



1st / 2nd Grade

Field & Equipment	Home Team ensures field condition is playable, including: <ul style="list-style-type: none"> • Goal and Corner Flags in place • Build-out line established by cones or paint just outside the sideline – marking half distance between penalty area and halfway line
Game Format	5v5 = 4 Field Players & 1 GK, Min of 4 players to start game, Size 4 ball Center referee only, Teams on one side, Spectators on other side Two 20min halves w/5-min halftime
Uniforms	Home Team wears light colors; Away Team wears dark colors Jerseys (or shirts) with similar colors, jersey numbers not required Bring two different color jerseys in case of conflicting colors Home Team changes jersey, if needed
Club Pass Players	Club Pass Player: <ul style="list-style-type: none"> • must be from the same club in same or younger age group • should not miss game of team for which originally rostered. • should not play more than 2 games per day • should be announced to opposing team Be prepared to show team roster on which Club Pass Player is rostered Max of 10 total player on Game Day Roster if using Club Pass Players
Substitutions	Unlimited subs at any stoppage of play w/ Referee approval
Unbalanced Score	Additional player added to field when score differential reaches 5: <ul style="list-style-type: none"> • Plus 5 goals add a player • Plus 6 goals add another player • Plus 7 add another player Additional players STAY ON until score differential reduced to plus 3
No Heading	No Heading - play stopped whenever ball contacts player's head <ul style="list-style-type: none"> • Intentional – indirect free kick to opponent • Unintentional – drop ball restart
No Slide Tackles	No Slide Tackles allowed
1st / 2 nd Grade Teams Adaptations	<ul style="list-style-type: none"> • No offsides • All free kicks are indirect; opponents must stand 6 yards away. • No penalty kicks allowed; take indirect free kick outside penalty area. • Foul Throw-in – 2nd attempt by same player allowed w/referee guidance. Ball possession does not change if 2nd attempt also in error. • Build-out line - defending team retreats behind line when awarded goal kick or goalie comes into possession of ball. Defending team advances when ball put back in play by goalie to teammate. • Goalie cannot punt or drop kick.
Post-Game	Exit field immediately following game Report scores, incomplete games, no show referees, cards, sit-outs