

Fall Season Guidelines

Coaches and Team Administrators are to follow the guidelines below in the administration of games and the season:

1. 6/7/8U teams play with a maximum of four players (no goalkeeper) at one time; the minimum number of players required for a game to occur is three.
2. 9 -10U teams play with a maximum of seven players (including goalkeeper) at one time; the minimum number of players required for a game to occur is five (including goalkeeper).
3. 11 – 12U teams play with a maximum of nine players (including goalkeeper) at one time; the minimum number of players required for a game to occur is six (including goalkeeper). True age minimum of six (6) required on game day. “EX” Teams require true age minimum of three (3) on game day. Maximum of six (6) club pass players whether team is EX or not. NO HEADING FOR 12U & BELOW
4. 13 – 19U teams play with a maximum of eleven players (including goalkeeper) at one time; the minimum number of players required for a game to occur is seven (including goalkeeper). True age minimum of seven (7) required on game day. “EX” Teams require a true age minimum of four (4) on game day. Maximum of seven (7) club pass players whether team is EX or not.
5. For 6/7/8U games, they play 10-minute quarters, water break in between quarters and 5 minutes halftime.
For 9 & 10U games each half is 25 minutes in duration; halftimes are 5 minutes.
For 11 & 12U games each half is 30 minutes in duration; halftimes are 10 minutes.
For 13 & 14U games each half is 35 minutes in duration; halftimes are 10 minutes.
For 15 & 16U games each half is 40 minutes in duration; halftimes are 10 minutes.
For 17 – 19U games each half is 45 minutes in duration; halftimes are 10 minutes.
6. 6/7/8U games **do not have** offsides.
9U – 19U games **do have** offsides.

Items 1, 2, 3, 4 and 5 are summarized below:

Age Group	Half (minutes)	Minimum no.	Maximum No.	Offsides
		Players	Players	
6U	10 min Qtrs	3	4	No
7U	10 min Qtrs	3	4	No
8U	10 min Qtrs	3	4	No
9-10U	25	5	7	Yes
11 – 12U	30	6	9	Yes
13 – 14U	35	7	11	Yes
15 – 16U	40	7	11	Yes
17 – 19U	45	7	11	Yes

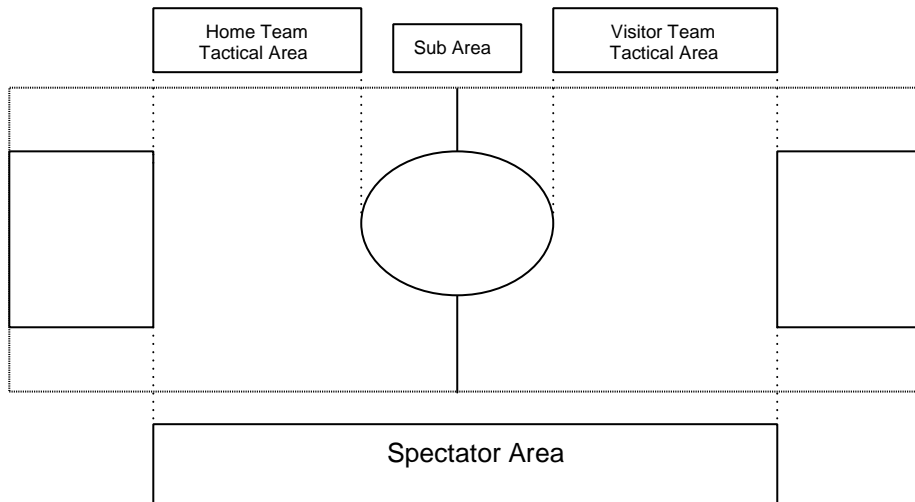
7. **Players** must have digital passes accessible from a device and their names must be preprinted on the game card (roster) to participate in the game; **no player write-ins are allowed on the pre-printed game card. Players whose names are not pre-printed on the game card are not eligible to participate in the game.** Head Coaches have their names pre-printed on the game cards. All other **Coaches** may need to write their names on the game card and sign the game card. In order to coach, a coach must have one pass (State Risk Management pass). There are no exceptions to this rule unless you have been notified in advance by the Assignor, Registrar or President. The coach must fill-in the game card with players jersey numbers if not pre-printed, signatures of up to four coaches and initials where applicable; referees are not to accept game cards unless jersey numbers are notated and legible. Coaches must bring two game cards on game day. One for the referee crew and one for the opponents. Failure to bring two game cards will result in a forfeit and fine.

Coaches, ADOCs or DOCs will wear their pass on a lanyard around their neck at all times in such a way that it is clearly visible. Only four coaches, ADOCs or DOCs will be permitted in the tactical area at any one time. Only those coaches, ADOCs or DOCs with a lanyard and pass and with their name pre-printed or written in on the game card will be allowed in the tactical area.

8. Both teams will be assigned a designated sideline and tactical area on the same side of the field. Players and coaches must remain within the designated tactical area. The tactical area is from the edge of the center circle to the edge of the penalty arc.
9. All spectators will be located on the opposite side of the field. Spectators will not be allowed on the team side of the field.
10. Referees will not start the game until the team, coaches and spectators are in the required locations.

- 11. Substitutions will only be made at the mid-field line. Coaches and players will not yell “sub” to indicate that a substitution is occurring; the referee will know that a substitution is wanted by seeing the player(s) standing at the mid-field line **before** the stoppage of play occurs.

- 12. Diagram of field arrangement:



- 13. Games must start and end on time. Referees may shorten the halves equally to remain on schedule, i.e., two 30-minute halves for an 13U game. The coaches have been instructed to be ready to start at the scheduled time. Do not allow the games to run late as delays up to 30 - 60 minutes can easily occur. It is very important that the first three games of the day remain on time as the last game at 4:30 may start at 5:00 or later. This may be your game!