



2024 Youth Soccer Rules

V9.10.2024

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U5 (4 YRS.) COED & U7 (5 & 6 YRS.) COED

COED
U5 & U7

Pre-Game:

- There shall be no more than two (2) coaches on the sidelines of a game per team.
- Coaches:
 - Must always follow the Code of Conduct.
 - Will meet before each game to discuss any inclusion accommodations that need to be made.
 - Will check:
 - Shin guards
 - Cleats (no toe and metal cleats allowed)
 - Jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are not allowed and must be removed.
 - Using tape to cover jewelry is not acceptable.
 - Medical ID bracelets are allowed but must be taped down to prevent the potential for injury.
 - Hard casts must be covered in ½-inch thick foam with tape securing it.
 - Soft casts are allowed.
 - Glasses must be secured with a sports strap.
 - Must always stay on their team's side of the field.
- A coin toss will determine the start of possession.
 - The Coaches will go to the center of the field with a randomly selected player each week.
 - The visiting team player will call Heads or Tails, and the winning team will decide which goal they would like to defend or if they would like to take the kickoff.
 - Sides and possessions will change at the beginning of the second half.
- All players must be approved by Maricopa Sports Staff and registered in the league to participate (including practice).
 - Random roster checks will happen throughout the season.
- Spectators:
 - Will stay on their team's side of the field.
 - Game schedules will have "Home" and "Away" teams marked.
 - The "Home" Team will set up and observe from the north side of the field, and the "Away" Team will set up and observe from the south side.
 - Home / North is always the side the Copper Sky Pond is on.
 - Game schedules and maps will be posted on Team Sideline.
 - Please set up a spectating area three (3) yards off the sidelines to make room for the Teams, Coaches, and Referees.
 - Are responsible for securing their shade structures properly. We could ask spectators to remove all shade structures on a windy day.
 - Cannot observe the game from the goal lines. They must remain on their sideline team area.



In-Game

- **Game Format**

- **U5: 4v4 with no goalie.**
- **U7: 5v5 with no goalie.**
- **Field:** 30 yards x 20 yards.
- **Goal:** 6 ft x 4 ft (PUG).
- **Ball:** Size 3 (home team provides).
- **Time:** Two 20-minute halves with a 5-minute break. Mandatory 2-minute water breaks at 10 minutes in each half. All players must play at least half the game. Unlimited substitutions.
- All players must play at least half a game.
- Substitutions are unlimited and can occur at any time of the game.
- No music is allowed during the league during practices and games.
- Referees – No Referees. Games will be officiated by a parent/coach from both teams. Both coaches will work together while coaching and refereeing the match.
- All infringements should be explained to the player.
- Players, coaches, and spectators shall not be along the penalty area touchlines or behind the goal line.

- **Ball In and Out of Play:**

- The ball is out of play when it is wholly crossed the goal line or whole touchline, whether it is on the ground or in the air.
- The ball is out of play when the referee has stopped the game.

- **Start and Restart of Play:**

- Conforms to the FIFA Laws of the Game with the exception that all opponents are to be at least ten (10) yards away from the ball until it is in play.
- A goal shall not be scored directly from a free kick/kickoff/corner kick without the ball being touched by at least one other player on either team.
- Restarting play after a temporary delay, there will be a drop ball for the team that last touched the ball as the spot where the ball was declared dead. The opponents shall be four (4) yards away.
- Kick-off: the kick-off starts both halves of a match, the other team takes the kick-off to start the second half. The visiting team starts the first kick-off. The home team starts the second half.
- After a team scores a goal, the kick-off is taken by their opponents.
- The opponents of the team taking the kick-off must be on or behind their 6-yard line at the kick.

- **Offsides**

- None. The offside rule will not apply to any 4v4/5v5 match; however, the intent of the rule will be followed. Positioning a player in front of the opponent's goal irrespective of the location of the ball on the field is contrary to the aims of the program. The coaches/parents



shall take appropriate action to prevent this kind of play (an indirect kick to the offended team and instructional statements to the violating players and coach).

- **Fouls and Misconducts**

- Conform to the FIFA Laws of the Game.
- Play should be stopped when a player acts in a careless, reckless, or dangerous manner.
- Fouls against an opponent may include charges, jumps at, kicks or attempts to kick, pushes, strikers, or attempts to strike, tackles or challenges, trips or attempts to trip, holds an opponent, impedes an opponent with contact, or spits at an opponent. *Deliberately* handling the ball is a foul. (Not all balls that hit the arm/hand are deliberate!)
- No heading.
- No slide tackling
- Misconduct: No cards shall be shown to this age group. A Coach/Parent may ask the player to temporarily sub out if the behavior would have warranted misconduct.
- If a player is too rambunctious, the coach/parent to make a sub to give the child a chance to calm down before returning to play.

