

Before the start of the game:

- Small sized aluminum goals are used.
- Corner flags must be set.
- Coaches of first and last games required to setup and take down the field as needed (goals, nets, corner flags).
- The goals must be anchored securely to the ground.
- Referees will 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 metal cleats. Sneakers are acceptable.
 - A player may wear nothing that, in the opinion of the referee, is unsafe.
- Size 4 ball used (provided by one of the teams).
- Two 22 minute halves with a 6 minute halftime.

Start of the game:

- The game clock starts at the time stated on the game schedule. At 22 minutes past game start 1st half ends; at 28 minutes past game start halftime ends; 50 minutes past game start is the end of the game.
- 5 players + goalie - total of 6 players per team is the *maximum* allowed on the field.
- If a team is short players, each team must start with an equal number of players.
- Referee chooses which team gets ball first and other team has choice of goal.

Start of second half:

- Teams will switch sides of the field.
- The team that did not kick off to start the game takes the kick off to start the second half.

During the Game:

- Players and coaches are on one side of the field, parents on the other sideline.
- Coaches are to remain off the field and with their teams on the sideline during play.
 - No coaches are allowed on goal lines or on field during play unless directed by the Referee.
- All defensive fouls occurring in the penalty box result in an indirect free kick from the top of the penalty box.
- Direct kicks will be called from anywhere else on the field where appropriate.
- Referees will explain all calls to players (and coaches if needed).
- Play stops on an injury.
 - As soon as the whistle stops play the referee will call the coach onto the field to tend to the injured player. (Parents should refrain from entering the field from spectators side).
 - All other players should take a knee and not huddle around the injured player.
 - The player must be substituted and remain off the field until the next substitution opportunity.
 - The game clock does not stop.

- During the first half of the season a second chance will be awarded on all throw-ins. Referees 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.
 - **Second half of season second bad throw-in results in loss of possession.**
- Both sides may substitute any time the ball is out of play or for injuries.
- All players **MUST** play at least half of the time they are there for the game.
- Offside will be called only if the player is blatantly offside (more than 10 feet).
- When a **3-goal differential** is achieved coaches *must* take action to prevent further scoring by the leading team. This may be accomplished by removing the a player or players (beginning with the best player) from the leading team, making positional adjustments, or other suitable techniques.
 - If the coaches do not take action to correct the scoring differential the referee or age director may intervene and direct what action is to be taken.
- Follow FIFA rules for Goal kicks and Corner kicks. Ask referee for clarification if you are unsure.

Problems:

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

REMEMBER...

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