

Rules Modification Summary - Recreational Games

2010-2011 Seasonal Year

Age Group	U8	U10	U12	U14	U19
Ball size	3	4	4	5	5
Players (including keeper)	5v5	6v6	8v8	11v11	11v11
Minimum Players	4	5	6	7	7
Roster size (Max.)	10	12	14	18	18
Field Size	60-45/45-35 yds.	60-45/45-35 yds.	80-70/55-45 yds.	100-110/55-65 yds.	110-120/55-70 yds.
Goal Size	6x12 feet	6x12 feet	6x18 feet	8x24 feet	8x24 feet
Goal Area	6x18 yds.	6x18 yds.	6x18 yds.	6x24 yds.	6x24 yds.
Goal Penalty Area	10x24 yds.	10x24 yds.	14x35 yds.	18x60 yds.	18x60 yds.
Substitutions	Unlimited in number. Referee must be informed. Allowed by either team at goal kicks, goals, halftime, injury, and for a cautioned player (1-for-1). (Substitutions are not allowed on corner kicks or fouls.)				
Sub on throw-in	either team's throw		own team's throw, or if other team is subbing		
Equipment	Required: Shirt, shorts, shinguards, socks (covering shinguards), shoes. Home team changes for color conflict (visitors may change if they have alternate). Either goalkeeper must change for color conflicts. Referee may allow optional equipment (cold weather gear, goalkeeper cap, head/elbow/knee protection, religion-required clothing, etc) if deemed not dangerous.				
Jewelry	NONE ALLOWED. Taping does not make jewelry safe. (Jewelry: items worn for decoration or display, not having any purpose for the game.) Medic Alert bracelet or similar item should be taped, allowing medallion to be seen.				
Referee	yes, \$15	yes, \$20	yes, \$22	yes, \$28	yes, \$38
Asst Referee	no	no	yes, \$15 each	yes, \$18 each	yes, \$24 each
Length of half	25 min	30 min	35 min	40 min	45 min
Offside	yes *	yes *	yes	yes	yes
Heading	no - DP	yes	yes	yes	yes
Slide Tackling	no - DP	no - DP	yes	yes	yes
Free kicks	all indirect	direct or indirect, per the Laws of the Game			
Penalty kicks	no	yes, 10 yards		yes, 12 yards	
Throw-in redo	**	no	no	no	no
Goal kicks	Ball placed anywhere within combined goal/penalty area. Ball is in play when it is kicked and moves.		Per FIFA. Ball placed anywhere within goal area. Ball is in play when it leaves the penalty area. Opponents must stay outside penalty area until ball is in play.		
Goalkeeper	Per FIFA. May not play ball with hands when deliberately kicked by a teammate ("pass-back" rule). No restriction on length of kicks/punts.				

Notes * With no assistant referees, it must be obvious enough for the referee to see. Inexperienced referees will be less likely to see offside infractions.

 ** If the first throw-in is bad, the same team takes another throw. The ball is turned over to the other team if the second throw is bad.

 DP = Dangerous Play

Rules Modification Summary - Recreational Games

2010-2011 Seasonal Year

Age Group	U5	U6
Ball size	3	3
Players (including keeper)	3v3	5v5
Minimum Players	3	5
Roster size (Max.)	9	11
Field Size	25x30 yds.	25x30 yds.
Goal Size	4x6 feet	4x6 feet
Goal Area	no	no
Goal Penalty Area	6x8 yds.	6x8 yds.
Substitutions	Unlimited in number. Referee must be informed. Allowed by either team at goal kicks, goals, halftime, injury, and for a cautioned player (1-for-1). (Substitutions are not allowed on corner kicks or fouls.)	
Sub on kick-in	either team's kick	
Equipment	Required: Shirt, shorts, shinguards, socks (covering shinguards), shoes. Home team changes for color conflict (visitors may change if they have alternate). Either goalkeeper must change for color conflicts. Referee may allow optional equipment (cold weather gear, goalkeeper cap, head/elbow/knee protection, religion-required clothing, etc) if deemed not dangerous.	
Jewelry	NONE ALLOWED. Taping does not make jewelry safe. (Jewelry: items worn for decoration or display, not having any purpose for the game.) Medic Alert bracelet or similar item should be taped, allowing medallion to be seen.	
Referee	Coach	Coach
Asst Referee	no	no
Length of half	20 min	25 min
Offside	no	no
Heading	no - DP	no - DP
Slide Tackling	no - DP	no - DP
Free kicks	all indirect	all indirect
Penalty kicks	no	
Throw-in	no, Kick-in	Yes
Goal kicks	Ball placed anywhere within combined goal/penalty area. Ball is in play when it is kicked and moves.	
Goalkeeper	No goalkeeper	Yes

Notes

DP = Dangerous Play