- **Free Kicks**

- Conforms to the FIFA Laws of the Game with the exception that all opponents are to be at least ten (10) yards away from the ball until it is kicked.
- A goal cannot be scored from an Indirect free kick unless the ball has been played or touched by a player other than the kicker before passing through the goal.
- The kicker shall not play the ball a second time until it has been touched or player by another player.

- **Penalty Kicks**

- None. Penalty kicks will not be awarded at this age level.

- **Throw-in**

- The ball is out of play when it wholly crosses the whole touchline, whether is it on the ground or in the air.
- The thrower must face the field of play and must keep both feet on the ground while releasing the ball. The thrower must use both hands on both sides of the ball to deliver the ball from behind and over the thrower's head.
- One do-over is allowed. Coach/parent to strongly encourage and instruct the correct throw-in procedure.
- A goal shall not be scored directly from a throw-in.

- **Goal Kicks**

- When the whole of the ball passes over the whole of the goal line, excluding the portion between the goal posts and under the crossbar (either in the air or on the ground), having last been played by one of the players on the attacking team, a goal kick will be awarded.
- A goal kick may be taken from anywhere inside the goal box area by any member of the defending team.
- The kicker shall not play the ball a second time until it has been touched or played by another player.
- The ball is in play when it is kicked.



- The opposing team must move behind the half line during a goal kick until the ball is put into play.
- **Corner Kicks**
 - Conform to the FIFA Laws of the Game with the exception that all opposing players are to be at least ten (10) yards away from the ball until it is kicked.
 - Players must be at least ten (10) yards from the ball until it is kicked.
 - When the whole of the ball passes over the whole of the goal line excluding that portion between the goal posts and under the crossbar, (either in the air or on the ground), having last been played by one of the defending team, a player of the attacking team shall have a corner kick.
 - The ball should be placed in the general vicinity of the corner and shall be kicked into play from that position by an attacking player.
 - In 4v4/5v5, a goal may not be scored directly from a corner kick.
 - The kicker shall not play the ball a second time until it has been touched or played by another player.

Post-Game:

- Coaches will:
 - Line up with their team, walk by the other team, say “Good game!” and high-five each other.
 - Congratulate each other at the end of each game.
 - Issue Player Excellence Awards: Please give out a weekly award to a player selected based on what characteristic was discussed at the previous practice during the week.
 - Make sure they sign the referee's score sheet.
- Scores are recorded in this age division:
 - The referee will have each coach sign the score immediately after the game and hand the results to the Staff Table.
 - Seven (7) regular league games and one (1) playoff game.
- No rescheduled or make-up games allowed.
- Parents, Players, and Spectators should:
 - Enjoy and encourage the activity of the player and refrain from coaching during the match. Please cheer and acknowledge players who exhibit good sportsmanship.
- Teams are:

Responsible for the cleanup of the fields after each game and practice.



U9 (7 & 8 YRS.) BOYS & GIRLS

BOYS /
GIRLS
U9

Pre-Game:

- Each team may have no more than two (2) coaches on the sidelines of a game.
- Coaches:
 - Must always follow the Code of Conduct.
 - Will meet before each game to discuss any inclusion accommodations that need to be made.
 - Will check:
 - Shin guards
 - Cleats (no toe and metal cleats allowed)
 - Jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are not allowed and must be removed. Using tape to cover jewelry is not acceptable.
 - Medical ID bracelets are allowed but must be taped down to prevent the potential for injury.
 - Hard casts must be covered in ½-inch thick foam with tape securing it.
 - Soft casts are allowed.
- A coin toss will determine the start of possession.
 - The coaches will go to the center of the field with a randomly selected player each week.
 - The visiting team player will call Heads or Tails, and the winning team will decide which goal they would like to defend or if they would like to take the kickoff.
 - Sides and possessions will change at the beginning of the second half.
- To participate (including practice), all players must be approved by Maricopa Sports Staff and registered in the league. Random roster checks will occur throughout the season.
- Spectators:
 - Will stay on their team's side of the field.
 - Game schedules will have "Home" and "Away" teams marked.
 - The "Home" Team will set up and observe from the north side of the field, and the "Away" Team will set up and observe from the south side.
 - Home / North is always the side the Copper Sky Pond is on.
 - Game schedules and maps will be posted on Team Sideline.
 - Will set up a spectating area ten (10) yards off the sidelines to make room for the Teams, Coaches, and Referees.
 - Are responsible for securing their shade structures properly. We could ask spectators to remove all shade structures on a windy day.
 - Cannot observe the game from the goal lines. They must remain on their sideline team area.

