

## **B15. YOUTH LEAGUES**

Youth leagues play a modified version of the U.S. Indoor Soccer Association Rules. Please see below for specific variations:

### **B15-1. Duration of Game**

At Olympus, game duration varies with age group. Following are the specific game times for all playing ages:

- a) **U6:** 12 minute halves, 24 minute match  
*(Please see below for more detail on U6.)*
- b) **U8:** 15 minute halves, 30 minute match
- c) **U10/U12:** 18 minute halves, 36 minute match
- d) **U14/U16:** 20 minute halves, 40 minute match
- e) **U19/Adult:** 22 minute halves, 44 minute match

### **B15-2: Number of players / Size of field / Size of ball.**

The Number of players allowed on the field also varies with age group.

- a) **U6:** 5v5 (including goal-keeper) on a modified shorter field. Size 3 ball.
- b) **U8:** 8v8 (including goal-keeper) on full field. Size 3 Ball
- c) **U10/U12:** 7v7 (incl. GK) on full field. Size 4 Ball
- d) **U14+:** 6v6 (incl. GK) on full field. Size 5 Ball.

### **B15-3: Forfeits / Minimum number to play a match**

These rules are modified due to variations in number of players on the field.

- a) **U6:** Minimum number of players = 4
- b) **U8:** Minimum number of players = 6
- c) **U10/12:** Minimum number of players = 5
- d) **U14+:** Minimum number of players = 4

Olympus' overriding goal in youth leagues is that all kids get a chance to play. The referee and coaches have discretion to come to a modified forfeit arrangement for a single match if all parties are in agreement and if approved by Olympus management.

### **B15-3: Three (3)- Line Pass Rule**

The three-line-pass rule is NOT in effect for U6 and U8 age groups. The unmodified rule applies to all age groups U10 and older.

### **B15-4: Goal-Keeper Restarts**

- At Olympus, youth goal-keepers may distribute the ball by throwing, punting, or drop-

kicking. They may also drop the ball to the ground and dribble it themselves.

- For U12 and older, the option to punt the ball is removed, to help transition to the adult rules. Keepers may still drop-kick, throw, or dribble the ball out.
- Although the keeper is required to distribute within five (5) seconds in adult leagues, **this rule does not apply to U6** and the referee is encouraged to give leeway to all younger age groups. Instruction/warnings should be given before assessing a penalty. Enforcement of this rule as it pertains to different age groups is in the sole discretion of the referee.

#### **B15-5: Miscellaneous**

1. **All Restarts are indirect, whether kick or throw (including kick-off.) The sole exception to this rule is a shoot-out restart (see below.)**
2. During youth play (U14 and below), there is no blue-card offense for losing a shoe or head-wear. The referee can ask that the offending player be substituted while corrections are made
3. The Home team is responsible for wearing bibs/pinnies if – in the referee’s discretion – the team colors are similar enough as to cause confusion, whether to players or the referee.
4. The Home team coach box at Olympus is closest to the front desk and scoreboard.
5. Goal differentials of **greater than 5** will NOT be displayed on the scoreboard. The referee will keep the actual score and report this to Olympus management for correct determination of league standings and tie-breaks.
6. Youth teams may have a maximum of three (3) coaches or non-players in the team box during the game.
7. As in adult leagues, a shoot-out is assessed when either team has committed six (6) personal fouls during a single match.
8. In cases where earrings cannot be removed, Olympus management – with the referee’s consent – may allow a player to participate, provided the earrings are fully covered with tape or bandage.

#### **B15-6: Under 6 Rules**

As Under 6 players have the most substantially modified rules of any age group, a separate section has been devoted to them.

1. **Field of Play**
  - a. U6 players play on a modified/shortened field of play more appropriate to their age and skill level.
  - b. Two Futsal goals are set up on the two Restart lines.
  - c. The Restart lines become goal lines for the duration of the match.
  - d. A smaller penalty area is drawn in front of each goal and denotes where the goal-keeper is permitted to handle the ball.
  - e. The ball can leave play over the goal line and will be retrieved by the referee for the appropriate restart.
2. **Restarts**
  - a. If the opposing team kicks the ball over the goal-line, play is restarted with the

ball in the goal-keepers hand. He/she may restart with a throw, a punt, a drop-kick or (at referee discretion) by placing the ball on the ground for a free kick.

- b. If the defending team kicks the ball over the goal-line, play is restarted with a corner kick. The referee will place the ball on the goal line on/near the appropriate hatch-marks to allow the kicker room to kick the ball. Play cannot restart without a referee whistle.

### 3. Rules of Play

- a. Each team is allowed five players on the field, including the goal-keeper.
- b. A team must be able to field at least four players (including GK) to play the match.
- c. A size 3 ball is used.
- d. Equipment requirements are unmodified.
- e. The referee may – at his/her discretion – decide to keep score without using the score-board, due to the high scoring nature of U6 play, the short duration of the game, and the desire to keep the game moving.
- f. All restarts are indirect.
- g. There are NO shoot-outs or penalty kicks at this age group.
- h. No blue cards/time penalties shall be assessed, and yellow/red cards are discouraged except for the most flagrant misconduct.