

YMCA of Greater Charlotte Soccer League Rules					
Game Management	U6 (Second Half of scheduled time)	U8	U10	U12	U14 & Above
Ball Size	Size 3	Size 3	Size 4	Size 4	Size 5
Team Size	4v4 - Minimum of 3 players to play	5v5 - Minimum of 4 players to play	7v7 - Minimum of 5 players to play	9v9 - Minimum of 7 players to play	11v11 Minimum of 9 Players to play
Field Size	Determined by location	Determined by location	Determined by location	Determined by location	Determined by location
Coaching	Allowed on the field to help officiate and coach	Must remain on sideline	Must remain on sideline	Must remain on sideline	Must remain on sideline
Score kept	No	No	No	No	No
Goalie	No	Yes	Yes	Yes	Yes
Number of officials	N/A Coaches officiate	1	1	1	2
Home/Away Jersey	Home Light Color/Away Dark Color	Home Light Color/Away Dark Color	Home Light Color/Away Dark Color	Home Light Color/Away Dark Color	Home Light Color/Away Dark Color
Game Management	U6 (Second Half of scheduled time)	U8	U10	U12	U14 & Above
Playing Time	Equal Playing Time	Equal Playing Time	Equal Playing Time	Equal Playing Time	Player must have the opportunity to play 50%
Game Time	4 - 8 Minute Quarters	4 - 10 Minute Quarters	2 - 25 Minute Halves	2-30 Minute Halves	2-35 Minute Halves
Halftime	1 Minute	2 Minutes	5 Minute	5 Minute	10 minute
Clock Stoppages	N/A	N/A	N/A	N/A	N/A
Play	U6 (Second Half of scheduled time)	U8	U10	U12	U14 & Above
Substitutions	Made between quarters unless an injury is present	Made between quarters unless an injury is present	Can be made with the permission of the referee on any stoppage of play	Can be made with the permission of the Referee on any stoppage of play	Can be made with the permission of the Referee on any stoppage of play
Start and Stop of Play	When the Ball goes out, Coach plays back in	When the ball goes out, Throw In taken until player gets it right	When the ball goes out, Throw In 2 chances to make a legal throw in	When the ball goes out, Throw in, Corner or Goal Kick	When the ball goes out, Throw in, Corner or Goal Kick
Goals	May be scored from anywhere on the field except kickoffs	May be scored from anywhere except kick-off, corners, throw ins	May be scored from anywhere except kick off, corners, throw ins	May be scored from anywhere except kick off and throw ins	May be scored from anywhere except kick off and throw ins
Switch Sides	N/A	N/A	Yes, at halftime	Yes at halftime	Yes at halftime
Spectators	Opposite side of players	Opposite side of players	Opposite side of players	Opposite side of players	Opposite side of players
Offsides	N/A	N/A	Blatant Off-sides WILL be called	Off-sides Will be called	Off-sides Will be called
Goal Kicks	N/A	Taken anywhere inside the goal box (Must clear penalty box)	Taken anywhere inside the goal box (Must clear penalty box)	Taken anywhere inside the goal box (Must clear penalty box)	Taken anywhere inside the goal box (Must clear penalty box)
Build out line	N/A	Defending teams must be back at their mid line for all goal kicks	Defending team must be back at their mid line for all goal kicks or goalie possession	Defending team must be back at their mid line for all goal kicks or goalie possession	No
Penalty Kicks	N/A	N/A	N/A all indirect kicks	Yes, Fouls in the box	Yes, Fouls in the box
Throw In	When the Ball goes out, Coach plays back in	Throw ins will be taken until player gets it right (Teachable Moment)		Yes, in accordance with Laws of the game	Yes, in accordance with Laws of the game
Fouls	U6 (Second Half of scheduled time)	U8	U10	U12	U14 & Above
Common Fouls		No Slide tackling	No Slide tackling	No Slide tackling	Hand ball in-direct kick unless in the Penalty box
		Hand ball in-direct kick	Hand ball in-direct kick	Hand ball in-direct kick unless in the Penalty box	Hand ball in-direct kick unless in the Penalty box
		No Heading = head to ball is considered heading.	Touch fouls are in-direct. Tripping, pushing etc.	Touch fouls are in-direct. Tripping, pushing etc. unless in the Penalty box	Touch fouls are in-direct. Tripping, pushing etc. unless in the Penalty box
			No Heading = head to ball is considered heading.	No Heading = head to ball is considered heading.	No Heading = head to ball is considered heading.