In-game:

- **7v7 - six (6) players and one (1) goalie**
- Field of play - 60 yds. x 40 yds. (L x W)
- Goal size - 12 ft. x 6 ft. (PUG - pop-up goal)



- Ball size – four (#4)
- The length of play is two (2) - twenty (25) minute halves and the half-time break is five (5) minutes long. There will be mandatory two (2) - two (2) minute water breaks twelve (12) minutes into each half.
- All players must play at least half a game.
- Substitutions are unlimited and can occur at any stoppage of play.
- Goalies are used in this age division.
- No music is allowed during the league during practices and games.
- Referees - Center Referee with two (2) Assistant Referees, if available.
- Players, coaches, and spectators shall not be along the penalty area touchlines or behind the goal line.

- **Ball In and Out of Play:**
 - The ball is out of play when it is wholly crossed the goal line or whole touchline, whether it is on the ground or in the air.
 - The ball is out of play when the referee has stopped the game.
- **Start and Restart of Play:**
 - Conforms to the FIFA Laws of the Game with the exception that all opponents are to be at least ten (10) yards away from the ball until it is in play.
 - Restarting play after a temporary delay, there will be a drop ball for the team that last touched the ball as the spot where the ball was declared dead. The opponents shall be four (4) yards away. If the play is stopped inside the penalty area, the ball will be dropped for the goalkeeper. The ball shall be deemed “in play” when the ball has touched the ground.
 - **The Goalie** is allowed to roll and throw the ball into play. No punting, volleys, or half volleys. The other team shall be awarded an indirect free kick on the center spot (half-line). This prevents the use of headers. The goalkeeper may choose to restart play before the opponents have retreated to the half line.
- **Offsides**
 - Conform to the FIFA Laws of the game with the exception that the half line serves as the offside line. Attackers cannot be penalized for an offside offense between the attacker’s goal line and the halfway line.
 - An indirect free kick will be awarded to the defending team if the attacking offense is offsides (passed the half line).
- **Fouls and Misconducts**
 - Conform to the FIFA Laws of the Game with the exception that all opposing players are to be at least ten (10) yards away from the ball until it is kicked.
 - Play should be stopped when a player acts in a careless, reckless, or dangerous manner.
 - No heading.
 - An indirect free kick is awarded to the opposing team from the spot of the offense. If the offense occurs within the goal area, the indirect free kick should be taken on the goal line.



- An indirect free kick is awarded to the opposing team from the spot of the offense.
 - No goalkeeper punts or drop-kicks or punts.
 - An indirect free kick is awarded to the opposing team from the spot of the offense.
 - No contact should be made with the goalkeeper who has possession of the ball. A goalkeeper with one finger on the ball is considered to have possession.
 - Not every touch of the ball to a player's hand or arm is an offense.
 - A player or coach who receives an ejection shall not participate in his/her team's next game.
 - A spectator who has been asked to leave the field of play shall not attend the team's next game.
- **Free Kicks**
 - Conforms to the FIFA Laws of the Game with the exception that all opponents are to be at least ten (10) yards away from the ball until it is kicked.
 - Direct and Indirect Kicks will be awarded.
 - A goal cannot be scored from an Indirect free kick unless the ball has been played or touched by a player other than the kicker before passing through the goal.
 - The kicker shall not play the ball a second time until it has been touched or player by another player.
 - Until the ball is in play, the opponent must remain ten (10) yards from the ball.
 - When there are ten or more defending players in a "wall" all attacking players must remain at least one (1) yard from the wall until the ball is in play.
- **Penalty Kicks**
 - Conform to the FIFA Laws of the Game with the exception that the penalty mark will be ten (10) yards from the goal line.
- **Throw-in**
 - The ball is out of play when it wholly crosses the whole touchline, whether is it on the ground or in the air.
 - A goal shall not be scored directly from a throw-in.
 - If an incorrect throw occurs, a throw-in shall be awarded to the opposing team.
 - Opponents must stand at least two (2) yards from the point on the touchline where the throw is to be taken.
- **Goal Kicks**
 - When the whole of the ball passes over the whole of the goal line, excluding the portion between the goal posts and under the crossbar (either in the air or on the ground), having last been played by one of the players on the attacking team, a goal kick will be awarded.
 - A goal kick may be taken from anywhere inside the goal box area by any member of the defending team.
 - The kicker shall not play the ball a second time until it has been touched or played by another player.
 - The ball is in play when it is kicked.



