

## AYSO Honolulu Region 178

### 10U Match Conduct Guidelines

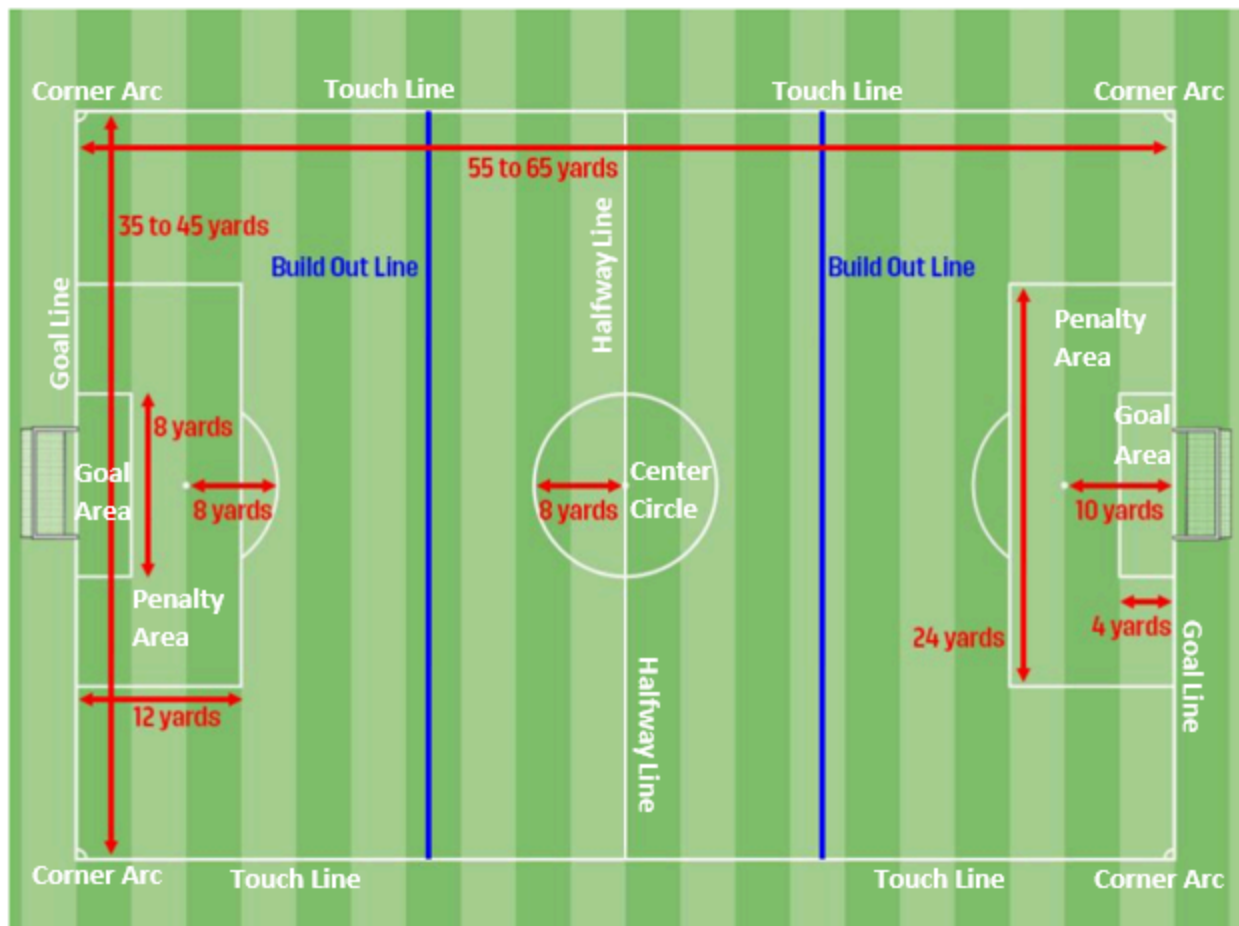
The IFAB/FIFA Laws of the Game will be followed for all games except as modified in this document. The FIFA Laws of the Game can be found at <http://www.theifab.com/laws>.

We are also adopting modifications mandated by the US Soccer Player Development Initiatives (PDI) and the AYSO National Rules and Regulations. Where they differ, we have documented what we will be following here.

The following are the modifications being used by the Honolulu Region.

