# **HYSO 10U Youth Outdoor Soccer**

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**Player’s Packet**

**City of Hermiston Parks and Recreation**

### UNIFORMS

1. Players must wear their HYSO issued uniform.
2. **Cleats are allowed (No Toe Cleat)**.
3. Shin guards are required.
4. HYSO issued shorts are required, sweatpants may be worn in place of HYSO issued shorts.

### PROTESTS

1. There will be no protests allowed. This is a fun semi-competitive league, and we hope to maintain that at all times.
2. If you have a concern about the refereeing or anything else, please tell the on-site supervisor.

### LEAGUE STANDINGS

1. There will be game scores kept at all divisions.

### TEAM ROSTERS

1. Players are not permitted to practice or play with a team until they are officially registered through the Hermiston Parks and Recreation and assigned to a team.
2. Hermiston Parks and Recreation will make all additions and deletions to any rosters.

### GAME CANCELLATIONS

1. Cancellations made during the season will only be done due to extreme situations or unforeseeable circumstances. If there is a question about cancellations, please call 541-667-5018.
2. There will be an attempt to notify all the coaches as soon as possible.

### GAME and PRACTICE SCHEDULES

1. Are available online at [www.hermistonsports.com](http://www.hermistonsports.com).

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Practices:**Practices are held no more than twice per week on a separate day from game day. The duration of practices should not last longer than 60 minutes. HYSO schedules the practices and reserves fields. If the coach schedules a practice without HYSO prior authorization, they will become financially liable for any and all injuries that may occur.  **The Field:**  
The field size for 10U games is 55-65 yards long, 35-45 yards wide.

**The Markings:**  
Distinctive lines recommended.

* **Halfway line** the width of the field, marked equidistant between the goal lines.
* **Center circle** with an eight-yard radius in the center of the field.
* **Corner arcs** with a one-yard radius at each corner of the field.
* **Goal area** in front of each goal measuring 4 x 8 yards.
* **Penalty area** in front of each goal measuring 12 x 24 yards.
* **Penalty mark** ten yards from the goal line.
* **Penalty arc** extending in a eight-yard radius from the penalty mark.

**Build-out line**runs across the field equidistant between the top of the penalty area and halfway line.

**The Goals:**  
Maximum 6.5 feet high and 18.5 feet wide.

**The Ball:**  
A size 4 ball is used for U-10 games.

**The Players:**

* ***Numbers***: Seven per team on the field; one of which is a goalkeeper. Ten maximum on roster.
* ***Substitutions*:**Between periods, at halftime and for injuries.
* ***Playing Time***: Minimum of two periods per game and no player should play four periods until everyone has played three.
* ***Teams***: Separate girls’ and boys’ teams should be promoted at all levels of play.

**Player Equipment:**  
Shoes and shin guards, covered by the socks, are mandatory at all practice and game activities. Soccer shoes, tennis shoes, or similar type athletic shoes are recommended. The type and condition of cleated shoes must be inspected for safety before use.

**Duration of Game:**  
Four 12.5-minute periods. Halftime break of 5 -10 minutes.

**Referee**:  
Our referees are typically volunteer Hermiston High School soccer players who generously donate their time to support the league. As they are still learning and developing their skills, we ask that you treat them with respect, patience, and grace.

Our scorekeepers are Hermiston Parks and Recreation staff. In addition to managing the scoreboard, they assist with resolving officiating concerns after gathering input from referees, coaches, players, and parents.

Thank you for helping us foster a positive and respectful environment for all participants.

**KNOW THE TERMS**

**The Start of Play:**  
The game should start with a kick-off in the middle of the field.

**The Kick-off:**  
A coin toss is used to determine which team kicks off to start the game and the other team kicks off to start the second half. Opponents must be eight yards from the center mark while kick-off is in progress.

**Ball In and Out of Play:**  
The ball is out of play in all age group games when it completely crosses the touch line (sideline) or goal line (end line), either on the ground or in the air.

**Method of Scoring:**

A goal, in all age groups, is awarded when the ball completely crosses the goal line into the goal.

**Fouls:**  
For 10U and older games, all fouls identified in Law 12 apply. Refer to the ***Laws of the Game*** for more information.

**Misconduct:**  
Misconduct should still be relatively rare in 10U games. Coaches at all levels of play have the option of calling players to the touchline to receive words of 'positive instruction' concerning player's behavior.

**Free Kicks:**  
Free kicks, in 10U and older games, may be either direct (may score directly), or indirect (must be touched or played by another player before a goal can be scored). Opponents must be at least eight yards from the ball or on the goal line between the goal posts during free kicks.

**Penalty Kicks:**  
Penalty kicks may be awarded in 10U and older games. A penalty kick results from a player committing one of the ten direct free kick fouls inside his/her own penalty area. The penalty kick is taken from the penalty mark with all other players outside the penalty area except the opposing team’s goalkeeper.

**Throw-In:**  
Second chances are not given for improper throw-ins for U10 and older players. An improper throw-in results in a throw-in for the opposing team.

**Goal Kick:**  
A goal kick is awarded to the opposing team, in 10U and older, when the attacking team is last to touch the ball before it crosses the goal line but without scoring a goal. The goal kick may be taken from any point inside the goal area.

**Goalkeeper Punts:**  
For 9U and 10U, the goalkeeper shall not punt the ball. An indirect free kick will be awarded to the opposing team at the spot of the offense if a goalkeeper deliberately punts the ball during a match. An indirect free kick awarded to the attacking team inside the opposing team's goal area must be taken on the goal area line at the point nearest to where the goalkeeper punted the ball.

**Corner Kick:**  
A corner kick is awarded to the opposing team when the defending team is last to touch the ball before it crosses the goal line but not scoring a goal. The opposing team must be at least eight yards from the ball when the corner kick is taken in 10U games.

**Offside:**  
The offside law applies in 10U and older games.

**Hand Ball:**  
A hand ball infraction occurs when a player handles the ball deliberately. The 'hand' includes the entire arm up to the top of the shoulder. Accidental contact (ball striking hand or arm with no intent by the player) is not an offense and should not be penalized.

**Build-Out Line:**

* The build-out line promotes playing the ball out of the back in a less pressured setting.
* The build-out line shall be placed across the field equidistant between the top of the penalty area and the halfway line.
* The opposing team must move back behind the build-out line for a goal kick or when the goalkeeper has possession. At any time, the goalkeeper may pass, throw or roll the ball to a teammate who is behind the build-out line.
* The goalkeeper or the player taking the goal kick does not have to wait for the opposing players to move behind the build-out line. After the ball is put into play, the opposing team can cross the build-out line and play may resume as normal. The first touch is from the goal kick or the pass from the goalkeeper.
* 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.

**No Heading:**  
Consistent with the US Soccer mandates on heading the ball, heading is banned for all division 12U and below in both practices and matches. An indirect free kick will be awarded to the opposing team if a player deliberately touches the ball with his/her head during a match (taken where the player touched the ball with his/her head).