- The opposing team must move behind the half line during a goal kick until the ball is put into play. The team taking the goal kick may choose to restart play before the opponents have retreated behind the half line.
- **Corner Kicks**
 - Conform to the FIFA Laws of the Game with the exception that all opposing players are to be at least ten (10) yards away from the ball until it is kicked.
 - Players must be at least ten (10) yards from the ball until it is kicked.
 - When the whole of the ball passes over the whole of the goal line excluding that portion between the goal posts and under the crossbar, (either in the air or on the ground), having last been played by one of the defending team, a player of the attacking team shall have a corner kick.
 - A goal may be scored directly from a corner kick.
 - The kicker shall not play the ball a second time until it has been touched or played by another player.

Post-Game:

- Coaches will:
 - Line up with their team, walk by the other team, say “Good game!” and high-five each other.
 - Congratulate each other at the end of each game.
 - Issue Player Excellence Awards: Please give out a weekly award to a player selected based on what characteristic was discussed at the previous practice during the week.
 - Make sure they sign the referee's score sheet.
- Scores are recorded in this age division:
 - The referee will have each coach sign the score immediately after the game and hand the results to the Staff Table.
 - Seven (7) regular league games and one (1) playoff game.
- No rescheduled or make-up games allowed.
- Parents, Players, and Spectators should:
 - Enjoy and encourage the activity of the player and refrain from coaching during the match. Please cheer and acknowledge players who exhibit good sportsmanship.
- Teams are:
 - Responsible for the cleanup of the fields after each game and practice.



U11 (9/10 YRS.) BOYS & GIRLS

BOYS /
GIRLS
U11

Pre-Game:

- Each team may have no more than two (2) coaches on the sidelines of a game.
- Coaches:
 - Must always follow the Code of Conduct.
 - Will meet before each game to discuss any inclusion accommodations that need to be made.
 - Will check:
 - Shin guards
 - Cleats (no toe and metal cleats allowed)
 - Jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are not allowed and must be removed. Using tape to cover jewelry is not acceptable.
 - Medical ID bracelets are allowed but must be taped down to prevent the potential for injury.
 - Hard casts must be covered in ½-inch thick foam with tape securing it.
 - Soft casts are allowed.
- A coin toss will determine the start of possession. The Coaches will go to the center of the field with a randomly selected player each week.
 - The visiting team player will call Heads or Tails, and the winning team will decide which goal they would like to defend or if they would like to take the kickoff.
 - Sides and possessions will change at the beginning of the second half.
- To participate (including practice), all players must be approved by Maricopa Sports Staff and registered in the league. Random roster checks will occur throughout the season.
- Spectators:
 - Will stay on their team's side of the field.
 - Game schedules will have "Home" and "Away" teams marked.
 - The "Home" Team will set up and observe from the north side of the field, and the "Away" Team will set up and observe from the south side.
 - Home / North is always the side the Copper Sky Pond is on.
 - Game schedules and maps will be posted on Team Sideline.
 - Please set up a spectating area ten (10) yards off the sidelines to make room for the Teams, Coaches, and Referees.
 - Are responsible for securing their shade structures properly. We could ask spectators to remove all shade structures on a windy day.
 - Cannot observe the game from the goal lines. They must remain on their sideline team area.

In-game:

- **9v9 - eight (8) players and one (1) goalie**
- Field of play - 75 yds. x 50 yds. (L x W)



- Goal size – 16.5’ x 8’ (PUG - pop-up goal)
 - Ball size – four (#4)
 - The home team is responsible for providing the game balls, three (3).
 - The length of play is two (2) – thirty (30) minute halves and the half-time break is five (5) minutes long. There will be mandatory two (2) - two (2) minute water breaks fifteen (15) minutes into each half.
 - All players must play at least half a game.
 - Substitutions are unlimited and can occur at any stoppage of play.
 - Goalies are used in this age division.
 - Throw-ins, goal kicks, and corner kicks are in play. Please see “Ball in and Out of Play” below.
 - No music is allowed during the league during practices and games.
 - Referees - Center Referee with two (2) Assistant Referees, if available.
 - Players, coaches, and spectators shall not be along the penalty area touchlines or behind the goal line.

