

<u>Revised (3/2020)</u>	<u>Grade 2 IN-TOWN</u>	<u>Grades 3 and 4 IN-TOWN</u>	<u>Grades 3 and 4 BAYS</u>	<u>Grades 5 and 6 BAYS</u>	<u>Grades 7/8 BAYS and older</u>
Game Size	5v5 (field size: one-half of 7v7 field)	7v7	7v7	9v9	11v11 (Some HS - 7v7)
Size of Ball	3	4	4	4	5
Length of Game	30 minute halves	30 minute halves	30 minute halves	30 minute halves	Grade 8 - 35 minute halves Grade 10 - 40 min. halves Grade 12 - 45 min. halves HS 7v7 – 30 min halves
Penalty Kicks	NO Indirect free kick awarded approximately 10 yards from the goal line (referee's judgment for ball placement).	NO Direct kick awarded at the top of the penalty area.	YES Penalty kicks will be taken from a point 8 yards directly in front of the midpoint of the goal. All other players must stand beyond the midfield line	YES Penalty kicks will be taken from a point 10 yards directly in front of the midpoint of the goal.	YES Penalty kicks will be taken from a point 12 yards directly in front of the midpoint of the goal.
Free Kicks	All free kicks are INDIRECT only and opponents should stand 10 yards away from the ball.	Direct and Indirect. Opponents should stand 10 yards away from the ball.	Direct and Indirect. Opponents should stand 10 yards away from the ball.	Direct and Indirect. Opponents should stand 10 yards away from the ball.	Direct and Indirect. Opponents should stand 10 yards away from the ball.
Goal Kicks	For Grade 2 this also includes both Goal Kicks and Goalkeeper Possession: The team not in possession shall withdraw to its defensive half of the field and may not enter its offensive half of the field until the ball is in play which is when it is kicked and moves. Should the team in possession put the ball in play before the opposing players have taken position in their defensive half, play will continue. Goal kicks and goalkeeper throws or punts must touch a player or the ground in the goalkeeper's defensive half (otherwise, indirect free kick for opponent at midfield).	The team not in possession shall withdraw to its defensive half of the field and may not enter its offensive half of the field until the ball is in play which is when it is kicked and moves. Should the team in possession put the ball in play before the opposing players have taken position in their defensive half, play will continue. Goal kicks and goalkeeper throws or punts must touch a player or the ground in the goalkeeper's defensive half (otherwise, indirect free kick for opponent at midfield).	The team not in possession shall withdraw to its defensive half of the field and may not enter its offensive half of the field until the ball is kicked and moves. The ball no longer has to leave the penalty area to be in play. Should the team in possession put the ball in play before the opposing players have taken position in their defensive half, play will continue. Goal kicks and goalkeeper throws or punts must touch a player or the ground in the goalkeeper's defensive half (otherwise, indirect free kick for opponent at midfield).	The ball is in play when it is kicked and moves. It no longer has to leave the penalty area.	The ball is in play when it is kicked and moves. It no longer has to leave the penalty area.
Throw-Ins	Players are given two chances. Explain rule.	At referee's discretion, player will be given a second chance.	Incorrect thrown ins go to the other team.	Incorrect thrown ins go to the other team.	Incorrect thrown ins go to the other team.
Substitutions	Players enter on midfield line. Both teams can sub on a goal kick, goal, any throw-in, or injured player.	Subs after goals, on goal kicks, on your own throw in, injuries or on opposing teams throw in only if that team is also subbing	Subs after goals, on goal kicks, on your own throw in, injuries or on opposing teams throw in only if that team is also subbing	Subs after goals, on goal kicks, on your own throw in, injuries or on opposing teams throw in only if that team is also subbing	Subs after goals, on goal kicks, on your own throw in, injuries or on opposing teams throw in only if that team is also subbing
Offside and Heading	NO NO	NO NO	NO NO (Indirect free kick)	YES NO (Indirect free kick)	YES (but NOT HS 7v7) YES
Slide tackles	No slide tackling allowed. Must stay on their feet	No slide tackling allowed. Must stay on their feet	Allowed.	Allowed.	Allowed.

Score Differential	If score differential=3, the losing team can add 1 player. For every 2 goal increase thereafter, add 1 additional player.				
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