

## BASICS

**Soccer Ball:** Size 4 - U7-U12 | Size 5 - U13 and up

**Number of Players:**

Match is 5v5, one of whom is the goalkeeper

*\*Minimum number of players to start a match is 3 (one needs to be GK)*

*Each team needs to bring a game ball.*

## ROSTER SIZE

Max 12 players at game

Players must be on the team roster in order to play. A player is allowed to play on no more than two teams per division.

Rosters will be checked before start of each game.

## PLAYERS EQUIPMENT

Players on same team must wear same color jersey. All teams need an alternative color in case of conflict.

*\*Home team should wear white or light colored jersey. Home team changes in case of conflict.*

*\*Cleats are allowed. Shin guards are mandatory*

## REFEREES

**One referee.**

Referees are required to sign and complete a game report sheet indicating the final score, as well as report on any game incidents involving player, coach and or spectator misconduct (red and yellow cards).

An Incident Report must be written if a player is injured.

*Referee Fees: Teams pay referee before the start of the game in cash, with CashApp or Venmo. Games can't start until referee fee is paid.*

## GAME DURATION

**Games:** 46 minutes, two 23 minute halves, 3 minutes halftime.

## FOULS

**Fouls penalized with a direct free kick for:** Tripping, pushing, shoving, holding, slide tackling, charging and striking an opponent, for handling the ball deliberately (except goalkeeper within his/her own penalty area.), and for unsportsmanlike conduct.

**Fouls penalized with an indirect free kick for:**

1. Goalkeeper touching the ball with his/her hands in the penalty area after passed to him/her by a teammate.
2. For dangerous play, and obstruction.
3. Infringement in distance on restarts.

Indirect free kicks are taken from the place where the infraction occurred unless it takes place in the penalty area, then it's taken at the edge of the penalty area.

*Note: All Leagues, no matter how competitive, are FUN Leagues - Players will receive yellow or red cards for aggressive and violent play, and or for unsportsmanlike conduct.*

**Player Ejection:** When a player receives a Red Card.

**Red Cards can be:** (a) a straight red, or (b) two yellow cards.

A player ejected from a game, must leave the park.

A player who receives a straight red card, automatically sits out his team's next scheduled game.

A player receiving a red card for two yellow cards will not have to sit out a game.

## SUBSTITUTIONS

**Unlimited and are done on the fly.** Player coming on the field cannot do so until player coming out is off the field. Player entering the field must do so from bench sideline. Player coming out may do so from anywhere on the field.

## THROW INS

Player taking the throw in must have both feet on the touchline or behind it. If an opposing player is closer than the required distance (**5 meters**), the throw in may be retaken (**unless advantage given**) Cannot score directly from a throw in.

## DISTANCE ON RESTARTS

5 meters on throw ins, corner kicks and free kicks. 3 meters on kick offs. Infringement is penalized with an indirect free kick from the spot of the infringement.

## NO OFFSIDE

## WEATHER

*Games may be postponed if there is a thunderstorm, strong rain, or if temperature feels below 30 degrees.*