- **Ball In and Out of Play:**
 - The ball is out of play when it is wholly crossed the goal line or whole touchline, whether it is on the ground or in the air.
 - The ball is out of play when the referee has stopped the game.
- **Start and Restart of Play:**
 - Conforms to the FIFA Laws of the Game with the exception that all opponents are to be at least ten (10) yards away from the ball until it is in play.
 - Restarting play after a temporary delay, there will be a drop ball for the team that last touched the ball as the spot where the ball was declared dead. The opponents shall be four (4) yards away. If the play is stopped inside the penalty area, the ball will be dropped for the goalkeeper. The ball shall be deemed “in play” when the ball has touched the ground.
 - **The Goalie** is allowed to roll and throw the ball into play. No punting, volleys, or half volleys. The other team shall be awarded an indirect free kick on the center spot (half-line). This prevents the use of headers.
- **Offsides**
 - Conform to the FIFA Laws of the game.
 - An indirect free kick will be awarded to the defending team.
- **Fouls and Misconducts**
 - Conforms to the FIFA Laws of the Game with the exception of no slide-tackles of any kind allowed.
 - Play should be stopped when a player acts in a careless, reckless, or dangerous manner.
 - No heading.
 - An indirect free kick is awarded to the opposing team from the spot of the offense. If the offense occurs within the goal area, the indirect free kick should be taken on the goal line.



- No contact should be made with the goalkeeper who has possession of the ball. A goalkeeper with one finger on the ball is considered to have possession.
- A player or coach who receives an ejection shall not participate in his/her team's next game.
- A spectator who has been asked to leave the field of play shall not attend the team's next game.
- **Free Kicks**
 - Conforms to the FIFA Laws of the Game with the exception that all opponents are to be at least ten (10) yards away from the ball until it is kicked.
 - Direct and Indirect Kicks will be awarded.
 - A goal cannot be scored from an Indirect free kick unless the ball has been played or touched by a player other than the kicker before passing through the goal.
 - The kicker shall not play the ball a second time until it has been touched or player by another player.
- **Penalty Kicks**
 - Conform to the FIFA Laws of the Game with the exception that the penalty mark will be ten (10) yards from the goal line.
- **Throw-in**
 - The ball is out of play when it wholly crosses the whole touchline, whether is it on the ground or in the air.
 - A goal shall not be scored directly from a throw-in.
 - If an incorrect throw occurs, a throw-in shall be awarded to the opposing team.
- **Goal Kicks**
 - When the whole of the ball passes over the whole of the goal line, excluding the portion between the goal posts and under the crossbar (either in the air or on the ground), having last been played by one of the players on the attacking team, a goal kick will be awarded.
 - A goal kick may be taken from anywhere inside the goal box area by any member of the defending team.
 - The kicker shall not play the ball a second time until it has been touched or played by another player.
 - The ball is in play when it is kicked.
- **Corner Kicks**
 - Conform to the FIFA Laws of the Game with the exception that all opposing players are to be at least ten (10) yards away from the ball until it is kicked.
 - Players must be at least ten (10) yards from the ball until it is kicked.
 - When the whole of the ball passes over the whole of the goal line excluding that portion between the goal posts and under the crossbar, (either in the air or on the ground), having last been played by one of the defending team, a player of the attacking team shall have a corner kick.
 - A goal may be scored directly from a corner kick.
 - The kicker shall not play the ball a second time until it has been touched or played by another player.



Playoff:

