

Lil Kickers (U5) League – 2020 birth year

Philosophy

- While playing, every player should participate a minimum of 50% of the time
- Results and standings will not be recorded
- Safety and fun are the top priorities (adjustments can be made as needed to ensure both are promoted)

Field

- 15 yards (width) x 25 yards (length)

Standards of Play

- Size 3 Ball
- 3v3 (no goalkeepers)
- Shin guards are required
- Substitutions are unlimited
- 2x12 minute halves, 3-minute halftime. Clock will be constantly running each half.
- No free kicks or kick-ins/throw-ins. A “new ball” will be thrown/rolled in by coach every time the ball goes out. It can be the same or a new ball. Please try to play the ball in from the coaches’ side, and from an area parallel to where the ball went out. It should be a Greeley Rec Ball each time to avoid confusion.
- Kick-offs will be used to restart play after a goal is scored
- No penalty kicks or offside
- No heading the ball (if a player does deliberately or accidentally, play will not stop, but coaches should educate and remind players to keep the ball on the ground/not go for headers)
- Hand balls should be played through on the player’s first infraction, any infractions after will require a new ball restart

Please Remember

- These are kids
- This is their game
- Coaches and officials are human
- This is for fun
- Positive cheering is encouraged

U6 Coed League Rules

Philosophy

- Every player should participate a minimum of 50% of the time
- Scores will not be recorded

Field

- 25 yards (width) x 35 yards (length)
- Corner Flags are set

Standards of Play

- Size 3 Ball
- 4v4 (no goalkeepers), minimum of 3 players on the field.
- Shin guards are required for practices and games
- Substitutions are unlimited (can occur at any time on a dead ball with official's approval)
- 2 halves of 15 minutes, with 3-minute half time.
- Kick offs, free kicks, goal kicks, corner kicks, and throw ins are used to start or restart play
- All free kicks are indirect (ball must touch another player before entering the goal)
- **Opponents must be 10 feet away from the ball on all restarts.**
- **Opposing players should be behind the midfield line when a goal kick is being taken.**
- No goaltending allowed. Officials and coaches will remind players to stay off the line when defending.
- No penalty kicks
- No offside call
- No heading the ball (if a player does deliberately or accidentally, an indirect free kick will be awarded to the opposing team)
- The game clock begins regardless of how many players are on the field. Teams can play with one less than the required number of players if needed.

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U8 and U7 League Rules

Philosophy

- Every player should participate a minimum of 50% of the time
- Scores will not be recorded.
- Safety and fun are the top priorities (adjustments can be made as needed to ensure both are promoted)

Field

- 25 yards (width) x 35 yards (length)
- Corner Flags are set

Standards of Play

- Size 3 Ball
- 4v4 (no goalkeepers), minimum of 3 players on the field.
- Shin guards are required for practices and games
- Substitutions are unlimited and can occur at any play stoppage.
- Substitutes must go to the halfway line and be summoned on by the official
- 2x20 minute halves, 3-minute half time
- Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play
- All free kicks are indirect (ball must touch another player before entering the goal)
- Opponents must be **10 feet away** from the ball on all restarts
- No goalkeeping. Officials will remind players to step up
- No penalty kicks
- No offside call
- No heading the ball (if a player does deliberately or accidentally, an indirect free kick will be awarded to the opposing team)
- Game clock will not stop.
- At goal kick restarts, players from opposing team must back up to half field line.
- **Cursing** by a player will result in the immediate removal of the player from the game. A substitute player may take their place.
- **Cursing** by a coach will result in the removal from the game, and a youth sport supervisor will take over managing the team for substitutions. One other parent may join the team sideline to assist.

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U10 /U9 Boys and Girls Leagues

Philosophy

- Equal participation time and allowed to play all positions
- Safety and fun are the top priorities (adjustments can be made as needed to ensure both are promoted)

Standards of Play

- Size 4 Ball
- 7v7 (6 field players and 1 goalkeeper)
- Substitutions are unlimited (can occur on any dead ball with officials' approval)
- 2 halves, 25 minutes each. 5-minute half time
- Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play
- Opponents must be 10 feet away from the ball on all restarts
- No heading the ball (if a player does deliberately or accidentally, indirect free kick will be awarded)
- Offsides is called (there is no offsides between the build out lines). The build-out line shall be used as the line to determine offside. Players cannot be called offsides between the halfway line and the build-out line.
- Build Out Line
 - Dashed line painted across the field equidistant between the penalty area line and the halfway line.
 - When the goalkeeper has the ball, either during play from an opponent (made a save), or taking a goal kick, the opposing team must move behind the build out line until the ball is put into play.
 - The goalkeeper is entitled to wait until opponents are behind the build out line before releasing the ball.
 - When the opponents are behind the build out line, the six second rules for the goalkeeper begins.
 - Not respecting the build out line will result in an IFK at the spot of the infraction
 - Coaches are required to support players backing up to build out line
 - Goalkeeper Possession
 - The ball is considered "in play" when the ball is touched by a second teammate on the goalkeeper's team, or the goalkeeper dribbles out of the penalty area (the larger box)
 - Goalkeepers in possession of the ball may pass with their feet or throw/roll the ball into play when the opponents have retreated behind the build out line. Once the ball has been released by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
 - Goalkeepers may NOT punt the ball. Drop kicking the ball is the same as punting. If the goalkeeper punts or drop-kicks the ball, the referee will give a warning and return the ball to the goalkeeper's feet. If it occurs a second time in a match by the same goalkeeper, play will stop and an indirect free kick will be

