

Danvers Youth Soccer U10 Game Format

The U10 program game format consists of the following:

- 6 v 6 format, with goalkeepers. In the case of not enough players, 5v5 format may be used.
- Small-sided nets are used.
- A size 4 ball is used.
- The goalkeeper may touch the ball with his hands (and pick it up) inside the 14 yard line. The goalkeeper may punt the ball after picking it up or throw it to a player or even dribble up the field himself. The goalkeeper must wear a jersey that distinguishes him from other players. A pinney will suffice.
- Game time is composed of 2, 25 minute halves. 5 minute halftime. Substitutions allowed at the referees discretion on possessing teams throw-ins and goalkicks.
- An illegal throw-in may, at the referees discretion, be repeated with no penalty.
- Goal-kicks are performed on opposing balls that go over the endline.
- Corner-kicks are performed when the defensive team kicks the ball over their endline.
- Coaches should stay off the field, and should only enter when invited by the referee, for example if a player is injured.
- Offsides inside the 14 yard line