

LENGTH OF GAME

1. Time clock will start at designated game time. **THERE WILL BE NO GRACE PERIOD!** After such time the game will be considered a forfeit. A friendly game may be played. Warm up time may be limited or eliminated if games are running behind schedule. Teams/players are not permitted on the field or in bench area before designated warm-up time.
2. All games are played with running time. U9 & above; 2 x 25 min. U8/below; 4 x 12 min. (tournament game length is specific to tournament).
3. Games may be shortened or ended due to injury, unfair play, or other circumstances beyond our control and may not be rescheduled without refund.
4. **ALL LEAGUE cancellations due to weather/snow may require make up at the end of the winter 3 schedule and may require an alternative day. Weather/snow make up will not be credited or refunded.**
5. If a game is ended as a result of unfair play, it will not be rescheduled. Noon-offending team shall get the field for the remainder of the game.
6. **ONLY REFEREES, TIMEKEEPERS OR FACILITY** employees are permitted to operate time clock. **ONLY THE REFEREE** can request another party to start or stop the time clock. **UNAUTHORIZED STOPPAGE** of the time clock by coaches or players will result in a two minute bench penalty assessed to the team or a forfeiture of the game at the discretion of the official(s) of the game.
7. At the referee's discretion, the clock may be stopped for injury, lost ball or in the last **TWO (2)** minutes of a game if he/she feels a team is purposely wasting time. Do not expect the clock to stop every time a ball goes out of bounds.

OUT OF PLAY & RESTARTS

1. The ball starts at the center spot to start the game, half, or after a goal has been scored. The ball may be put into play in any direction- indirect kick.
2. Any restart shall start with a dead ball and be touched by the foot to be considered put in play:
 - a. For a throw in, 6 feet from the net nearest to where the ball went out of play when hitting side netting, ceiling or traveling out of the play area at the side. Restart-throw in.
 - b. For a Corner Kick from the corner marking (Corner Kick) whenever the opponent kicks the ball into the end netting between corner kick markings on their defensive end of the field. Restart-direct kick.
 - c. For a Goal Kick from within the goal box (Goal Kick) whenever the opponent kicks the ball into the end netting between corner kick markings on their offensive end of the field. Restart-indirect kick
 - d. **With in 6 seconds**, the official shall have the discretion to start such a count when he/she feels a team has had adequate time to put the ball back into play. Restart-indirect free kick for opposing team.

SUBSTITUTIONS

1. Substitutions may occur on an unlimited basis and "on the fly" while the ball is in play if:
 - a. Substitution occurs at their own team bench participate in the game while they are simultaneously on the surface of play is prohibited (A goalie must be properly outfitted "on the fly.")
 - b. After a goal has been scored by either team.
 - c. Restart is not put into play (Team with restart has no obligation to wait for opposing team to substitute.)
2. The players leaving the field are obliged to do so as quickly as possible and at their assigned bench.
3. Goalkeepers may change on the fly during the game providing the new goalkeeper abides by the substitution laws and are properly attired. Infringement; same as illegal substitution. **EXCHANGING WITH A FIELD PLAYER IS NOT LEGAL UNLESS DURING STOPPAGE OF PLAY WITH REFEREES APPROVAL** (interpreted as illegal substitution).
4. Any infringement shall be an indirect free-kick for the opposing team 6 feet from the bench on their offensive white line.

BOX TO BOX VIOLATION

The ball shall not travel forward from box to box unless it has touched a player between the boxes or played directly from the goalies hands. Any infringement shall be an indirect free-kick for the opposing team at the center spot on their offensive white line.

GOALKEEPERS

1. A goalkeeper has possession any time he/she has a part of his/her body covering the ball unless he/she is using his/her feet as a field player.
2. Once in possession of the ball the goalie has 6 seconds to release the ball into play (spirit of the game).
3. A goalies that intentionally parries the ball has 6 second release time starts when the ball was parried (spirit of game).
4. A goalkeeper intentionally handling the ball outside their penalty box may be assessed a 2 minute penalty.
5. A goalkeeper shall not slide tackle or slide into an opponent from outside their penalty box. Indirect free-kick.
6. The goalie is not allowed to punt the ball. Indirect free-kick.
7. Opponents must allow the goalie to distribute the ball without interfering with their motion. A drop kick is defined as dropped down and kicked with in one stride on the first bounce.
8. A goalkeeper cannot handle a ball in his/her penalty area that was intentionally played toward the goalie unless; it was played from teammate's non foot or when the ball was last touched by an opposing player. Indirect free kick.
9. Goalkeepers shall serve their own penalty and be replaced by another designated goalie (different shirt color). The team of the penalized goalie shall be required to remove a player from the field to play "short handed" during this time (see "Minor Penalty"). The penalized goalie may only return to the field after serving the full penalty (see "Minor Penalty") and may re-enter the game in accordance with proper substitution (See "Substitutions").
10. Goalie may only be substituted for in accordance with substitution rules (see "Substitutions").