

## **Rules of Play**

- Games consist of two 10-minute halves, with a 3-minute halftime break. The clock will start at the scheduled time of the match, regardless of whether both teams are ready for play. If a team does not appear by the start of the 2nd half, the match will be declared a 3-0 forfeit.
- Each goal area has an arc which signifies the area where the goalkeeper can handle the ball.
- Substitutions can be made on any stoppage of play from an out-of-bounds ball, following a goal, or with the concurrence of the referee (on the fly when available as directed by the referee)
- Restarts are INDIRECT kicks - including all restarts from balls that were played out-of-bounds and kickoffs
- Penalty kicks, corner kicks and fouls are DIRECT
- No goals scored from a team's defensive half. Goals can only be scored in attacking half of the field.
- All restarts must be put into play in 4 seconds. The referee will give a count. Any restart that takes longer than 4 seconds will result in an indirect free kick for the other team.
- There will be no slide tackling to dispossess the ball. The referees will give an initial verbal warning and an indirect free kick, but subsequent violations by the same team will result in a penalty kick.
- Fouls in the arch will result in a penalty kick from the first spot. Accumulation of fouls also results in a 1v1 penalty kick from the second spot (which generally does not happen but that is the rule)
- Training vests are available if there are conflicting uniform colors. Flat sneakers or indoor soccer shoes must be worn. No cleats or turf shoes are permitted.
- No punting by the goalkeeper. Goal kicks come from the goalkeeper's hands **and may be played across the halfway line in the air.**
- The decisions of referees are FINAL.
- Any team playing games with players older than their registered age group will be disqualified.
- A player may play with two teams if those teams are in different age groups.

## **Standings**

- Each Win is worth 3 points
- Each Tie is worth 1 point
- Each Loss is worth 0 points

## **Tie breaker for Standings**

- Result of head-to-head match(s) between the tied teams
- If still tied, Overall Goals For minus Goals Against
- If still tied, Least Goals Against
- If still tied, a sudden death playoff match

## **Championship Games**

In Divisions with championship games that result in a tie at the end of regulation, play will proceed directly to sudden death overtime. After each two-minute interval during the overtime, at the next stoppage of play for a ball that is out-of-bounds, each team will remove one player from the field, until such time as one team scores to end the match, or play is 2v2. Substitutions can still be made in the same manner as normal game play.

**Awards:** Team Awards will be given to the Age Group Champion at the end of the last game in each age group.

**All awards will be distributed in the Sports Arena.**