

TOPIC	U9 & U10	U11 & U12	U13 & ABOVE
REFEREE SYSTEM	Single referee.	3 certified referees; center and 2 ARs; dual system not allowed.	3 certified referees; center and 2 ARs; dual system not allowed.
LENGTH OF GAMES	25 minute halves.	30 minute halves.	U13 & U14: 35 minute halves. U15 & U16: 40 minute halves. U17 – U19: 45 minute halves.
SIMILAR UNIFORM COLORS	Home team changes.	Home team changes.	Home team changes.
NUMBER OF PLAYERS	6 per side; 5 minimum.	8 per side; 6 minimum.	11 per side; 7 minimum.
GRACE PERIOD	15 minutes.	15 minutes.	15 minutes.
MATCH REPORTS	Provided by each team prior to check-in. If the report is not complete, require the coach or team representative to complete the report. The report must include the appropriate game information, list all players with numbers and coaches and team officials on the team sideline. The HOME team is required to provide a pre-addresses stamped envelope to mail the reports.	Provided by each team prior to check-in. If the report is not complete, require the coach or team representative to complete the report. The report must include the appropriate game information, list all players with numbers and coaches and team officials on the team sideline. The HOME team is required to provide a pre-addresses stamped envelope to mail the reports.	Provided by each team prior to check-in. If the report is not complete, require the coach or team representative to complete the report. The report must include the appropriate game information, list all players with numbers and coaches and team officials on the team sideline. The HOME team is required to provide a pre-addresses stamped envelope to mail the reports.
PASS CARDS	Laminated, current photo and signed. If not laminated, the player CANNOT play. If the card is missing, player prints and signs name with date of birth on the match report sheet and opposing coach is informed. NOTE: See below for instructions regarding the return of the cards to the teams.	Laminated, current photo and signed. If not laminated, the player CANNOT play. If the card is missing, player prints and signs name with date of birth on the match report sheet and opposing coach is informed. NOTE: See below for instructions regarding the return of the cards to the teams.	Laminated, current photo and signed. If not laminated, the player CANNOT play. If the card is missing, player prints and signs name with date of birth on the match report sheet and opposing coach is informed. NOTE: See below for instructions regarding the return of the cards to the teams.
PRE-GAME CHECK-IN	Required. Indicated on the match report who is present and review pass cards.	Required. Indicated on the match report who is present and review pass cards.	Required. Indicated on the match report who is present and review pass cards.
RISK MANAGEMENT	Not required to check.	Not required to check.	Not required to check.
JEWELRY & SIMILAR ITEMS	Not allowed except for taped religious of Medic Alert bracelets.	Not allowed except for taped religious of Medic Alert bracelets.	Not allowed except for taped religious of Medic Alert bracelets.
HARD CASTS	Not allowed to play, even if padded.	Not allowed to play, even if padded.	Not allowed to play, even if padded.
TEAM AREAS	Everyone in the team areas must have a picture pass card: players, coaches and team officials. No one without a picture pass card may act as a fill in coach. Teams are on the same side of the field, each taking half, with the home team choosing their half of the field.	Everyone in the team areas must have a picture pass card: players, coaches and team officials. No one without a picture pass card may act as a fill in coach. Teams are on the same side of the field, each taking half, with the home team choosing their half of the field.	Everyone in the team areas must have a picture pass card: players, coaches and team officials. No one without a picture pass card may act as a fill in coach. Teams are on the same side of the field, each taking half, with the home team choosing their half of the field.
LIGHTNING/THUNDER	A game may not be restarted until 30 minutes has passed without thunder or lightning. Maximum suspension is 45 minutes.	A game may not be restarted until 30 minutes has passed without thunder or lightning. Maximum suspension is 45 minutes.	A game may not be restarted until 30 minutes has passed without thunder or lightning. Maximum suspension is 45 minutes.
SUBSTITUTION	Unlimited for either team at any stoppage of play.	Unlimited for either team at any stoppage of play.	On throw-in for team in possession; both teams on goal kick; after a goal; half-time. Also, 1 for 1 on an injury or if a cautioned

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FOUL LANGUAGE	Zero tolerance; if you hear it, address as appropriate: verbal warning, caution or ejection.	Zero tolerance; if you hear it, address as appropriate: verbal warning, caution or ejection.	Zero tolerance; if you hear it, address as appropriate: verbal warning, caution or ejection.
