

## U10 RULES FOR 2017 GMIT/BORDER BATTLE

AGE OF PLAYERS	U9/U10
BALL SIZE	4
DURATION OF GAMES	2x25 min.
HALF TIME (HT) PERIOD	5 minutes
KICK OFFS	Loser of coin toss kicks off. The other team will kick off for the second half. A backward kick is OK.
# OF PLAYERS ON FIELD	7 v 7, minimum is 5
SUBSTITUTION OPPORTUNITIES	At any stoppage with permission of the Referee. Unlimited.
GOALKEEPER?	Yes
ENFORCE THE 4 KEEPER VIOLATIONS?	No - explain proper procedure with a warning
BUILD OUT LINE (abbreviated as BOL)	Any time GK possesses the ball, opponents must move across the BOL. GK waits until they are across the BOL before passing, rolling or throwing the ball; if s/he does not wait, opponents are allowed to challenge for the ball without first moving across the BOL. Opponents may cross the BOL to challenge for the ball only after GK's intended recipient receives the ball. If opponents cross the BOL too soon, the penalty is an IDFK awarded at the place on the BOL where the player crossed the BOL.
GOAL KICKS	Ball is placed on ground anywhere in Goal Area for Goal Kick. Ball must leave Penalty Area before another player may touch it. If ball does not leave the Penalty Area, redo the kick. BOL restrictions regarding opponents behind the Build Out Line also apply. Opponents wait until intended recipient plays the ball.
OFFSIDE PENALIZED?	Yes, but only between the Build Out Line and the Goal Line
FREE KICKS	IDFK, DFK
REQUIRED DISTANCE OPPONENTS MUST BE FROM A FREE KICK	8 yards
WILL YOU ALLOW A SCORE DIRECTLY FROM A KICK OFF, GOAL KICK OR CORNER KICK?	Yes
PENALTY KICKS?	Yes
HEADING ALLOWED?	No. If heading is intentional, opponents restart with IDFK from spot of the offense - except if by defender inside own Penalty Area, IDFK is from outside the Penalty Area.
PUNTING ALLOWED?	No. If GK punts the ball, the opponents will be awarded an IDFK from where the punt was made unless it was inside the Goal Area (the IDFK will be taken from the Goal Area Line).
ALLOW REDO'S ON IMPROPER THROW-INS?	No
OVERTIME?	Only for a playoff game.
U10 games will be officiated by only one Referee unassisted by any assigned AR's or volunteer linespersons.	
The referee must check in teams using roster and player passes prior to each and every game.	
Home team wears dark jerseys; Away team wears light colored jerseys.	
Game ball is provided by the tournament. Referee is responsible for returning the ball to the "Referee Tent" if there is not another game on that field during the next time slot.	
The coach of the winning team will take the game report card provided by the referee to the site coordinator. If the score is tied, the coach of the Home Team will be responsible for delivering the game report card.	
Coaches are responsible for gathering roster and player passes from referee after each game.	
If rosters & passes are not returned to a coach, they will be delivered to the site coordinator by the referee.	