



DCFC OFFICIAL 9U/10U PLAYING GUIDELINES

- 1. BALL:** Size 4.
- 2. NUMBER OF PLAYERS:** A match is played by two teams, each consisting of not more than 7 players, including the goalkeeper.
 - Substitutions: may occur at any natural stoppage; unlimited.
 - Playing time: Each player shall play a minimum of 50% of the total playing time. Teams and games may be coed.
- 3. PLAYER EQUIPMENT:** Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.
- 4. REFEREE:** An official designated by DCFC.
- 5. DURATION OF THE MATCH:** The match shall be divided into 2 equal, 20-minute halves.
 - There shall be a half-time interval of 5 minutes.
- 6. START AND RESTART OF PLAY:** Conform to FIFA, with the exception that the opponents of the team taking the kick-off are at least 4 yards from the ball until it is in play.
- 7. FOULS AND MISCONDUCT:** Conform to FIFA with the exception that all fouls shall result in a direct free kick. All infringements shall be briefly explained to the offending player. No cards shown for misconduct.
- 8. FREE KICKS:** Conform to FIFA with the exceptions that all free kicks are direct and opponents are at least 8 yards from the ball until it is in play.
- 9. GOAL KICKS:** Conform to FIFA, with the exception that opponents of the team taking the goal kick must be at least 10 yards from the ball until it is in play. Referee shall stand at the 10-yard mark.
- 10. CORNER KICKS:** Conform to FIFA, with the exception that the opponents of the team taking the kick are at least 8 yards from the ball until it is in play.
- 11. THROW-INS:** Conform to FIFA with the exception that an improperly performed throw-in may be retaken once.
- 12. PENALTY KICK:** None.
- 13. OFFSIDES:** None.