

## **U6-12 Season Guidelines (Small-Sided Games Only)**

*UPDATED August 9, 2015*

Oahu League (OL) U6-12 games are to follow the guidelines below (and those detailed in the Coach Advisory) in the administration of games and the season:

1. U6 teams play with a maximum of four players (no goal keepers) at one time; the minimum number of players required for a game to occur is three.
2. U7 teams play with a maximum of five players (with goal keepers) at one time; the minimum number of players required for a game to occur is four.
3. U8 -10 teams play with a maximum of eight players (including goalkeeper) at one time; the minimum number of players required for a game to occur is five (including goalkeeper).
4. U11 - U12 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), of which a minimum of seven players must be true age, not including club pass players.
5. For U6 & U7 games, they play 10 minute quarters, 2 minute water break in between and 5 minute halftime.  
For U8 games each half is 20 minutes in duration; halftimes are 5 -10 minutes.  
For U9 and 10 games each half is 25 minutes in duration; halftimes are 5 -10 minutes.  
For U11 and 12 games each half is 30 minutes in duration; halftimes are 5 -10 minutes.
6. The U6s, U7s & U8s have no offsides; the U9s, 10s, 11s and 12s have offsides.

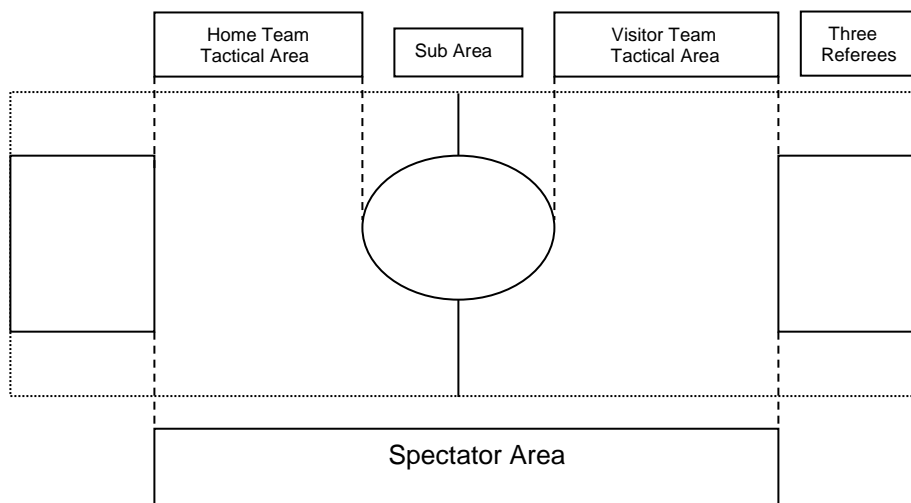
Items 1, 2, 3, 4, 5 and 6 are summarized below:

<b>Age Group</b>	<b>Half (minutes)</b>	<b>Minimum no. Players</b>	<b>Maximum No. Players</b>	<b>Offsides</b>
U6	10 min Qtrs	3	4	No
U7	10 min Qtrs	4	5	No
U8	20	5	8	No
U9	25	5	8	Yes
U10	25	5	8	Yes
U11	30	7 (true age)	11	Yes
U12	30	7 (true age)	11	Yes

7. Players and coaches must have passes and their names must be pre-printed on the game card (roster) to participate in the game; no write-ins are allowed on the pre-printed game card for Players only. Players whose names are not pre-printed on the game card are not eligible to participate in the game. There are no exceptions to this rule unless a referee has been notified in advance by the Assignor, Registrar or President. The coach must fill-in all necessary areas of the game card before presenting it to the referee; referees are not to accept game cards unless they are completely and legibly completed with jersey numbers and initials or signatures of the coach. Coaches must bring two game cards on game day, one for the referee crew & one for the opponents.

Coaches, DOCs and ADOCs will wear their passes on a lanyard around their neck at all times. Only four coaches, DOCs or ADOCs will be permitted in the tactical area at any one time. Only those coaches, DOCs or ADOCs with a lanyard and pass and listed on the game card will be allowed in the tactical area. The lanyard and pass must be worn in such a way that they are always visible.

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. Referees will function as three-referee team entering and exiting the field together and locate themselves away from spectators, coaches and players near the corner flag on the team side of the field (or some other remote location, i.e., under the trees at Waiau).
12. 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.
13. Diagram of field arrangement:



14. Games must start and end on time. Referees may shorten the halves equally to remain on schedule, i.e., two 25 minute halves for a U12 game. Coaches are 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 4:45pm may start at 5:00pm or later. This may be your game!

15. For Referees: Game cards are due to the OL by the Tuesday following the Saturday/Sunday game with accurate scores and proper notations for yellow and red cards if not collected at Waipio SC.
16. If a club line is used they may only make in-and-out-of-touch calls; they may not make offsides calls. To assist referees in making the off-sides call, club lines should stay even with the last defender at all times.

***Club lines are eligible to receive payment for serving as a linesperson. For payment to occur they need to complete and submit the on-line Club Line Payment Form.***