



2013 SOCCER 6'S RULES (U10-U12-U14) HIGH SCHOOL RULES WILL APPLY WITH THESE EXCEPTIONS:

- GAME TIMES:** Two halves with 5 minute break in-between (there are no timeouts in soccer)
U10 - 25 minute running time U12 - 25 minute running time U14 - 30 minute running time
Ties during regular season play will remain as a tie. No overtime will be played.
- ACCEPTABLE FOOTWEAR:** Tennis shoes, soccer shoes, or all purpose shoes. No medal spikes.
Shoes must have laces or velcro.
- ROSTERS:** **Must be turned into the MUNICIPAL ATHLETICS OFFICE by the first game.**
Players may be added to rosters until the halfway point of the season. Any changes must be submitted to Muni.
- BALL SIZE:** U10 & U12 use a #4 Ball U14 use a #5 Ball
Each team will present a game ball to the official who will decide which ball will be used.
- SHIN GUARDS:** Shin guards are **REQUIRED** for all players and must be covered. No Exceptions.
- TEAM SIZE:** A team consists of 6 players, 5 on the field and a goalkeeper. No team may start or continue a game with less than 5 players. This includes teams going less than 5 players due to a red card penalty. The game will be forfeited and the other team wins the game, no matter what the score is.
- PENALTIES:** If a player receives a red card, they are out for the remainder of the game plus the next scheduled game. The team will play short for the remainder of that game.
- OFFSIDES:** No offsides for U10. However if teams abuse this rule by floating a forward behind the defender, officials will have discretion to enforce this rule at the U10 level. U12 & U14 will have offsides.
- SUBSTITUTIONS:** **With referees permission** substitutions may only be made when:
*It's either team's goal kick *There is a stoppage due to injury *A goal is scored
*In case of throw-in, teams may only substitute when their team has been awarded a throw-in. *If team A is awarded a throw-in **and** if they request a substitution, team B may also request a substitution. There are no substitutions on corner kicks, free kicks, or penalty kicks. **All substitutions must take place at the midfield line.**
- LATE ENTRY:** A team which starts with fewer than 6 but at least 5 players may have its additional player enter the game during a normal stoppage of play. (i.e.: throw in, goal kick)
- GOALKEEPERS:** From the moment the goalkeeper takes control of the ball with the hands while playing as a goalkeeper within his/her own penalty area, he/she has six seconds in which to release the ball into play. During that interval, he/she may hold the ball, run with it, bounce it, or throw it into the air and catch it. Once the ball has been released into play, the goalkeeper may not touch it again with the hands until it has been played or touched by another player of the same team outside of the penalty area or by a player of the opposing team either inside or outside the penalty area.
- SLIDE TACKLES** - Not allowed. Slide tackling constitutes dangerous play & the referee will award a free kick at the spot of the foul. Inside the penalty box will be awarded an indirect free kick. First offense player receives a warning, second offense player receives a yellow card.
- UNIFORM:** Jerseys of similar color with numbers on the back must be worn by all players. The jersey of the goalkeeper shall be distinctly different from any of the players. A different color pinnie may be worn over their jersey.
- CANCELLATION:** Games are played rain or shine. Games will be postponed if there is lightening or another safety factor. Cancellations before game time will be made at the Municipal Athletics Office. Postponements are made at the discretion of the referee. Weather Hotline: 651-558-2118 after 4 pm.
- GOAL AREA:** **No player, coach, or spectator shall be permitted directly behind the end lines.**
- THROW INS:** In the U10 and U12 level during league play, if a player performs an incorrect throw in, the player is given a second chance for a correct throw in.
- MINIMUM PLAYING REQUIREMENT:** Each player must play at least 5 minutes per half.
- NO JEWELRY can be worn.** Flat hair barrettes and hair bands are ok. **Ear rings CAN NOT be taped.** No Exceptions. NO wrist bands. Medical alert bracelets/necklaces can be worn, but must be covered.