



Region 6 Developmental League (U9/U10) Playing Rules

1. All games will be 8 v 8 (7 and a goalie).
2. Games will consist of two 25-min halves with a 5-minute half-time break.
3. All games will be played on a U-10 size field (for dimensions, please see the “A to Z of NorCal” on NorCal website).
4. Home team is responsible for payment of referees unless opposing team does not show up, in which case opposing team shall reimburse the cost of referees.
5. A team shall notify the opposing team at least 5 days in advance if they will not be able to make the scheduled game day or time.
6. The home team shall change its uniform in the case of a conflict in uniform color.
7. Teams must be checked in 30 minutes prior to game time.
8. All teams will need USCS rosters and passes at check-in.
9. There will be two or three referees per game.
10. Handballs will be enforced.
11. In the case of a “bad” throw-in, the player will re-throw the ball, and play will continue at that point regardless of throw-in quality. Coaches are urged to instruct players in proper throw-ins prior to beginning of league play.
12. Penalty kicks will be allowed.
13. All major and technical fouls will be enforced resulting in direct free kick or indirect free kick as appropriate.
14. The offside rule will be enforced.
15. Teams may substitute on their own goal kicks, throw-ins, kick-offs and yellow cards. Additional substitution situations shall be subject to the referee’s approval (i.e., injury, illness, heat-related problems, etc...).
16. Goal kicks may be taken from the top of the 18-yard box, and the opposing team shall allow 10 yards from kicker. Any team wishing to kick from the Goal Area may do so, and all FIFA rules regarding a kick from this spot shall apply.
17. Corner kicks should be taken as normal corner kicks per FIFA.