- The last game day of the season is the playoff game.
 - We will match up 1v2, 3v4, 5v6, and 7v8. This is based on the points they earn during regular league season play.
 - 1st through 3rd place will be awarded medals immediately after the playoff games.
 - Regular league season: three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
 - Penalty kicks:
 - Coin toss: The referee flips a coin. The away team coach or team captain calls heads or tails.
 - The referee will select the goal used.
 - Kick order: The winner takes the first kick or lets the opponent go first.
 - Shooters & Goalkeeper:
 - Each team selects five players to take penalty kicks, each shooting once.
 - The opposing team chooses a goalkeeper for all five shots (can be someone who didn't play in the game).
 - Tiebreaker: If tied after five kicks, proceed to a single-rounder shootout.
 - The team and coaches must observe from the half-line only.
 - No one can observe from behind the goal; spectators must remain on the sidelines, and teams must stay on the half-line.
 - Single-Round Shootout:
 - Coin toss: The referee flips a coin.
 - The home team coach calls heads or tails.
 - The referee will select the goal used.
 - Kick Order: The winner takes the first kick or lets the opponent go first.
 - Players & Goalkeeper: Each team selects one player and one goalkeeper (can be different from the first round).
 - Players Shooting Penalty Kick: Coaches can choose the original five (5) again, but after the original each takes their shot, the coach must rotate through the rest of the team for one shot each.
 - Single shot: Each team takes one penalty shot. The team with the higher score wins.
 - Tiebreaker: If tied, repeat with different players taking kicks. The defending team can keep the same goalkeeper or choose a new one.
 - Rotation after a tie:
 - Teams alternate who kicks first each round (e.g., home team first in round 1, away team first in round 2).
 - Winner: The team with the highest score after any round wins the game. Repeat rounds until a winner emerges.
 - Team and coaches must observe from the Half-line only.
 - No one can observe from behind the goal; spectators must remain on the sidelines, and teams must stay on the half-line.

Post-Game:

- Coaches will:
 - Line up with their team, walk by the other team, say “Good game!” and high-five each other.



- Congratulate each other at the end of each game.
- Issue Player Excellence Awards: Please give out a weekly award to a player selected based on what characteristic was discussed at the previous practice during the week.
- Make sure they sign the referee's score sheet.
- Scores are recorded in this age division:
 - The referee will have each coach sign the score immediately after the game and hand the results to the Staff Table.
 - Seven (7) regular league games and one (1) playoff game.
- No rescheduled or make-up games allowed.
- Parents, Players, and Spectators should:
 - Enjoy and encourage the activity of the player and refrain from coaching during the match. Please cheer and acknowledge players who exhibit good sportsmanship.
- Teams are:
 - Responsible for the cleanup of the fields after each game and practice.



U13 (11 & 12 YRS.) BOYS & GIRLS

BOYS /
GIRLS
U13

Pre-Game:

- Each team may have no more than two (2) coaches on the sidelines of a game.
- Coaches:
 - Must always follow the Code of Conduct.
 - Will meet before each game to discuss any inclusion accommodations that need to be made.
 - Will check:
 - Shin guards
 - Cleats (no toe and metal cleats allowed)
 - Jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are not allowed and must be removed. Using tape to cover jewelry is not acceptable.
 - Medical ID bracelets are allowed but must be taped down to prevent the potential for injury.
 - Hard casts must be covered in ½-inch thick foam with tape securing it.
 - Soft casts are allowed.
 - Glasses must be secured with a sports strap.
- A coin toss will determine the start of possession. The Coaches will go to the center of the field with a randomly selected player each week.
 - The visiting team player will call Heads or Tails, and the winning team will decide which goal they would like to defend or if they would like to take the kickoff.
 - Sides and possessions will change at the beginning of the second half.
- To participate (including practice), all players must be approved by Maricopa Sports Staff and registered in the league. Random roster checks will occur throughout the season.
- Spectators:
 - Will stay on their team's side of the field.
 - Game schedules will have "Home" and "Away" teams marked.
 - The "Home" Team will set up and observe from the north side of the field, and the "Away" Team will set up and observe from the south side.
 - Home / North is always the side the Copper Sky Pond is on.
 - Game schedules and maps will be posted on Team Sideline.
 - Please set up a spectating area three (3) yards off the sidelines to make room for the Teams, Coaches, and Referees.
 - Are responsible for securing their shade structures properly. We could ask spectators to remove all shade structures on a windy day.
 - Cannot observe the game from the goal lines. They must remain on their sideline team area.

In-game:

- **9v9 - eight (8) players and one (1) goalie**
- Field of play - 75 yds. x 50 yds. (L x W)



- Goal size – 24 ft. x 8 ft. (Standard size goals)
 - Ball size – four (#4)
 - The home team is responsible for providing the game balls, three (3).
 - The length of play is two (2) – thirty (30) minute halves and the half-time break is five (5) minutes long. There will be mandatory two (2) - two (2) minute water breaks fifteen (15) minutes into each half.
 - All players must play at least half a game.
 - Substitutions are unlimited and can occur at any stoppage of play.
 - Goalies are used in this age division.
 - Throw-ins, goal kicks, and corner kicks are in play. Please see “Ball in and Out of Play” below.
 - No music is allowed during the league during practices and games.
 - Referees - Center Referee with two (2) Assistant Referees, if available.
 - Players, coaches, and spectators shall not be along the penalty area touchlines or behind the goal line.