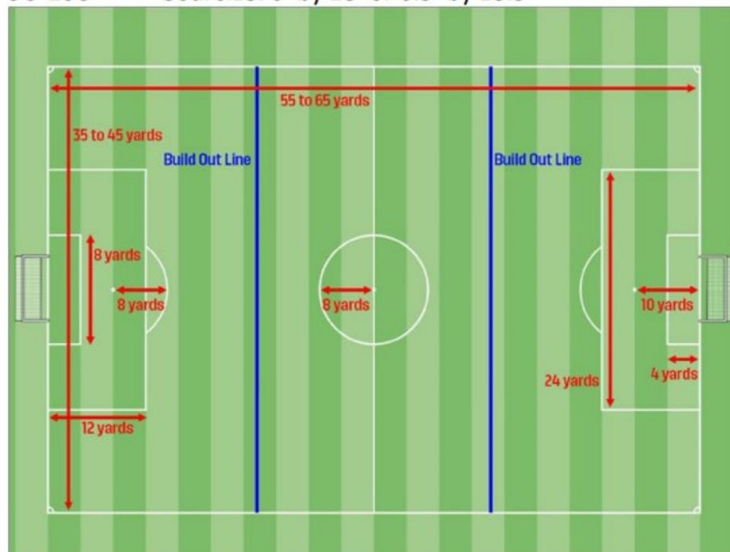
awarded to the opposing team on the penalty area line parallel to the where the infringement occurred.

- Goal kick restart
 - Ball must be stationary in the goal area
 - Build out line is observed
 - Can be played to a teammate inside or outside the penalty area
- If a team doesn't have the appropriate number of players at the start of the match, they will forfeit. A team may begin the game with no less than 5 players. The forfeiting team may still wait for their additional players, and the game can still be played, but the score will be marked as 10-0 loss for the forfeiting team.
- **Mercy Rule:** When a game reaches a differential of 7+, the losing team adds one player. For each goal differential greater than 7, the losing team adds an additional player, until the score reaches 10+, at which time score will no longer be kept, and the losing team has the option to end play.
- **Cursing** by a player will result in a red card. The player will be removed from play for the remainder of the game and a player from the bench may not replace them, i.e. the team will be playing down one player for the remainder of game time
- **Cursing** by a coach will result in the removal from the game, and a youth sport supervisor will take over managing the team for substitutions. One other parent may join the team sideline to assist.

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- 9U-10U Goal size: 6' by 18' or 6.5' by 18.5'



U12 Leagues

Philosophy

- Equal participation time and allowed to play all positions
- Safety and fun are the top priorities (adjustments can be made as needed to ensure both are promoted)

Standards of Play

- Size 4 Ball
- 9v9 (6 field players and 1 goalkeeper)
- Shin guards are required
- Substitutions are unlimited (can occur on any dead ball with officials' approval)
- 2 halves, 30 minutes each with a 5-minute half time
- Stoppage time is approved as necessary up to 4 minutes at the end of each half.
- Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play
- Free kicks can be direct or indirect. There are penalty kicks.
- Heading the ball is allowed
- Punts and drop kicks are allowed from the keeper.
- Offsides is called
- There is no build out line
- If a team doesn't have the appropriate number of players at the start of the match, they will forfeit. A team may begin the game with no less than 5 players. The game can still be played at the discretion of the supervisor on site and the coaches, but the official score will be marked as a 10-0 loss.
- **Cursing** by a player will result in a red card. The player will be removed from play for the remainder of the game and a player from the bench may not replace them, i.e. the team will be playing down one player for the remainder of game time

- **Cursing** by a coach will result in the removal from the game, and a youth sport supervisor will take over managing the team for substitutions. One other parent may join the team sideline to assist.

Advantage

- **Mercy Rule:** When a game reaches a differential of 7+, the losing team adds one player. For each goal differential greater than 7, the losing team adds one more player, until the score reaches 10+, at which time score will no longer be kept, and the losing team has the option to end play.

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