



HCSC Modified Rules – U4 Through U14 Leagues

Policy for all Leagues: Every effort should be made to play the games regardless of player numbers.

U4, U5 & U6 Boys and Girls

- No Goalkeeper.
- Size #3 balls will be used.
- No Penalty Kicks.
- Offside will not be called.
- **No Intentional Heading of the ball is allowed.**
- Play should be stopped for any rough or dangerous play and the ball awarded to the opposing team. Offending player(s) should be cautioned by his/her coach as to the dangerous play.
- Maximum players on the field(4)
- No games should be cancelled due to a lack of players available at game time.
- Teams will play with an equal number of players on the field. Teams who have the maximum number of players (4), or **less** than the maximum number of players available will still have the right to have 1 (one) substitute and the teams must still play at equal strength.
- Game length.....**4 – 8 (eight) minute quarters**
- Parents or assistant coach should keep the time.
- NO score keeping.
- NO Referee supervision, games are supervised by parents and coaches.

U7 & U8 Boys and Girls:

- Goalkeepers Allowed – coach should rotate players in and out of goal.
- Play will be stopped if a player is guilty of committing a “foul” or is guilty of “dangerous play” and an **indirect** free kick shall be awarded to the opposing team. Examples of “fouls” and/or “dangerous play” include, but are not limited to—*tripping, kicking, striking, holding, obvious handballs, pushing, foul language, and any other act the referee deems as dangerous*. Players guilty of repeated “dangerous” or “foul” play should be verbally cautioned/instructed by the referee AND the coach/parent.
- Offside will not be called.
- **No Intentional Heading of the ball is allowed.**
- When a goalkeeper has possession of the ball, either after a save, or on a goal kick, all players on the opposing team must retreat to the halfway line.
- Size #3 Balls will be used.
- Maximum number of players on the field**(5) (4 plus goalkeeper)**
- No games should be cancelled due to a lack of players available at game time.
- Teams will play with an equal number of players on the field. Teams who have the maximum number of players (4), or **less** than the maximum number of players available will still have the right to have 1 (one) substitute and the teams must still play at equal strength.
- Game length**4 – 10 (ten) minute quarters.**
- NO scorekeeping.
- 2nd try on throw-ins will be allowed, if second attempt is not successful, the ball will be awarded to the opposing team.
- The home team (first team listed on the schedule) shall wear **BLUE** jerseys. The away team (second team listed) shall wear **GOLD** jerseys.

U9 & U10 Boys and Girls:

- Goal keepers are required. Goalkeepers may **NOT** punt the ball.
- FIFA “Laws of the Game” will be followed.
- Offside **will** be called.
- Size #4 balls will be used.
- **No Intentional Heading of the ball is allowed.**
- When a goalkeeper has possession of the ball, either after a save, or on a goal kick, all players on the opposing team must retreat to the halfway line.
- Maximum players on the field **(7)(6 plus goalkeeper)**
- Minimum number of players on the field.....**(4)(3 plus goalkeeper)**
- No games should be called due to lack of players available. If a team does not have the minimum number of players for any match, the game will be reported as a “no-show” for standings purposes, but the match shall still be played.
- Teams will play with an equal number of players on the field. Teams who have the maximum number of players (7), or **less** than the maximum number of players available will still have the right to have 1 (one) substitute and the teams must still play at equal strength.
- Game length**2 – 25 (twenty five) minute halves**
- The home team (first team listed on the schedule) shall wear **BLUE** jerseys. The away team (second team listed) shall wear **GOLD** jerseys.

U11+ Boys and Girls:

- FIFA “Laws of the Game” will be followed.
- Size #4 Ball will be used.
- Maximum players on the field **(9)(8 plus goalkeeper)**
- Minimum players on the field (5) (4 plus keeper)
- No games should be called due to lack of players available. If a team does not have the minimum number of players for any match, the game will be reported as a “no-show” for standings purposes. but the match shall still be played.
- Teams will play with an equal number of players on the field. Teams who have the maximum number of players (9), or **less** than the maximum number of players available will still have the right to have 1 (one) substitute and the teams must still play at equal strength
- Game length **2 - 30 minute halves**
- The home team (first team listed on the schedule) shall wear **BLUE** jerseys. The away team (second team listed) shall wear **GOLD** jerseys.