

ASHBURN SOCCER CLUB LAW MODIFICATIONS

LAW #1: The Field of Play

Lil' Strikers (U5): U5 (Lil' Strikers) will be on a 20 x 30 field (playing across the width of the 40 x 30 micro field).

U6, U7/8: U6 and U7/8 will be on a 40 x 30 yard field.

U9/10: U9/10 will be on a 70 x 40 yard field.

Additional Markings:

Penalty Area on the Micro Field: This will be an arc with 10 yard radius around the goal.

LAW #2: The Ball

Ball size for U5 & U6 will be a size 3 ball. Ball size for U7/8 & U9/10 will be a size 4 ball.

LAW #3: The Number of Players

U5: will consist of 4 players on each side, but may be modified with both coaches agreement to accommodate missing players or large teams. There will be no designated goalkeeper and players should avoid standing directly in front of the goal. No official score shall be kept. To prevent a "blow-out" the losing team will be allowed to add one field player when the score differential reaches 3 goals. If the score differential reaches 5 goals, a second additional player may be added, or one should be removed by the winning team. Play with two additional players will only continue until the score differential drops below 5 goals and the remaining additional player must be removed if the score differential drops below 3 goals.

U6: will consist of 4 players on each side, but may be modified with both coaches agreement to accommodate missing players or large teams. There will be no designated goalkeeper and players should avoid standing directly in front of the goal. No official score shall be kept. To prevent a "blow-out" the losing team will be allowed to add one field player when the score differential reaches 3 goals. If the score differential reaches 5 goals, a second additional player may be added, or one should be removed by the winning team. Play with two additional players will only continue until the score differential drops below 5 goals and the remaining additional player must be removed if the score differential drops below 3 goals.

U7/8: will consist of 4 players on each side, but may be modified with both coaches agreement to accommodate missing players or large teams. There will be no designated goalkeeper and players should avoid standing directly in front of the goal. Score shall be kept by referees and reported to ASC to enforce blow-out rules and provide tournament bracketing information. To prevent a “blow-out” the losing team will be allowed to add one field player when the score differential reaches 3 goals. If the score differential reaches 5 goals, a second additional player may be added, or one should be removed by the winning team. Play with two additional players will only continue until the score differential drops below 5 goals and the remaining additional player must be removed if the score differential drops below 3 goals.

U9/10: will consist of either 7 or 8 players on each half side – to be determined by the coaches prior to the start of the game. One of these players must be the goalkeeper. Score shall be kept by referees and reported to ASC to enforce blow-out rules and provide tournament bracketing information. To prevent a “blow-out” the losing team will be allowed to add one field player when the score differential reaches 3 goals. If the score differential reaches 5 goals, a second additional player may be added, or one should be removed by the winning team. Play with two additional players will only continue until the score differential drops below 5 goals and the remaining additional player must be removed if the score differential drops below 3 goals.

Goalkeepers: Goalkeepers on U9/10 teams must be changed at the half.

Substitutions:

1. Substitutions will be allowed at the U5 age group during the run of play.
2. At the U6 age group, free substitutions may be made on any stoppage of play. If this is not possible or players are becoming excessively tired, substitution during the run of play is permitted.
3. For the U7/8 & U9/10 age group, substitutions may be made prior to a throw-in - in their favor (or if not in their favor, if the other team is substituting), prior to a goal-kick in either team’s favor, after a goal by either team, at game quarters and half-time, and after a player injury on either team (after the referee has stopped play). Teams may substitute one player for an injured player. The other team shall be given the option of a 1 for 1 substitute for injuries occurring on the opposing team.

LAW #4: The Player’s Equipment

The home team (team listed first on the schedule) shall wear gold jerseys. The referee shall ensure that appropriate soccer attire is worn by all players. Cleats are highly recommended and must be without metal studs and no toe stud (a soccer cleat). Shin guards must be worn at all times by all ages and will be completely covered by the sock. No jewelry shall be worn. Hard casts with sufficient bubble wrapping are allowed with prior approval of the referee.

LAW #5: The Referee

U7/8: ASC may provide one (1) USSF certified referee for each game, depending on availability.

U9/10: ASC will provide one (1) USSF certified referee for each game.

If the referee does not appear:

U7/8: If an assigned referee fails to appear at the field within 5 minutes after the scheduled starting time for the game, the teams may have one coach or parent from each team referee one half of the game each.

U9/10: If an assigned referee fails to appear within 10 minutes after the scheduled starting time for the game, the teams, by mutual consent, may appoint a referee.

LAW #6: The Assistant Referees

U7/8: No assistant referees will be utilized.

U9/10: Assistant referees (volunteer parents) may be appointed by the center referee.

LAW #7: Game Duration

U5: Games will consist of a 10-20 minute warm up, followed by the game. The game will consist of 4 six minute quarters with no more than a 3 minute break between the 1st and 3rd quarters and no more than a 5 minute break at the half.

U6: Games will consist of a 10 minute warm up, followed by the game. The game will consist of 4 eight minute quarters with no more than a 3 minute break during between the 1st and 3rd quarters and no more than a 5 minute break at the half.

U7/8: Games will consist of a 5 minute warm up, followed by the game. The game will consist of 4 ten minute quarters with no more than a 3 minute break during between the 1st and 3rd quarters and no more than a 5 minute break at the half.

U9/10: Games will consist of a 5 minute warm up, followed by the game. The game will consist of two 25 minute halves with no more than a 5 minute break between the halves.

LAW #8: The Start and Restart of Play

If in the opinion of the referee, spectator or coach behavior is severe enough to warrant when considering the age of the players on the field, the referee may immediately terminate the game.

LAW #11: Offside

U5, U6, and U7/8: No offside will be called.

U9/10: If a player is blatantly offside and interferes with play as defined by FIFA, offside will be called.

LAW #12: Fouls and Misconduct

Slide tackling from any direction is prohibited. A slide tackle is considered a form of dangerous play and as such will result in an indirect free kick from the opposing team.

LAW #14: The Penalty Kick

No penalty kicks will be awarded for U5 and U6.

U7/8 a penalty kick for flagrant fouls inside the penalty area will be taken from the top of the penalty arc on an open goal with no goalie.

LAW #15: The Throw In

U6: The throw-in is replaced with a kick-in, which is considered an indirect kick. Throw-ins are optional. However, if a team is teaching throw-ins, the players will be allowed to make one attempt at a throw-in. If this attempt is unsuccessful, they must kick the ball in to play.

U7/8 & U9/10: Each player is given two chances to correctly throw the ball in. If unsuccessful on the second attempt a change of possession occurs.