



Effective Fall 2013

Game Day Procedures/Rules for u10 Play

Prior to each game, coaches/managers should present to the official and opposing team a game card. If the game card does not have players' names listed, the team should attach a player pool roster that they can get from their club's administrator. The players' names that are playing on that field should be highlighted/circled/marked. Player passes should be presented for player check-in.

During the game, if a club has multiple games being played, players may be moved from field to field to assist in having a good quality game at each field. This is done for developmental purposes, not for results. The goal of this age group is to have all games end in a draw or a 1, 2 or 3 goal difference score. A goal differential greater than that does not help any of the players develop.

Coaches and the official should review game rules for this age group before the game begins.

- No punting by the goalkeeper
- Goal kicks may be taken from anywhere inside the "18" yard box
- Teams defending goal kicks are ENCOURAGED to drop to the midline of the field

For all the rules and some explanations, go to:

<http://www.soccerindiana.org/UserFiles/file/Angel%20Competition/Modified%20ISL%20Playing%20Rules%20as%20of%20August%2023%202013.pdf>

Thank you and enjoy the games.

George Perry

Commissioner of the Indiana Soccer League