

## SPECIAL RULES

Effective Spring 2009; Updated Spring 2011

	U5	U6	U7	U8	U9	U10	U12-U19, O19, Co-Ed++
<b>Players</b>	3	3	4	5	6	8	11
<b>Minimum Players</b>	3	3	3	3	5	6	7
<b>Game Time</b>	6 min Qtrs 2 min breaks 5 min Half	8 min Qtrs 2 min breaks 5 min Half	10 min Qtrs 2 min breaks 5 min Half	12 min Qtrs 2 min breaks 5 min Half	25 min Halves 5 min Half	25 min Halves 5 min Half	U12: 30 min U14: 35 min U16: 40 min U19/O19: 45 min 5 min Half
<b>Substitution</b>	Quarters Injuries** Ref Decision	Quarters Injuries** Ref Decision	Quarters Injuries** Ref Decision	Quarters Injuries** Ref Decision	Half Injuries Throw in* Goal Kicks Goals Cautioned Player Ref Decision	Half Injuries Throw in* Goal Kicks Goals Cautioned Player Ref Decision	Half Injuries Throw in* Goal Kicks Goals Cautioned Player U19/O19: Any Stoppage+ Ref Decision
<b>Field Size</b>	15x22 yds	15x22 yds	30x40 yds	40x50 yds	40x60 yds	50x80 yds	60x100 yds
<b>Goal Size</b>	3x4 ft	3x4 ft	4x6 ft	5x10 ft	6x14 ft	7x21 ft	8x24 ft
<b>Ball Size</b>	3	3	3	3	4	4	U12: 4, U14+: 5
<b>Goalkeeper</b>	No	No	No	Yes	Yes	Yes	Yes
<b>Offside</b>	No	No	No	No	Yes	Yes	Yes
<b>Restarts (out of play)</b>	Kick In	Kick In	Kick In	Throw in with redo	Throw In	Throw In	Throw In
<b>Kicks</b>	Indirect	Indirect	Indirect	Indirect	FIFA	FIFA	FIFA
<b>Distance</b>	<b>3 yds</b>	<b>3 yds</b>	<b>4 yds</b>	<b>6 yds</b>	<b>7 yds</b>	<b>8 yds</b>	<b>10 yds</b>
<b>Penalty Kicks</b>	No	No	No	No	Yes	Yes	Yes
<b>Crease</b>	Yes	Yes	Yes	No	No	No	No

**Red = UPDATES**

\* Team with throw in has option to substitute. If the team does substitute, then the opposing team may substitute.

\*\* For U8 and below: An injured player may return in the quarter injured by Referee Decision

+ Any Stoppage (U19 and above only)

++ Teams may decide at game time to play 8v8 but both teams must agree; **Two** female **players** on field at all times as field player or play one player short.

Crease: There will be a crease, approximately a 5 foot semi-circle in front of the goal. The defense may not position a player in the crease similar to a goal keeper. The offense may not position a player to receive the ball in the crease. **This includes goal kicks and corner kicks.** The referee shall direct the player, during live play to exit the crease. If the violations persist, then the referee may caution the offending coach for unsporting behavior. If the ball goes into the crease first, then the players may play ball.

### JEWELRY RULES

1. **NONE** – Including soft bracelets and ear studs.
2. **EXCEPTION** – Medical Alert jewelry MAY be worn if taped to body and medical information is visible.
3. **PENALTY**
  - a. Player removed from game (U9 and above)
  - b. Team plays shorthanded until **violation** is ready to return (U9 and above).
  - c. Player violation corrected and player stays in game (U8 and below)
4. **RETURNING PLAYER** – Player may return when ready AND any stoppage of play AND referee permission
5. **REFEREE DISCRETION** – A referee may ask the player to remove the jewelry during active play if the official determines the jewelry can be removed without much difficulty (e.g. the soft bracelets).

### 3v3 and 4v4 RULES

1. **START OF GAME & QUARTERS** – Kick from spot at center
2. **NO GOALKEEPERS** – No defending immediately in front of goal (see **Crease** rule above)
3. **NO COACHES** on field
4. **GOAL KICKS**
  - a. Taken from the goal line
  - b. **Opponents** approximately 6 – 8 yards away
  - c. Ball is live once kicked

### MERCY RULE – approved October 3, 2006

1. TSA adopted a mercy rule to encourage the recreational spirit of the game.
2. The mercy rule is to limit the score differential between teams. It is **NOT** a run rule meaning the game will not end.
3. Referees will submit a misconduct report on the coach of a team that has a point difference **greater** than 10 goals over their opponent.
4. Penalties may include but not necessarily limited to a verbal or written reprimand, suspension of coaching privileges temporarily to suspension of coaching privileges entirely and or referral to A&D hearing.