is expelled, the assistant coach or another adult listed on the match roster will assume the coach's responsibilities. If no one is available, the game will be abandoned.

(3) Effect of a sending off or expulsion:

(a) A player who has been sent off may remain on the team sidelines under the supervision of the team coach. Any irresponsible behavior by a sent off player may result in additional penalties.

(b) A coach or other team official who has been expelled must leave the game field and must remain out of sight of the game until the match is completed.

(c) **Players who have been sent off (received a red card) and coaches or team officials who have been expelled have mandatory game sit outs of AT LEAST one match.**

J Official's Report

(1) All match officials must submit game reports.

K Scores

Scores and standings will not be published for this league.

L Playing Time

All players must play at least half of each match.