- **Ball In and Out of Play:**
 - The ball is out of play when it is wholly crossed the goal line or whole touchline, whether it is on the ground or in the air.
 - The ball is out of play when the referee has stopped the game.
- **Start and Restart of Play:**
 - Conforms to the FIFA Laws of the Game with the exception that all opponents are to be at least ten (10) yards away from the ball until it is in play.
 - Restarting play after a temporary delay, there will be a drop ball for the team that last touched the ball as the spot where the ball was declared dead. The opponents shall be four (4) yards away. If the play is stopped inside the penalty area, the ball will be dropped for the goalkeeper. The ball shall be deemed “in play” when the ball has touched the ground.
 - **The Goalie** is allowed to roll and throw the ball into play. No punting, volleys, or half volleys. The other team shall be awarded an indirect free kick on the center spot (half-line). This prevents the use of headers.
- **Offsides**
 - Conform to the FIFA Laws of the game.
 - An indirect free kick will be awarded to the defending team.
- **Fouls and Misconducts**
 - Conforms to the FIFA Laws of the Game with the exception of no slide-tackles of any kind allowed.
 - Play should be stopped when a player acts in a careless, reckless, or dangerous manner.
 - No heading.
 - An indirect free kick is awarded to the opposing team from the spot of the offense. If the offense occurs within the goal area, the indirect free kick should be taken on the goal line.



- No contact should be made with the goalkeeper who has possession of the ball. A goalkeeper with one finger on the ball is considered to have possession.
- A player or coach who receives an ejection shall not participate in his/her team's next game.
- A spectator who has been asked to leave the field of play shall not attend the team's next game.
- **Free Kicks**
 - Conforms to the FIFA Laws of the Game with the exception that all opponents are to be at least ten (10) yards away from the ball until it is kicked.
 - Direct and Indirect Kicks will be awarded.
 - A goal cannot be scored from an Indirect free kick unless the ball has been played or touched by a player other than the kicker before passing through the goal.
 - The kicker shall not play the ball a second time until it has been touched or player by another player.
- **Penalty Kicks**
 - Conform to the FIFA Laws of the Game with the exception that the penalty mark will be ten (10) yards from the goal line.
- **Throw-in**
 - The ball is out of play when it wholly crosses the whole touchline, whether is it on the ground or in the air.
 - A goal shall not be scored directly from a throw-in.
 - If an incorrect throw occurs, a throw-in shall be awarded to the opposing team.
- **Goal Kicks**
 - When the whole of the ball passes over the whole of the goal line, excluding the portion between the goal posts and under the crossbar (either in the air or on the ground), having last been played by one of the players on the attacking team, a goal kick will be awarded.
 - A goal kick may be taken from anywhere inside the goal box area by any member of the defending team.
 - The kicker shall not play the ball a second time until it has been touched or played by another player.
 - The ball is in play when it is kicked.
- **Corner Kicks**
 - Conform to the FIFA Laws of the Game with the exception that all opposing players are to be at least ten (10) yards away from the ball until it is kicked.
 - Players must be at least ten (10) yards from the ball until it is kicked.
 - When the whole of the ball passes over the whole of the goal line excluding that portion between the goal posts and under the crossbar, (either in the air or on the ground), having last been played by one of the defending team, a player of the attacking team shall have a corner kick.
 - A goal may be scored directly from a corner kick.
 - The kicker shall not play the ball a second time until it has been touched or played by another player.



Playoff:

