

Before the start of the game:

- Small pop-up goals must be anchored securely to the ground.
- Check players for proper footwear, shin guards, and jewelry.
 - Shin guards are mandatory. They must be worn under and completely cover by the socks.
 - Cleats are recommended. No baseball cleats. No metal cleats. Sneakers are acceptable.
 - No jewelry or metal hair clips may be worn for the safety of all players.
 - A player may wear nothing that, in the opinion of the Age Director or coach, is unsafe.
- No referees for this age group, one coach from each team controls the game play during the game.
- Each coach should have a whistle.
- Size 3 ball (provided by one of the teams).
- Two 20 minute halves with 5 minute half time.

Start of the game:

- The game clock starts per the schedule and time is not added to the game due to late starts.
- A maximum of 5 players per team, but that can be lowered depending on how many players show up for a game.
 - If a team is short players, each team must start with an equal number of players.
- Coaches agree which team gets ball first.

Start of second half:

- Teams will switch sides of the field to begin second half.
- Team that did not have ball 1st at start of game now starts with it.

During the Game:

- Coaches will explain all calls to players.
- Both sides may substitute anytime “on-the-fly”. One player will come off at the coach’s discretion and only then may another player may come on.
- Substitute players often in order to keep them involved.
- Play stops on an injury.
 - Coaches should blow the whistle to stop the play.
 - All other players should take a knee and not huddle around the injured player.
 - The clock keeps moving at all times.
 - The player must be substituted and remain off the field until the next substitution opportunity.
- All players MUST play at least half of the time they are there for the game.
 - Unless a player does not want to play
 - No player will be forced out onto the field
- A second chance will be awarded on all throw-ins.
 - Coaches will instruct on what was done wrong and how the player should make it right.
 - After the second throw-in, play continues.
 - No loss of possession on a bad throw-in.

- Coaches will do their best to not let their team run up the score. Once a 3-goal differential is achieved the leading must team take action to limit further scoring. (i.e. remove a player from the leading team, beginning with the best player; add a player to the trailing team)
 - Coaches should work together to ensure ALL players have fun.

Problems:

- The coach and age director will work together to solve on field problems.
- All problems, with players, coaches or parents will be directed to the age group director for action. Coaches' discretion must be used to decide if a problem needs immediate attention or can wait for halftime or end of the game.

REMEMBER.....

1. Low to no competition.... Stress skill and fun, cheer everyone.
2. Celebrate all goals for both teams.
3. Let parents know there are no losers.
4. Coaches should demonstrate good sportsmanship at all times.