

1/12/2023 1:38pm CST	Game Time / offsides	Min.Pass / After Goal Setup /	Score/Overtime	Draw/Self Start	"Mercy Rule"	Defense/ Checking	Shooting Space/ 3 sec in 8M	Carding/ Foul out/Subs	Playing the ball	Sideline Manager	Mandatory Cards	Goalie / Goal Circle
10U 5 v 5; No Goalie; 1 T/O per game	20 min running halves(5 min. half);Stop clock for injury/cards/A P 1 Player from each team behind midline. If offsides, stop play,reset field NO turnover	2 attempted passes after midfield; After goal, award ball to team that was scored on at the 8M (all others 4m away)	Visible scoreboard; NO Overtime NO UNDERHAND shot on goal (Loss of poss.)	Draw to start each half; 1Player for Draw; all others inside 8M until poss. all must be marked on 1 player only; No self-start if: Clock stopped, in CSA,A/P, inadvertent whistle, if whistle requ'd & player selfstarts, just reset(no loss of poss.)..	If winning by 6 or more, trailing team can take indirect at midfield;	NO checking allowed 1v1 defense in midfield; 3 Second Closely-Guarded Rule in affect (entire field)	All Apply; Major in 8M result is a Direct Free Position (direct, only if 2 attempted passes has happened); No DBL team on attack player w/o ball, only 1 defender can be on attack player inside 8M; other defender is subject to 3 secs in 8M; SS when ball is above GLE & in CSA;	Player serves time but sub is allowed; 2 yellows and 1 red card player is disqual; Teams do not play short; No subbing on injury or a misconduct;free movement except player fouled & offender:	Cannot cover; If scrum, award ball by A/P; incidental stick contact is allowed when ball is in air/ on ground; Cannot kick ball;	Failure to produce at coin toss=delay of game=no draw; failure to produce at start of 2nd half=2 min NR USC	Check to Head; Slashing; Dangerous Contact; Dangerous Propel;Dangerous Follow-thru; Team does not play short;	NO GOALIE No one is allowed in GC during live play; follow thru on shot is allowed
12U 6 v 6; 5 field player 1 goalie; 2 T/O per game;	20 min running halves (5 min. half);Stop clock for injury/cards/APStop clock last 2 min. of each half on fouls in CSA unless 10 goal diff; 1 Player from each team behind midline. IF offsides, stop play, reset field TURNOVER	2 Attempted passes AFTER GOAL & Whistle Start ... Goalie has option to clear ball w/1 attempt pass remain or place ball on GLE for teammate to pick up ball (2 pass remain) ALL other players outside 8M Arc	Visible scoreboard; Overtime Rules only coin toss.. A/P stay the same First Team scores WIN (3 min. each)	Draw to start each half; 2 Ms (1M on draw, other is 4M away); Other Players inside 8M arc until poss. is gain; No self-start if: Clock stopped for Card, A/P, inadvertent whistle, goal scored, foul in CSA (under 2 mins) if whistle requ'd & player self starts then TURNOVER	If winning by 6 or more, trailing team can take indirect at midfield;	Defensive Checking BELOW the shoulder ONLY; 3 sec closely guarded applies (entire field)	Minor in 8M results in INDIRECT FP on 8M; Major in 8M result is a Direct FP on 8M; NO DBL Team if attack is w/o ball, 2nd D is subject to 3 sec in 8M; SS when ball is above GLE & in CSA.	Player serves time (yellow and red). Team plays short; No subbing on injury or a misconduct; free movement except player fouled & offender:	Cannot cover if opponent is w/in playing distance; incidental stick contact ok when ball is in air/on ground; Can kick ball but not as a shot;	Failure to produce at coin toss=delay of game=no draw; failure to produce at start of 2nd half=2 min NR USC	Check to Head; Slashing; Dangerous Contact; Dangerous Propel;Dangerous Follow-thru;	Only Goalie in GC.. NO Deputy; follow thru allowed on shot;
14U 7 v 7; 6Field player 1 goalie 2 T/O per game;	25 min running halves (5 min. half);Stop clock for injury;Stop clock last 2 min. of each half on fouls in CSA unless 10 goal diff; NO OFFSIDES	2 Attempted passes AFTER GOAL & Whistle Start Goalie has option to clear ball w/1 attempt pass remain or place ball on GLE for Teammate to pick up ball (2 pass remain) All other Players outside 8M Arc	Visible scoreboard; Overtime Rules only coin toss.. A/P stay the same First Team scores WIN (3 min. each)	Draw to start each half; 2 Ms (1M on draw, other is 4M away) other players inside 8M arc until poss. is gain; Teams Can Draw w/ less than 7; No self-start if: Clock stopped for Card, A/P, inadvertent whistle, goal scored, foul in CSA (under 2 mins) if whistle requ'd & player self starts, then TURNOVER	If winning by 6 or more, trailing team can take indirect at midfield;	Defensive Checking ABOVE the shoulders allowed with a 12 inch Sphere	Minor in 8M results in INDIRECT FP on 8M; Major in 8M result is a Direct FP on 8M; NO DBL Team if attack is w/o ball, 2nd D is subject to 3 sec in 8M... FP at the 8;	Player serves time (yellow and red). Team plays short; No subbing on injury or a misconduct; free movement except player fouled & offender:	Cannot cover if opponent is w/in playing distance; Can kick ball but not as a shot;	Failure to produce at coin toss=delay of game=no draw; failure to produce at start of 2nd half=2 min NR USC	Check to Head; Slashing; Dangerous Contact; Dangerous Propel;Dangerous Follow-thru;	Only Goalie in GC... No Deputy; follow thru allowed on shot;