

14 and UNDER - 17 and UNDER

Playing 11v11

1. If participating in inter-league play, teams will follow the rules and regulations of the host league or the amended rules and regulations set forth by the participating leagues. If not, the following rules shall apply.
2. This is a competitive league, scores and standings will be kept. There will be two referees directing this game.
3. This league will use a number 5 size ball.
4. In 11v11 there will be 11 players on the field including the goalie. A team needs a minimum of 7 players to start the game.
5. Liberal substitutions with the referee's permission.
6. Substitutions on throw-ins can only be initiated by the team in possession of the ball. Substitutions can be made by either team during goal kicks and injury substitutions with the referee's permission; Teams are also free to make substitutions at half-time and after a goal has been scored. No substitutions can be made on fouls or corner kicks.
7. The off-sides rule is in effect.
8. Slide tackles are allowed (at the referee's discretion).
9. Once a goalie has possession of the ball he/she has 6 seconds to put the ball into play.
10. Duration of game:
 - a. The game will consist of two 30 minute halves.
 - b. Time between halves will be 5 minutes.
 - c. The referee keeps the official time.
 - d. Mercy rule: If in the 10th minute of the second half a team has a 7 goal lead, Ball game. If both coaches agree to continue, the game is to be played in full.
 - e. During the regular season, games will end in a tie. During playoffs, if the game ends in a tie, a 5 minute overtime will ensue. If still a tie, an additional 5 minute overtime will be played. If the game is still a tie, 5 PKs will be taken, and then continue PKs until a winner is determined.
11. Once 4 games have been completed, there will be no additional players allowed to be added to any team. If there is an unforeseen circumstance, the director may make an allowance. Once playoffs have begun, there will be no added players under any circumstance.