FREE KICKS	Direct, Indirect and Penalty: 8 yds from ball.	Direct, Indirect and Penalty: 8 yds from ball.	FIFA
SLIDE TACKLES	Not allowed. Restart is Indirect Free Kick.	FIFA	FIFA
OFFSIDES	No	FIFA	FIFA
PENALTY KICKS	Yes, 8 yds clearance from ball. Ball is set 8 yds from goal.	Yes, 8 yds clearance from ball. Ball is set 8 yds from goal.	FIFA
CARDS	Can be issued to players, coaches and team officials. If there are problems with the fans, the coaches should be asked to handle.	Can be issued to players, coaches and team officials. If there are problems with the fans, the coaches should be asked to handle.	Can be issued to players, coaches and team officials. If there are problems with the fans, the coaches should be asked to handle.
YELLOW CARDS	Player is not required to leave the field (unless a 2 nd yellow), however, the player's coach may request a substitution for the cautioned player, the opposing team may also sub 1 for 1.	Player is not required to leave the field (unless a 2 nd yellow), however, the player's coach may request a substitution for the cautioned player, the opposing team may also sub 1 for 1.	Player is not required to leave the field (unless a 2 nd yellow), however, the player's coach may request a substitution for the cautioned player, the opposing team may also sub 1 for 1.
RED CARDS	If a straight red card or second yellow, the player is required to leave the field and the team plays short. Player can remain on the bench under adult supervision.	If a straight red card or second yellow, the player is required to leave the field and the team plays short. Player can remain on the bench under adult supervision.	If a straight red card or second yellow, the player is required to leave the field and the team plays short. Player can remain on the bench under adult supervision.
RETURN OF PASS CARDS	After the game, except the cards for the ejected players/coach/team officials.	After the game, except the cards for the ejected players/coach/team officials.	After the game, except the cards for the ejected players/coach/team officials.
COMPLETING THE GAME REPORT	Be complete and accurate. Document all unacceptable behavior on the part of the players, coaches, parents and team officials. Indicate total score for each team and who scored the goal(s). All cards issued must be on the report, including who received the card and why they received the card. Provide a brief but comprehensive explanation for all cards. Be objective/non-judgmental.	Be complete and accurate. Document all unacceptable behavior on the part of the players, coaches, parents and team officials. Indicate total score for each team and who scored the goal(s). All cards issued must be on the report, including who received the card and why they received the card. Provide a brief but comprehensive explanation for all cards. Be objective/non-judgmental.	Be complete and accurate. Document all unacceptable behavior on the part of the players, coaches, parents and team officials. Indicate total score for each team and who scored the goal(s). All cards issued must be on the report, including who received the card and why they received the card. Provide a brief but comprehensive explanation for all cards. Be objective/non-judgmental.
MAILING THE GAME REPORT AND THE PASS CARD(S) FOR EJECTED PLAYER/COACH/TEAM OFFICIALS	Mail the player/coach/team official card to CASL with game report. The HOME team is required to provide a pre-addressed stamped envelope to mail the reports. Reports should be mailed as soon as possible but within 48 hours.	Mail the player/coach/team official card to CASL with game report. The HOME team is required to provide a pre-addressed stamped envelope to mail the reports. Reports should be mailed as soon as possible but within 48 hours.	Mail the player/coach/team official card to CASL with game report. The HOME team is required to provide a pre-addressed stamped envelope to mail the reports. Reports should be mailed as soon as possible but within 48 hours.
OFFICIAL GAME	Two halves constitute an official game unless otherwise mutually agreed upon by the team coaches. If a game is unable to continue because of conditions, the game is declared an official game if at least ½ has been played.	Two halves constitute an official game unless otherwise mutually agreed upon by the team coaches. If a game is unable to continue because of conditions, the game is declared an official game if at least ½ has been played.	Two halves constitute an official game unless otherwise mutually agreed upon by the team coaches. If a game is unable to continue because of conditions, the game is declared an official game if at least ½ has been played.