



Soccer Rules

The Augusta Recreation Commission's soccer program focuses on fostering learning, ensuring safety, and, above all, promoting fun for all participants. Our program emphasizes skill development, teamwork, and sportsmanship in a supportive environment. We are committed to creating a positive experience where every player can grow, enjoy the game, and create lasting memories on and off the field.

(League Standings Will NOT be Kept)

Ages 9-10

- 1) Field Size: 50x30yd
- 2) Goal Size: 6.5x12ft
- 3) Center Circle – 10ft
- 4) Ball Size: 4
- 5) Games will be played in a 7v7 layout.
- 6) **Goalies:** There will be goalies in this age group.
 - a. Goalies must wear a colored pinnie to signify their position.
 - b. Goalies should be substituted at halftime at a minimum.
 - c. Goalies may ONLY use their hands when inside the penalty area. If they touch the ball with their hands while outside the area, a handball will be called, and a free kick will be awarded to the attacking team.
- 7) **Regulation Game** – 2 halves of 20 minutes in length. Running clock at all times unless there is an injury on the field, or at the discretion of the referee.
- 8) **Kickoff** – Team Captains play a game of rock, paper, scissors to determine kickoff.
- 9) There will be a 5-minute halftime.
- 10) Teams will switch directions after halftime.
- 11) There is no overtime, once the game has ended, even in the event of a tie, the game is over.
- 12) **Throw-In Situations** – Players will throw in overhead on situations from the sideline.
- 13) **Corner Kicks** – Will be applied to this age group. (When the ball passes the goal line and was last touched by the defending team.)
- 14) **Goal Kick** – When the ball passes the goal line and was **last touched by the attacking team.**
- 15) Kick-offs will be used to start each quarter and after goals.

- 16) Punting is only allowed by the goalie if they have secured the ball within the penalty area.
- 17) **Headings** – Headings are NOT allowed in this age group to help with player safety. Headings will be called at the discretion of the referees. Deliberate heading is prohibited. If a player deliberately heads the ball, play restarts with an indirect free kick. Accidental contact of the ball with the head is not an offense and play should continue UNLESS there is an injury.
- 18) **Handball** – Will be called if it is clearly intentional. The referee must deem the handball to be intentional. The result will be an **Indirect Free Kick** for the opposing team.
- 19) **Offsides** – Will NOT be called in this age group, however, coaches should encourage to participate in action and not camp in front of the opposing team's goal. Referees will also keep an eye on players to make sure they are not camping.
- 20) **Coaches** – A maximum of 2 coaches will be allowed on the sideline. No coaches will be allowed on the field at any time unless in the case of an injury.
- 21) **Parents** – Parents will be seated on the opposite side of the team sideline area.
- 22) **Substitutions** – Substitutions will be allowed on the following situations: your team's throw-in, goal kicks, after goals, halftime, and injuries.
- 23) Every player must play in each half unless there is an injury, or there is a sick player.
- 24) **Fouls** – A foul occurs if a player commits any play/action that the referee sees as dangerous or reckless. **Fouls outside the penalty area result in a Direct Free Kick. Fouls inside the penalty area result in a Penalty Kick.** See examples below.
- a. Holding an opponent
 - b. Tripping an opponent
 - c. Kicking an opponent
 - d. Shoving an opponent
 - e. Slide tackling
 - f. Impeding the progress of an opponent.
 - g. Other: All fouls come at the discretion of the referees. (Physical, foul language, or taunting)
- 25) **Penalty Kicks** – Designated kicking area will be 10 yards from the goal.
- a. Only the kicker and the goalie are allowed in the area while the penalty kick is happening.
 - b. The goalie must remain on the goal line until the ball is kicked.
 - c. Once the ball is kicked, play is live.
- 26) Teams must have at least 6 players to play a game. If a team does not have at least 6 players within 10-minutes after the set start time, the game will be forfeited.

Game Day Equipment

- 1) A game ball will be provided.
- 2) Teams may bring 3 balls for warm-up.
- 3) Teams must be dressed in matching-colored shirts and are encouraged to be wearing the same color shorts.
- 4) Shin Guards are required to wear, preferably underneath socks.
- 5) No earrings, necklaces, bracelets, or hard hair accessories are allowed. Earrings can be taped over.

Weather Policies

- 1) Lightning: Fields cleared immediately, delayed 15 minutes from the previous strike.
- 2) Rain: Games will be played unless field conditions are unsafe.
- 3) Cancellations: Announced via email at least 1 hour prior to game time.

Sportsmanship

- 1) Players: Respect referees, coaches, teammates, and opponents.
- 2) Coaches: Model respect, positivity, and fairness.
- 3) Parents: Cheer positively!
- 4) Referees: Decisions are final. Concerns must be emailed post-game.

Other Policies

- 1) Referee Staff
 - a. Referees have full authority and discretion to make decisions on factual matters related to the game, and these decisions are final. However, if you disagree with a call, please wait until halftime or the end of the game to respectfully address your concerns with the referee or staff.
 - b. If there is an injury on the field, the referee may stop play at any time.
 - c. Depending on the severity of a foul, or taunting, players may be subject to ejection.

Contact:

For any questions, please contact via email at:

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