



Milan Youth Soccer Club

U10/13 Developmental Program Rules of Play

Rules of Play

Rules of play for all developmental program teams shall be the “Laws of the Game,” as published by FIFA and the modifications as published in this document.

Field of Play

Coaches are responsible for inspecting the field prior to all practices and games to ensure the field of play is reasonably flat and free from any structures that may endanger the players.

Teams

7v7 (6 field players and a goalie)

Length of Game and Size of Ball

Length of Game	Over Time Period	Ball Size	Half Time Period
2-25 minute halves	None	4	10 minutes

Preliminaries

- The visiting team takes the kick-off to start the match. The home team takes the kick-off at the start of the second Half.
- The visiting team is to defend the east goal and the home team the west goal at the start of the game.
- At the start of the second half, the teams change ends and attack the opposite goals.

Putting Ball in Play

- Kick-offs, goal kicks and corner kicks are all direct kicks (a goal may be scored directly from the kick)
- Throw-ins shall be used.

Off-Sides

- None

Heading the Ball

- Under **NO** circumstances is heading the ball allowed in **games OR practices**. If a player purposefully heads a ball in a game, the opposing team will be awarded an indirect free kick from the spot of the infraction.

Penalties

- All penalties are indirect kicks.

Substitutions

- The referee must be informed before any proposed substitution is made.
- Substitutes may not enter the field of play until the coach has received a signal from the referee.
- All Substitutes must enter and exit the field of play at the half line.
- Substitutions may be made by either team at the following times:
 - A. Prior to a goal kick.
 - B. After a goal is scored.
 - C. Prior to a throw-in, with the following exception: If the team taking the throw-in does not substitute then substitution is prohibited.
 - D. After an injury, when referee stops play.

-Goalies may be substituted as long as the referee is notified prior to the substitution.

-All players must receive equal playing time and play at least 50% of each game.

Scoring

- If a team is ahead by more than 4 goals, the winning team shall place two cones in the opponent's goal, each cone approximately 18 inches from the side post, and must hit a cone in order to score. If a shot misses the cone and enters the goal, it will be deemed a goal kick by the defending team. Once the goal differential is 4 or less, the cones may be removed.

Player Equipment

-A player must not use equipment or wear anything that is dangerous to himself or another player including any kind of jewelry (taping of earrings is not permitted).

-Player equipment shall consist of a jersey or shirt, shorts, stockings, footwear and shin guards.

-Shin guards are mandatory for **ALL** practices and games. If a player does not have shin guards they will not be allowed to participate in practices or games.

-Shin guards are to be covered entirely by the stocking, made of a suitable material, and shall be properly sized to provide a reasonable degree of protection.

-Soccer shoes are required (cleats with a "toe cleat" are not allowed).

Uniforms

-Home team wears white and away team wears red.

-Goalkeepers must wear colors that differentiate them from the field players.

Home Team Responsibilities

-The home team is responsible for providing a game ball.

Coaching from the Sidelines

-Coaching from the sidelines, giving directions to one's own team on points of strategy and position, is permitted provided:

- A. No mechanical devices are used.
- B. Tone of voice is informative and not a harangue.
- C. Coaches and spectators are allowed on the sidelines only. At no time shall anyone stand behind the goal or along the goal line.

-At no time shall a coach enter the field of play while play is in progress.

Team Benches

-Teams shall take opposite sidelines for their benches.

-Home teams and associated spectators are to be located on the north side of the field. The visiting team and associated spectators are to be located on the south side of the field.

-It is the responsibility of each team's official (coach, assistant coach or team manager to) to educate and see that their fans or spectators behave in a proper and respectful manner.

Game Reports

-Game reports must be completed by each team coach/manager and given to the referee at the end of the game.

- Coaches/Team Managers will complete goals (for both teams), injuries, sent off, etc. during the game.

-Coaches are required to review, sign, and return the game report to the referee at the conclusion of each game.

Cancelation/Rescheduling of Games

-If thunder or lightning occurs, the game and/or practice **must be immediately stopped** and will be postponed and/or canceled. All players should seek shelter immediately and If thunder or lightning is not observed for 30 continuous minutes, play may resume.

-A game will be considered complete after half of the scheduled match has been completed.

-Coordination of all rescheduled game dates and times are the responsibility of the coaches.

-All rescheduled game dates and times must be provided to the MYSC Developmental Program Vice President no less than seven calendar days prior to the rescheduled date.

Duties of the Referee

- Enforce the rules of play
- Check in each team at their penalty box, prior to the start of the game to ensure the players are wearing appropriate equipment and uniforms.
- Postpone/Cancel the game as a result of thunder or lighting.
- Stop game play and instruct players on incorrect kick-offs, throw-ins, goal kicks, etc.
- Provide all completed game reports to the MYSC official in exchange for payment.
- Put out corner flags prior to start of each game and collect corner flags at the conclusion of scheduled games and return to the MYSC official.