

DIFFERENCES IN RULES FOR FIRE FC DEVELOPMENTAL SOCCER GAMES

Fall Season 2019 - Last Updated Aug. 20, 2019

AGE OF PLAYERS	U 9	U10/11	Middle School
BALL SIZE	4	4	5
LENGTH OF HALVES	25 minutes	25 minutes	30 minutes
HALF TIME (HT) PERIOD	5 minutes	5 minutes	5 minutes
KICK OFFS	Other team KO 2nd half. Backward kick OK	Other team KO 2nd half. Backward kick OK	Other team KO 2nd half. Backward kick OK
# OF PLAYERS ON FIELD	7 v 7	7 v 7	11 v 11
"POWER PLAY" RULE	When a team is leading by 4 or more goals, the trailing team may add a player (8v7). When a team is leading by 6 or more goals, the trailing team may add another player (9v7)	When a team is leading by 4 or more goals, the trailing team may add a player (8v7). When a team is leading by 6 or more goals, the trailing team may add another player (9v7)	N/A (Allow flexibility in lopsided games)
SUBSTITUTION OPPORTUNITIES	Any stoppage with Ref's permission. Incoming subs must be at half-way line.	Any stoppage with Ref's permission. Incoming subs must be at half-way line.	Own TI, Opponents' TI only if they are subbing also*, GK, KO, HT, Injury, Cautioned Player
GOALKEEPER?	Yes	Yes	Yes
ENFORCE THE 4 KEEPER VIOLATIONS?	No - explain proper procedure with a warning	No - explain proper procedure with a warning	Yes, restart with IDFK
GOAL KICKS	Ball is placed on ground anywhere in Goal Area for Goal Kick. Goal kick is "in play" when it is kicked and clearly moves.	Ball is placed on ground anywhere in Goal Area for Goal Kick. Goal kick is "in play" when it is kicked and clearly moves.	Ball is placed on ground anywhere in Goal Area for Goal Kick. Goal kick is "in play" when it is kicked and clearly moves.
OFFSIDE PENALIZED?	Yes (Only between Build Out Line and Goal Line)	Yes (Only between Build Out Line and Goal Line)	Yes
FREE KICKS	IDFK, DFK	IDFK, DFK	IDFK, DFK
REQUIRED DISTANCE OPPONENTS MUST BE FROM A FREE KICK	8 yards	8 yards	10 yards
WILL YOU ALLOW A SCORE DIRECTLY FROM A KICK OFF, GOAL KICK OR CORNER KICK?	Yes		
PENALTY KICKS?	Yes	Yes	Yes
HEADING ALLOWED? *	No*	No*	Yes
PUNTING ALLOWED?#	No#	No#	Yes
ALLOW REDO'S ON IMPROPER THROW-INS?	No	No	No
COACHES BEHAVIOR	Use warning, yellow, red cards to manage, equatable to former Ask, Tell, Dismiss process. Report all incidents in After Games.		
PARENT/FAN BEHAVIOR	Temporarily suspend game. Inform and ask coaches and/or league administrators to assist. Report all incidents in After Games.		
BUILD OUT LINE-SAVE	Any time GK possesses ball, opponents move across Build Out Line. GK waits until they are out. They may cross after GK releases (throws, rolls or kicks) the ball . Penalty for "early crossing" is an IDFK at the Build out line.	Any time GK possesses ball, opponents move across Build Out Line. GK waits until they are out. They may cross after GK releases (throws, rolls or kicks) the ball . Penalty for "early crossing" is an IDFK at the Build out line.	N/A (Build Out Line Not Used)
BUILD OUT LINE - GOAL KICK	Ball is "in-play" when it is kicked and clearly moves. Attackers may cross the line at that time.	Ball is "in-play" when it is kicked and clearly moves. Attackers may cross the line at that time.	N/A (Build Out Line Not Used)
OVERTIME	No	No	Only in playoffs (2 x 5 min. Golden Goal followed by KFTM).

*If heading is intentional, opponents restart with IDFK from spot of the offense - except if by defender inside his/her own Penalty Area. In that situation, the kick would be from the edge of the penalty area, parallel to the spot of the intentional heading.

#Goalkeepers may not punt the ball. Drop kicking is the same as punting. If the goalkeeper punts or drop-kicks the ball, the referee will stop play with the whistle and award an indirect free kick to the opposing team at the spot (or on the goal area line if the punt was within the goal area).

The referee(s) should do a safety inspection of the players' equipment prior to each game.

No jewelry is allowed--including all bracelets & ear rings. Tape over piercings is not acceptable; jewelry must be removed

For U9 & older, each team provides a volunteer linesperson to work with an club assigned center. Teams may contract assigned ARs through Referee Assignor Chris Day (clday77@gmail.com) a minium in one week in advance.