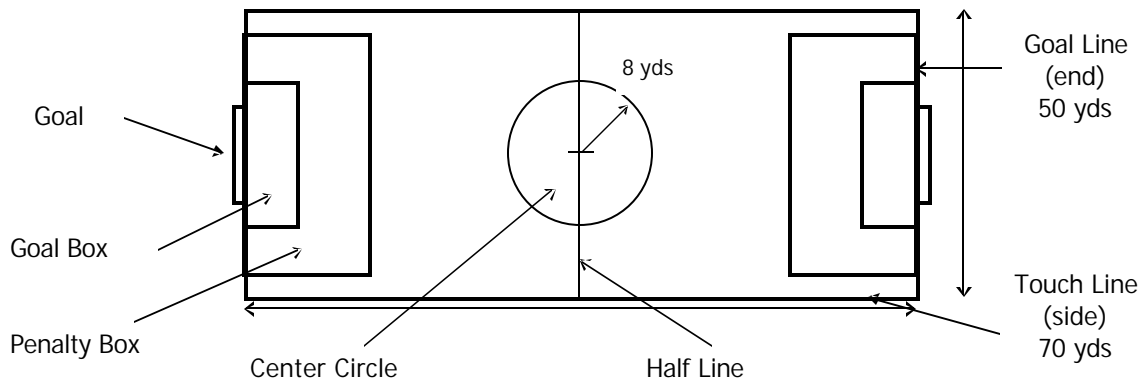


## 2006 HYSL MODIFIED LAWS OF THE GAME (RECREATIONAL UNDER-10 VERSION)



1. Field of Play
  - (See Diagram above)
  - 70 yds long; 50 yds wide;
  - Center circle radius 8 yds
  - Goal Box 6 yds by 15 yds
  - Penalty Box 14 yds by 30 yds
2. The Ball
  - Size 4
3. Number of Players
  - 9 per team (8 + 1 goal-keeper)
  - 13 (max) on roster
  - All play at least 50% of game
  - Substitution with Referee's OK (Goals, injuries, Ball Out, Half-Time...)
4. Player Equipment
  - Jersey or shirt, shorts, socks, footwear and shinguards are mandatory.
5. Referees (Neutral Coaches or Youth Refs)
  - Enforce the Laws of the Game
  - Keep game time and game record
  - Allow no persons other than players & referees onto the field of play without permission
  - Stop the game if a player is seriously injured.
  - Decide goals, ball In & Out, fouls
  - Explains infractions to players
6. Assistant Referees
  - (if present) Assist the referee with ball In/Out, fouls, Offside, throw-ins
7. Duration of Game
  - 25 min. halves (5 min. half-time)
8. Start of Play
  - Winner of coin toss picks sides, other team has 1st Kick-Off
  - Ball placed at center mark
  - Opponents 8 yds away
  - Teams on own sides of field
  - Ball is not in play until it has moved forward
9. Ball In & Out of Play
  - The ball is out of play when it has completely crossed the goal line or the touch line, or when Referee stops the game
10. Method of Scoring
  - The ball must completely cross the goal line inside the goal
11. Off-Side
 

An attacking player who is

  - \* on the opponent's half of the field,
  - \* in front of the ball, and
  - \* has fewer that 2 defenders between him/her and the goal line is "Off-Side".

If the ball is passed to him/her by a team mate, the referee whistles an "Off-Side Violation" and awards an indirect free kick to the other team taken where the violation occurred.
12. Fouls & Misconduct
  - All intentional fouls will result in an indirect free kick. Fouls include:
    - \* Handling the ball
    - \* Holding, Pushing, Hitting, Spitting
    - \* Kicking, or Tripping opponents
    - \* Playing dangerously
13. Free Kicks
  - Opponents all 8 yds away from ball
14. Penalty Kick (none at under-10 level)
15. Throw-In
  - Ball has crossed touch line
  - Player faces field, has both feet on the ground (on or outside the touch line) uses both arms, delivers the ball from behind and over the head -OR-
  - Ball awarded to opposing team (throw)
16. Goal Kick
  - Attackers last touched ball