

## VIII. Game rules

### 4v4 U5 (2020)

- 4 players per team without a goalkeeper (usually played on Field 7)
- Players may not head.
- After a penalty, the game continues, there is a rebound.
- handball inside the box is a pk
- minimum players to start the game: 3
- Halves time: 18 min (4v4)
- Only players and coaches/managers in the roster can be on the field.
- Indirect Free-kicks with slide - 2 touches
- Free-kicks - 1 touch
- kick ins - Two touches to score.
- Roster Player Max: 8 players
- No red/yellow cards, Referee will talk with coach

### 5v5 U5 - U8 (2018 - 2019)

- 5 players per team without a goalkeeper (usually played on Field 1,2 or 3 (5v5) field with small goals)
- Players may not head..
- After a penalty, the game continues, there is a rebound.
- handball inside the box is a pk
- minimum players to start the game: 3
- Halves time: 18min (5v5)
- Only players and coaches/managers in the roster can be on the field.
- Indirect Free-kicks with slide - 2 touches
- Free-kicks - 1 touch
- kick ins - Two touches to score.
- Roster Player Max: 10 players

- 7v7 (2017 - 2014) U8-U10:

- 6 field players and a goalkeeper
- there is no offside
- Indirect Free-kicks with slide - 2 touches
- Free-kicks - 1 touch
- kick ins - Two touches to score.
- goal kick can cross midfield
- Goalkeeper's drop kick can cross midfield
- Players may not head (2016 to 2014)
- After a penalty, the game continues, there is a rebound.
- minimum players to start the game: 5
- Halves time: 22 min
- Only players and coaches/managers in the roster can be on field

- Roster Player Max: 14 players
- Yellow card: 2 min on the bench.
- Red card: cannot play the rest of the game, team will be playing with the same number of players ( 7 players)

- 7v7 (2013) U12:

- 6 field players and a goalkeeper
- there is no offside
- Indirect Free-kicks with slide - 2 touches
- Free-kicks - 1 touch
- kick ins - Two touches to score.
- goal kick can cross midfield
- Goalkeeper's drop kick can cross midfield
- Players may head (2013 to 2012)
- After a penalty, the game continues, there is a rebound.
- minimum players to start the game: 5
- Halves time: 22 min
- Only players and coaches/managers in the roster can be on field
- Roster Player Max: 14 players
- Yellow card: 2 min on the bench.
- Red card: cannot play the rest of the game, but team can switch player ( no one players less)

- 9v9 (2012- 2011 - 2010 or Girls league) U13-U15:

- 8 field players and a goalkeeper.
- there are offsides from the 10-yard line
- Indirect Free-kicks with slide - 2 touches
- Free-kicks - 1 touch
- throw-ins
- goal kick can cross midfield.
- Goalkeeper's drop kick can cross midfield.
- Players can head.
- After a penalty, the game continues, if there is a rebound.
- minimum players to start the game: 7
- Halves time: 25 min
- Only players and coaches/managers in the roster can be on field
- Roster Player Max: 16 players
- Yellow card: can stay on the field
- double yellow or red: Team will be playing with one player less.

- 9v9 (2009 - 2007 Boys) U16-U18:
  - 8 field players and a goalkeeper.
  - there are offsides from the 10-yard line
  - Indirect Free-kicks with slide - 2 touches
  - Free-kicks - 1 touch
  - throw-ins
  - goal kick can cross midfield.
  - Goalkeeper's drop kick can cross midfield.
  - Players can head.
  - After a penalty, the game continues, if there is a rebound.
  - minimum players to start the game: 7
  - Halves time: 30 min
  - Only players and coaches/managers in the roster can be on field
  - Roster Player Max: 16 players

## **IMPORTANT:**

- If you are more than 15 min late of the game time, the game will be forfeit.
- We will give 5-10 min after the game time to check rosters and players.
- Clock will be starting after 10 min from the game time.
- 5 min half time
- Teams need to be ready at the game time in the schedule.
- Only coaches and players on the bench, parents have to be out of the field.
- Just in case, bring 2 jerseys or pennies (HOME team will change)
- Substitutions: Unlimited, but ref has to give you permission.
- Teams need to provide the correct ball.