

## U10 RULES FOR 2024 GRAND MESA INVITATIONAL TOURNAMENT

AGE OF PLAYERS	U10
BALL SIZE	4
DURATION OF GAMES	2x25 min. (In the case of an injury delay, end game at least 5 minutes prior to the next game.)
HALF TIME (HT) PERIOD	5 minutes
KICK OFFS	Winner of coin toss chooses to kick off or end to attack. Loser gets the remaining choice. For the second half, the teams switch ends and the other team kicks off. A backward kick is OK.
# OF PLAYERS ON FIELD	7v7, minimum is 5
SUBSTITUTION OPPORTUNITIES	Unlimited subs at any stoppage with Ref's permission. Incoming subs must be at half-way line.
GOALKEEPER?	Yes
ENFORCE THE 4 KEEPER VIOLATIONS?	Yes - holding ball for more than 6 seconds plus using hands after a foot pass from a teammate, throw-in from a teammate, or after releasing the ball. Penalty is an indirect free kick ( <b>NOT a penalty kick</b> ) from the spot of the infringement, unless inside the goal area (then nearest spot on the Goal area line)
BUILD OUT LINE (abbrev. as BOL)	Yes
GOAL KICKS	Ball is placed on ground anywhere in Goal Area for Goal Kick. Goal kick is "in play" when it is kicked and clearly moves.
OFFSIDE PENALIZED?	<b>Yes, Between BOL and Goal Line</b>
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 Goal Area, IDFK is from the Goal Area Line (parallel to the Goal Line)
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. Two full 5-minute periods. If still tied after overtime, proceed with Kicks From The Mark.

U10 games will be officiated by only one Referee unassisted by any assigned AR's or volunteer linespersons other than the final, when a full 3-person crew will be assigned.

The referee or a GMIT official must collect a roster with "approved" stamp on it from coaches prior to each and every game.

Referee will NOT read the names aloud; only do a "safety check" to save time & keep games on schedule.

Home team wears dark jerseys; Away team wears light colored jerseys.

The Home team is to provide the game ball. (If Home team does not have a suitable ball, Away team may provide the ball.)

Winning team must initial/sign the game card after the match. If there is a tie, the home team coach must initial/sign the game card. Referees will submit the game cards to designated drop boxes or given to a Fire FC volunteer, who will assist in collecting after each round of games.

A Red Card issued to a player or coach or a spectator send off will be reported on the Game Report Card and a Supplemental Report (available at the "Ref Tent") will be completed at the referee's earliest opportunity.

Coaches are responsible for gathering roster from referee after each game. If rosters is not returned to a coach, they will be delivered to the site coordinator by the referee.