



# MASC U10 RULES

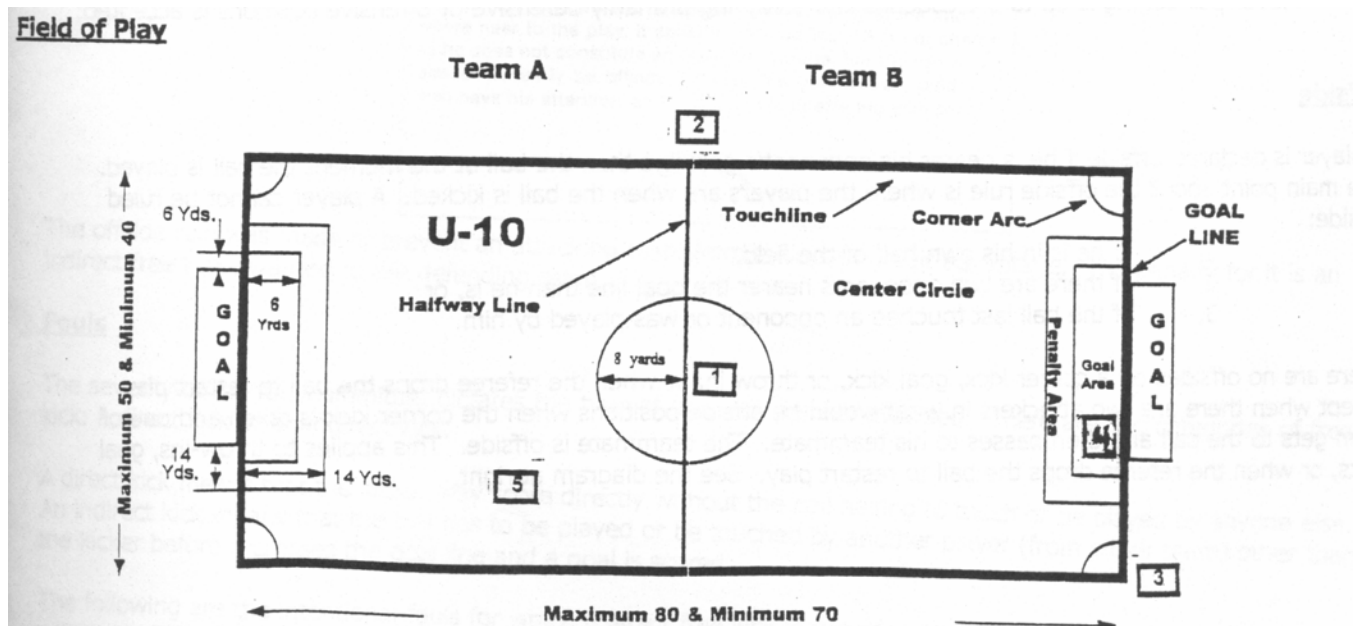
It is the intention of the Marshalltown Area Soccer Club to provide a healthy family oriented experience for the children of Central Iowa. To that end, we ask that you read the information provided here. The greatest influence on these young people is their parents and guardians. Please cheer good play by any participant and respect the decisions of the referees. Come expecting to have fun and then follow through. We are glad you are here!

## Prior to Play

1. The teams are to be located on one side of the field with spectators on the opposite side of the field. See the MASC Field Map for team and spectator locations by field number.
2. The referee will check in players:
  - All players must have shinguards and a sock must cover all shinguards.
  - All players must have on suitable footwear. No metal cleats are permitted.
  - All jewelry must be removed. The exception is medical alert ID's and these must be taped to the inside of the uniform.
  - The colored team T-shirt must be the top layer of clothing.
  - Knit caps or head covering for warmth is permitted, however ball caps are not allowed.
3. Team captains and coaches will meet for a coin toss. The winner of the toss will select the goal they want to defend for the first half of the game and the loser will be given possession and will kick off. Each team will provide a potential game ball and the referee will pick one. It will be returned after the game.

