



## 4<sup>th</sup> / 5<sup>th</sup> / 6<sup>th</sup> Grade

Field & Equipment	Home Team ensures field condition is playable, including: <ul style="list-style-type: none"> <li>• Goal size 7'x21' recommended, 6'x18' or 6.5'x18.5' allowed</li> <li>• Corner Flags in place</li> </ul>
Game Format	9v9 = 8 Field Players & 1 GK Min of 6 players to start game Center referee only, Club linesmen at referee's discretion Teams on one side, Spectators on other side Two 30-min halves w/5-min halftime Size 4 ball
Uniforms	Jerseys (or shirts) with similar colors Numbers not required on jerseys 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"> <li>• must be from the same club in same or younger age group</li> <li>• should not miss game of team for which originally rostered.</li> <li>• should not play more than 2 games per day</li> <li>• should be announced to opposing team</li> </ul> Be prepared to show team roster on which Club Pass Player is rostered Max of 16 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"> <li>• Plus 5 goals add a player</li> <li>• Plus 6 goals add another player</li> <li>• Plus 7 add another player</li> </ul> Additional players STAY ON until score differential reduced to plus 3
<b>No Heading Allowed</b>	Play is stopped whenever the ball strikes a player's head <ul style="list-style-type: none"> <li>• Intentional – indirect free kick to opponent</li> <li>• Unintentional – drop ball restart</li> </ul>
Post-Game	Exit field immediately following game Report scores, incomplete games, no show referees, cards, sit-outs