

LEGENDS SOCCER LEAGUE

U10;U8 7v7 Recreation Rules

- Roster size is 10/11 players max
- Each player shall play a minimum of 75% of the game.

Law 1 – The Field of Play

- **Build-Out Line.** A Build-Out Line is a line across the width of the field of play mid-way between the top of the penalty area and the half-way line in each half. They should be equidistant between the penalty area line and the halfway line.
 - Teams will play with the breakout lines and offsides rule
 - The spirit of this rule is to encourage the U10 teams to learn how to play the ball forward from the defensive third.
 - When the goalkeeper (Team O) has the ball in his/her hands during play, the opposing team (Team X) must move behind the build-out line until the ball is released from the goalkeeper's possession and crosses the penalty area.
 - Once the opposing team is behind the build-out line, the goalkeeper can release the ball by passing (NOT dribbling), throwing, or rolling the ball to a teammate who is on his/her side of the build-out line or beyond the build-out line.
 - PUNTS and DROP KICKS are not allowed from the keeper.
 - After the ball is released from the goalkeeper's possession and crosses the penalty area, the opposing team may cross the build-out line and play resumes as normal.
 - The goalkeeper releasing the ball from possession or the player taking the goal kick does not have to wait for the opposing players to move behind the build-out line.
 - The play from the goalkeeper or from the goal kick can be played to a teammate beyond the build-out line.
 - On Goal Kicks, the ball must be kicked and cross the penalty area before the opposing team can cross the build out line to attack the ball.
- **OFFSIDE**
 - The build-out line shall be used as the line to determine offside. Players cannot be penalized for an offside offense between the halfway line and the build-out line.
 - Players can be penalized for an offside offense between the build-out line and goal line.
- Field Size is 60x40 with 6x12 goals.

Law 2 – Ball

- Size 4

Law 3 – Players

- 7v7 (6 field players and 1 goalkeeper).
- Game may not start or continue if there are less than 5 players on a team.

- Substitutions are unlimited and can occur at any stoppage.

Law 5 – Referee

- Minimum certification as a U.S. Soccer Grade 9 Referee.

Law 6 – Other Match Officials

- Used at the discretion of the competition.

Law 7 – Duration of the Match

- 2 halves
- 25 minutes halves
- 10 minute halftime
- No added time

Law 8 – The Start and Restart of Play

- If a player is struck in the head by the ball accidentally, the referee will assess the force of the impact and if the referee stops the game because of the strike/blow to the head,
 - *The referee restarts the game with a dropped ball in accordance with Law 8.*

The hit to the head will be considered accidental if when the ball hits the player’s head, it occurred in a way that was not planned or intended; happening by accident. The player may be standing still or in motion but not in either case playing the ball. The player may not even be aware that the ball is coming in a direction from which contact is imminent.

If the accidental hit to the head occurs inside the penalty area AND the referee stops the game, the ball will be dropped at the penalty area line parallel to the goal line at the nearest point to where the incident occurred.

Law 11 – Offside

- The build out line will be used to assess where offside offenses can be punished.
- Players cannot be penalized for an offside offense between the halfway line and the build out line.
- Players can be penalized for an offside offense between the build out line and the goal line.

Law 12 – Fouls and Misconduct

- No Deliberate heading of the ball. For deliberate heading, the restart is an IFK to the opponent.
- If the deliberate heading by a defender occurs inside the defender’s penalty area, the IFK will be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred.

Law 13 – Free Kicks

- If a goalkeeper punts or drop-kicks the ball within the penalty area, an indirect free kick will be awarded to the opponent to be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred.
- If a goalkeeper punts or drop-kicks the ball outside the penalty area, a direct free kick will be awarded for handling to the opponent from the location of the offense. *(This punishment will only be considered by the referee if the goalkeeper steps outside the penalty area holding the ball on his/her on hands before punting or drop-kicking the ball).*

- In a defending team free kick in the penalty area, the ball is in play once it is kicked and does not have to leave the penalty area to be in play. Opponents must remain outside the penalty area and at least 10 yds away until the ball is in play.

Law 16 – Goal Kick

- Before the ball is kicked, players on the kicking team may stand anywhere on the field, including inside the penalty area.
- Players on the defending team must move beyond the BOL and may not cross the BOL until the ball is in play.
- The ball is in play when it is kicked and clearly moves. In other words, as soon as a member of the kicking team kicks, or tries to kick, the ball, and the ball visibly moves or begins to roll, the ball is in play. As soon as the ball is in play, other members of the kicking team may play it (inside the penalty area) and defenders may cross the BOL.

Standard Laws of the Game (No Modifications)

Law 4 – Players Equipment

Law 9 – The Ball in and Out of Play

Law 10 – Determining the Outcome of a Match

Law 14 – The Penalty Kick

Law 15 – The Throw-in

Law 17 – The Corner Kick

League Standings and Scoring

- a. Teams will be awarded points for games:
 - 3 points for a win
 - 3 points for a forfeit win – scored 1 - 0
 - 1 point for a tie
 - 0 points for a loss
- b. Ties in points in the preliminary rounds shall use the following tiebreaker rules in order:
 1. The winner in head-to-head competition
 2. Goal differential (goals scored minus goals allowed to a maximum differential of 4 per game)
 3. Least goals allowed
 4. Most goals scored
 5. Shut-out wins (forfeits not counting)
 6. FIFA kicks from the penalty mark
 7. If more than two (2) teams are tied at the end of the round, the tiebreaker criteria listed shall be used in the order shown until one team is advanced or one team is eliminated, or both. If remaining teams are still tied at this point in the tie-breaking process, they will then be compared beginning again with step 1 until another team is either advanced or eliminated or both