



## 10U Playing Rules

### Law I-The Field:

*Dimensions:* The field of play shall be rectangular, its length being not more than 65 yards nor less than 55 yards and its width not more than 45 yards or less than 35 yards. Markings: Distinctive lines not more than 5 inches wide. A halfway line shall be marked out across the field. A center circle with an 8 yard radius. Four corner arcs each with a 2 foot radius.  
*Goal area:* 12 yards x 4 yards.  
*Penalty area:* 24 yards x 12 yards.  
*Penalty Spot:* 8 yards out from center of goal line.  
*Goals:* 6 x 12 feet.

### Law II-The Ball: Size four (4)

### Law III-Number of Players:

Maximum number of players on the field at any one time is seven (7) including the goalkeeper. Minimum number of players to start or continue a game is 5. Substitutions: At any stoppage of play except Corner kicks and Free kicks with the

permission of the referee either team can sub.  
Playing time: Each player should play a minimum of 50% of the total playing time.

### Law IV-Players Equipment:

Players may not wear any item of equipment that may be dangerous to themselves or others. Shin guards are mandatory and covered by socks.

**Law V-The Referee:** An official licensed referee will be assigned to each game.

**Law VI-Assistant Referee:** Assistant Referees are provided at this age group

**Law VII-Duration of the Game:** The game shall be divided into two (2) equal halves of twenty five (25) minutes each, There shall be a half-time break of five (5) minutes.

*In hot weather, team water breaks are permitted. The clock continues to run and the players must remain on the field during the break*

### Law VIII-The Start of Play:

Conform to FIFA, with the following exception: Opponent must be eight (8) yards from the center mark while kick-off is in progress.

### Law IX-Ball in and Out of Play:

Conform to FIFA: Ball must completely cross over the line to be out of play.

### Law X-Method of Scoring:

Conform to FIFA- ball must completely cross goal line, between posts and beneath crossbar to count.

**Law XI-Off-Side:** Conform to FIFA see separate addendum for **build out** line modified Laws.

### Law XII-Fouls and

**Misconduct:** Conform to FIFA with following exceptions: No Heading-results in an indirect free kick.

**Law XIII-Free Kicks:** Conform to FIFA with the following exception: Opponents must be eight (8) yards away before kick is allowed.

**Law XIV-Penalty Kicks:** Conform to FIFA.

**Law XV-Throw-In:** Conform to FIFA

**Law XVI-Goal Kick:** Conform to FIFA

**Law XVII-Corner Kick:** Conform to FIFA with the following exception: Opponents must be eight (8) yards away from the ball.

### KYSC Addendum

If the score differential reaches more than 6 the losing team may add an additional player to the field. If the score differential drops to 6 then a player is removed. If the score differential continues to increase and reaches 8 then a second player can be added by the losing team.

### Goalkeeper Protection

Goalkeepers are to be protected at all times. Incidental contact is anticipated and could happen but under no circumstances should a player intentionally make contact with the goalkeeper during play. Players should be instructed to avoid contact with goalkeepers if there is any doubt during the course of the game. Goalkeeper possession is defined as the goalkeeper having control of the ball at any time with their hands. Even if the goalkeeper has a fingertip on the ball it is deemed as possession and players should avoid contact. In the event contact is made the play is ruled "dead" and an indirect kick is given to the goalkeeper from the spot of the infraction.