## General Rules

1. Each team will have six (6) players on the field at any one time.
2. The team designated to kick-off will alternate to start each period and the teams will trade ends at the half.
3. Substitutions: Substitutions are unlimited. Substitutions shall be made with the consent of the referee at the following times: (1) Prior to a throw-in in your favor; (2) Prior to a goal kick by either team; (3) After a goal by either team; (4) A team may substitute for an injured player or players and the opponent may substitute a like number of players, when the referee stops play for an injury; (5) at halftime; (6) When play is stopped for a caution, only the cautioned player may be substituted.
4. **Substitutes shall enter and exit from near the center of the field on the team side, and may not enter the field of play until the referee has granted permission.**
5. Please note playing time should be fairly divided but no player should be forced to play if they aren't willing to do so.
6. No coaches are permitted on the field.
7. There will be two periods, each 25 minutes in length. Time is kept on the field by the referee and while there are no time outs permitted, the referee may add time in case of injury or for any reason.
8. While the referees will record the scores, they will not report them to the players, coaches or spectators.



## Play

1. Play begins with a kick off.
  - **Kick off – The kickoff begins with both teams' players on their end of the field and the ball in the center of the field (1).** The kick must go forward and the player taking the kick may not play the ball again until another player touches it. The team defending the kick-off must be outside the center circle when the kick is taken but may move forward as soon as the ball is kicked. A goal may not be scored directly from a kick off.
2. If one team causes the ball to leave the field of play the other team is awarded possession.
  - **If the ball crosses the touchline because of a play by either team, a throw-in from that spot is given (2).** The person throwing in must use both hands, bringing the ball behind their head, and throw with both feet in contact with the ground. The player taking the throw-in may not play the ball until another player has touched it. A goal may not be scored directly from a throw in.
  - **If the ball crosses the goal line because of a kick by the defensive team, a corner kick from the nearest corner is awarded (3).** The player taking the kick may not play the ball again until another player touches it. The team defending the kick must be 10 yards away when the kick is taken, but may move forward as soon as it is. A goal may be scored directly from a corner kick.
  - **If the ball crosses the goal line because of a kick by the offensive team, a goal kick from anywhere in the goal box the defensive team chooses is awarded (4).** The player taking the kick may not play the ball again until another player touches it. The team defending the kick must be 10 yards away when the kick is taken but may move forward as soon as it is. A goal may be scored directly from a goal kick.
3. Pushing, shoving, tripping, elbowing, charging, blocking, spiting, cursing, or the use of hands, are not permitted. **If one of these actions results in an unfair advantage gained, the referee may award a free kick from the spot of the foul (5).** The kick does not have to go forward, but The player taking the kick may not play the ball again until another player touches it. The team defending the kick must be ten yards away if space permits when the kick is taken, but may move forward as soon as it is kicked. A goal may be not be scored from an indirect free kick. If the ball goes directly into the goal, no goal is counted, the defending team is awarded a goal kick.
4. When a goal is scored, possession is awarded to the other team and they **kick off (1).**
5. Player positioning is up to the coaches and assigning primarily defensive or offensive positions is accepted.

## Offside

There is no offside in U10 play.

## Fouls

The severity of the foul committed dictates the type of free kick penalty awarded. There are two categories of free kick: a direct kick or an indirect kick.

A direct kick means that the kicker may score directly without the ball having to touch or be played by anyone else. An indirect kick means that the ball has to be played or be touched by another player (from either team) other than the kicker before it crosses the goal line and a goal is scored.

The following are the intentional fouls for which a direct free kick is awarded: Kicking or attempting to kick an opponent. Tripping, jumping at, charging, hitting or attempting to hit an opponent. Holding or pushing an opponent and handling the ball (except for the goalkeeper in his penalty area). If any of these infringements are committed within the bounds of the penalty area, a penalty kick is awarded.

## Cautions

A player may be cautioned if he persistently violates the rules of the game. The referee will hold up a yellow card in plain view for all to see. If that player continues to make infringements, the referee will then hold up a red card in plain view and the player will be sent off the field. An example that would bring a yellow card would be arguing with the referee; a red card, using foul language.

## Conclusion

The referees may be asked to explain to the coaches the calls they have made. Referees should also offer these younger players instruction on the rules and several chances to understand and master these skills. However, remember that referees are not coaches. If at the end of the day, you believe that a referee has not performed acceptably, do not take the matter up with them. Please locate either of director of referees or the board member of the day to help resolve the matter. Thanks for taking the time necessary to read information and become better prepared to enjoy what we hope will become one of your child's favorite activities.

Sincerely - MASC Board of Directors, Revised Mar 2004