#### A. THE FIELD:

Approximately 65 yards long and 45 yards wide with 6 x 18 foot goals. Markings for Touch Lines, Goal Lines, the Halfway Line, Center Circle, Goal Area, Penalty Area, Penalty Arc, Corner Arcs, and the Build Out Line.



#### B. THE BALL:

Size four (4).

C. PLAYERS:

1. The minimum number of players per team on the field at any time is five (5). The maximum number of players per team on the field at any time is seven (7).
2. Substitutions: At quarters and halftime.
3. Playing time: Minimum of 50% of the total playing time for each player and 75% when possible. No one should play four quarters until everyone has played three. Players who play Goalkeeper position (maximum 1 quarter) must play at least 1 quarter in a field position.

D. PLAYERS' EQUIPMENT:

1. Footwear: Safe cleated soccer shoes, tennis shoes, gym shoes or other safe shoes.
2. Shinguards are MANDATORY for both practices and games.
3. Jewelry is not permitted except for glasses, medical bracelets or necklaces that are taped in place so they are covered and do not swing free, and soft elastic bands to hold long hair in place.

E. REFEREE:

1. One center referee and two assistant referees.
2. Referees should emphasize SAFETY, FUN, FAIRNESS and LEARNING.
3. Referees who have questions or who would like assistance are encouraged to contact our Regional Referee Administrator (contact information is on our web site at [www.AYSOHonolulu.org](http://www.AYSOHonolulu.org)).

F. DURATION OF GAME:

Games are fifty five (55) minutes running time. The entire game should end at the expiration of running time.

1. Twenty (25) minute halves with running time. Quarter break at about halfway through half for water and substitution. Stoppage for quarter is when ball is out of play and before restart. Stoppage for half and for end of game is when time runs out even if ball is in play.
2. Five (5) minute halftime break.
3. Referee should shorten halves and/or halftime break as necessary to end game at the scheduled ending time.

G. FREE KICKS.

The required distance for opponents is eight (8) yards from the spot of the free kick.

#### H. THROW-INS:

Opponents may not stand any closer than two yards from thrower until the ball is in play.

#### I. THE BUILD OUT LINE:

1. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

If the punt or drop kick occurs in 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.

2. The opposing team must also move behind the build out line during a goal kick until the ball is put into play.
3. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the half way line and the build out line. Players can be penalized for an offside offense between the build out line and the goal line.
4. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.
5. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

#### J. FOULS & MISCONDUCT:

1. Referees must enforce all the Laws of the Game including both penal and non-penal fouls and must penalize the offending team appropriately (direct free kick or indirect free kick).
2. Referees should be particularly cognizant of players who are playing in a manner that is dangerous to other players or to themselves. This dangerous play must be

immediately stopped and appropriately penalized (indirect free kick to the opposing team).

3. No yellow cards or red cards shall be issued to players. If misconduct warrants, the referee shall ask coach to take player off the field for time out and counseling. The referee shall allow the player to return when coach assures that player is ready to play properly.

K. **HEADING:**

Deliberate heading of the ball is not permitted. Deliberate heading by a player shall result in an Indirect Free Kick for the opponents from the spot of the violation. An Indirect Free Kick awarded to the attacking team inside the opposing team's goal area, must be taken on the goal area line at the point nearest to where the violation occurred.

L. **COACHES AND SPECTATORS:**

1. Spectators, players not on the field, equipment, etc. should be at least three (3) yards from the touch line. No spectators should be behind the goal or the goal line.
2. Coaches shall remain one yard from the touch line and within a few yards of the half way line.
3. No individual should be allowed to run the length of the field except players in the Game.
4. Coaches and spectators should encourage players ON BOTH TEAMS in a positive manner.
5. Spectators may cheer and encourage, but should not coach. Only coaches should coach. Coaches should not be constantly yelling instructions or shouting during the game but should moderate the volume and frequency of their vocal coaching and shouting to promote an enjoyable experience for players and spectators from both teams. Coaches should not coach players during the quarter breaks. Quarter breaks should be used for drinking water and substitution only.
6. Coaches, parents and players should NOT direct any dissent or criticism of referee performance or decision toward a referee or exhibit any such dissent or criticism in presence of a referee. Any criticism of referee performance should be made to the Age Group Commissioner in charge of the game or to the Regional Referee Administrator.