

	K & 1G	2G, 3G	4G	5/6G	7-12G
Game Format	4v4	7v7	7v7	9v9	11v11
Roster Size	9-11 (2 squads)	10-12	10-12	12-15	13-18
Playing Time	10 min halves then switch squads	12 min quarters	12 min quarters	15 min quarters	35 minute halves
Break Times	5 mins at halves and at switch	2 mins after 1Q and 3Q; 5 mins at half	2 mins after 1Q and 3Q; 5 mins at half	2 mins after 1Q and 3Q; 5 mins at half	5 mins at half
Ball Size	3	4	4	4	5
Goalkeeper?	No	Yes. No player will play keeper for more than 2 quarters	Yes. No player will play keeper for more than 2 quarters	Yes	Yes
Heading?	No (offense=IFK)	No (offense=IFK)	No (offense=IFK)	No (offense=IFK)	Yes
Offside? A player in an offside position at the moment the ball is played or touched by a team-mate is only penalized if <u>the player in the offside position is involved in active play</u>	No	Yes, Leniently enforced by referee for grades 2 Lightly enforced for Grade 3. NO Cherry Picking	Yes	Yes	Yes
Direct Free Kicks? Defending Players should be 8 yards away from restart K-6	No	Yes	Yes	Yes	Yes
Penalty Kicks	No	No	No	Yes	Yes
Dangerous Play Playing in a dangerous manner is any action that, while trying to play the ball, threatens injury to someone (including the player them self)	Yes - IDFK	Yes - IDFK	Yes - IDFK	Yes - IDFK	Yes - IDFK
Substitutions	Unlimited and allowed during any stoppage of play (Throw-In, Goal Kick, Kick-Off, Corner Kick, Indirect Kick, and Injury)	Unlimited and allowed during any stoppage of play (Throw-In, Goal Kick, Kick-Off, Corner Kick, Indirect Kick, and Injury)	Unlimited and allowed during any stoppage of play (Throw-In, Goal Kick, Kick-Off, Corner Kick, Indirect Kick, and Injury)	Unlimited and allowed during any stoppage of play (Throw-In, Goal Kick, Kick-Off, Corner Kick, Indirect Kick, and Injury)	Unlimited and allowed during any stoppage of play (Throw-In, Goal Kick, Kick-Off, Corner Kick, Indirect Kick, and Injury)

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Goal Kicks and Goalie Possession	Defenders must retreat to the half-line for goal kicks, but the opposing team may kick before all defenders have retreated	For 2G and 3G, defenders must retreat to the half-line, but the opposing team may kick before all defenders have retreated. Punts or drop-kicks are not allowed	4G goal kicks and goalie possession conform to FIFA	Conform to FIFA	Conform to FIFA
Throw-ins Stand facing the field of play Part of each foot on the touchline Throw the ball with both hands from behind and over the head from	The referee will explain any improper throw-ins and permit a second try; no change of possession if second attempt is improper.	During September games of the season, the referee will explain any improper throw-ins and permit a second try; NO change of possession if second attempt is improper for September games. Conform to FIFA OCT-NOV	Conform to FIFA	Conform to FIFA	Conform to FIFA
Direct Kick – Infractions Charges Player Jumps at Player Kicks Player Attempts to Kick Player Pushes Player Trips Player Attempts to Trip Player	All infractions at this level will be IDK	DFK	DFK	DFK	DFK
Hand Ball A hand ball infraction occurs when a player handles the ball deliberately to gain advantage or attempt to assist in possession or control of ball The “hand” includes the entire arm up to the top of the shoulder	Instinctive, self-protective reactions are not penalized at this young age. Accidental contact (ball striking hand or arm) is not an offense and should not be penalized.	Instinctive, self-protective reactions are not penalized at this young age. Accidental contact (ball striking hand or arm) is not an offense and should not be penalized.	Conform to FIFA	Conform to FIFA	Conform to FIFA