- The last game day of the season is the playoff game.
 - We will match up 1v2, 3v4, 5v6, and 7v8. This is based on the points they earn during regular league season play.
 - 1st through 3rd place will be awarded medals immediately after the playoff games.
 - Regular league season: three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
 - Penalty kicks:
 - Coin toss: The referee flips a coin. The away team coach or team captain calls heads or tails.
 - The referee will select the goal used.
 - Kick order: The winner takes the first kick or lets the opponent go first.
 - Shooters & Goalkeeper:
 - Each team selects five players to take penalty kicks, each shooting once.
 - The opposing team chooses a goalkeeper for all five shots (can be someone who didn't play in the game).
 - Tiebreaker: If tied after five kicks, proceed to a single-rounder shootout.
 - The team and coaches must observe from the half-line only.
 - No one can observe from behind the goal; spectators must remain on the sidelines, and teams must stay on the half-line.
 - Single-Round Shootout:
 - Coin toss: The referee flips a coin.
 - The home team coach calls heads or tails.
 - The referee will select the goal used.
 - Kick Order: The winner takes the first kick or lets the opponent go first.
 - Players & Goalkeeper: Each team selects one player and one goalkeeper (can be different from the first round).
 - Players Shooting Penalty Kick: Coaches can choose the original five (5) again, but after the original each takes their shot, the coach must rotate through the rest of the team for one shot each.
 - Single shot: Each team takes one penalty shot. The team with the higher score wins.
 - Tiebreaker: If tied, repeat with different players taking kicks. The defending team can keep the same goalkeeper or choose a new one.
 - Rotation after a tie:
 - Teams alternate who kicks first each round (e.g., home team first in round 1, away team first in round 2).
 - Winner: The team with the highest score after any round wins the game. Repeat rounds until a winner emerges.
 - Team and coaches must observe from the Half-line only.



- No one can observe from behind the goal; spectators must remain on the sidelines, and teams must stay on the half-line.

Post-Game:

- Coaches will:
 - Line up with their team, walk by the other team, say “Good game!” and high-five each other.
 - Congratulate each other at the end of each game.
 - Issue Player Excellence Awards: Please give out a weekly award to a player selected based on what characteristic was discussed at the previous practice during the week.
 - Make sure they sign the referee's score sheet.
- Scores are recorded in this age division:
 - The referee will have each coach sign the score immediately after the game and hand the results to the Staff Table.
 - Seven (7) regular league games and one (1) playoff game.
- No rescheduled or make-up games allowed.
- Parents, Players, and Spectators should:
 - Enjoy and encourage the activity of the player and refrain from coaching during the match. Please cheer and acknowledge players who exhibit good sportsmanship.
- Teams are:
 - Responsible for the cleanup of the fields after each game and practice.

BOYS /
GIRLS
U13



U15 (13 & 14 YRS.) COED

COED
U15

Pre-Game:

- Each team may have no more than two (2) coaches on the sidelines of a game.
- Coaches:
 - Must always follow the Code of Conduct.
 - Will meet before each game to discuss any inclusion accommodations that need to be made.
 - Will check:
 - Shin guards
 - Cleats (no toe and metal cleats allowed)
 - Jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are not allowed and must be removed. Using tape to cover jewelry is not acceptable.
 - Medical ID bracelets are allowed but must be taped down to prevent the potential for injury.
 - Hard casts must be covered in ½-inch thick foam with tape securing it.
 - Soft casts are allowed.
 - Glasses must be secured with a sports strap.
- A coin toss will determine the start of possession. The Coaches will go to the center of the field with a randomly selected player each week.
 - The visiting team player will call Heads or Tails, and the winning team will decide which goal they would like to defend or if they would like to take the kickoff.
 - Sides and possessions will change at the beginning of the second half.
- To participate (including practice), all players must be approved by Maricopa Sports Staff and registered in the league. Random roster checks will occur throughout the season.
- Spectators:
 - Will stay on their team's side of the field.
 - Game schedules will have "Home" and "Away" teams marked.
 - The "Home" Team will set up and observe from the north side of the field, and the "Away" Team will set up and observe from the south side.
 - Home / North is always the side the Copper Sky Pond is on.
 - Game schedules and maps will be posted on Team Sideline.
 - Please set up a spectating area three (3) yards off the sidelines to make room for the Teams, Coaches, and Referees.
 - Are responsible for securing their shade structures properly. We could ask spectators to remove all shade structures on a windy day.
 - Cannot observe the game from the goal lines. They must remain on their sideline team area.

In-game:

- **9v9 - eight (8) players and one (1) goalie**
- Field of play - 75 yds. x 50 yds. (L x W)



- Goal size – Goal size – 24 ft. x 8 ft. (Standard size goals)
 - Ball size – five (#5)
 - The home team is responsible for providing the game balls, three (3).
 - The length of play is two (2) - thirty (30) minute halves and the half-time break is five (5) minutes long. There will be mandatory two (2) - two (2) minute water breaks fifteen (15) minutes into each half.
 - All players must play at least half a game.
 - Substitutions are unlimited and can occur at any stoppage of play.
 - Goalies are used in this age division.
 - Throw-ins, goal kicks, and corner kicks are in play. Please see “Ball in and Out of Play” below.
 - No music is allowed during the league during practices and games.
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COED
U15

