



LEAGUE RULES AND GUIDELINES



TEAMS

1. A maximum of one (1) companions per player will be allowed.
2. Companions inside the facility will be required to wear a face mask at all times, it can only be removed to eat or drink foods.
3. Only players and coaching staff will be allowed inside the fields.
4. Disciplinary measures will be taken seriously, all attendants must comply with the facility's rules and regulations and anyone that doesn't follow them will be asked to step out of the facility.
5. Any attendant who addresses the referee, coaching staff or players in a wrongly matter will be asked to step out of the facility immediately.



U7 (2014– 2016)

3v3

1. Ball.

The Soccer Ball to be used in 3v3 will be N.3.

2. Match Duration.

The matches will last 20 minutes. Two 10 minutes halves and a half time no longer than 5 minutes.

3. Substitutions.

Substitutions will be made without stopping the game time and will be unlimited; entering and leaving the player through the middle zone of the field.

4. Roster and Forfeit.

The minimum number of players for the match to start will be 2 players. 10 minutes will be allowed to start the game. Team that does not have the 2 players in that period of time, will give "Forfeit", lose the match by a score of 5 - 0. Teams will be allowed to register up to 6 players.

5. Offside.

There will be no Offside.

6. Sanctions.

If a player receives a yellow card, it will be taken as a warning. Two yellow cards will lead to a red card. If a player receives a direct red card, he/she will be suspended for the next game.

7. Other Game Rules.

- The wall for a direct free kick will be placed 6 yards from the ball.
- Throw in will be taken with the hands .
- Goal Kicks will be taken with the foot.
- If the ball touches the up netting, will be throw in for the opponent.
- U7 will not be allowed to head the ball.
- No sliding tackle will be allowed (Only the goalkeeper inside the box)

8. Uniforms.

Teams must have a numbered uniform, so that sanctions, statistics, etc. control can be maintained. The teams that present themselves to the tournament without uniform and / or numbered jerseys will not be able to play.



U9 (2012 – 2013)

6v6

1. Ball.

The Soccer Ball to be used in 6v6 will be N.4.

2. Match Duration.

The matches will last 40 minutes. Two 20 minutes halves and a half time no longer than 5 minutes.

3. Substitutions.

Substitutions will be made without stopping the game time and will be unlimited; entering and leaving the player through the middle zone of the field.

4. Roster and Forfeit.

The minimum number of players for the match to start will be 4 players (3 and the goalkeeper). 10 minutes will be allowed to start the game. Team that does not have the 4 players in that period of time, will give "Forfeit", lose the match by a score of 5 - 0. Teams will be allowed to register up to 12 players.

5. Offside.

There will be no Offside.

6. Sanctions.

If a player receives a yellow card, it will be taken as a warning. Two yellow cards will lead to a red card. If a player receives a direct red card, he/she will be suspended for the next game.

7. Other Game Rules.

- The wall for a direct free kick will be placed 6 yards from the ball.
- Throw in will be taken with the hands .
- Goal Kicks will be taken with the foot.
- If the ball touches the up netting, will be throw in for the opponent.
- U9 will not be allowed to head the ball.
- No sliding tackle will be allowed (Only the goalkeeper inside the box)

8. Uniforms.

Teams must have a numbered uniform, so that sanctions, statistics, etc. control can be maintained. The teams that present themselves to the tournament without uniform and / or numbered jerseys will not be able to play.

U13 (2008 – 2009)

U11 (2010–2011)

7v7



1. Ball.

The Soccer Ball to be used in 7v7 will be N.4 (U11) and N.5 (U13).

2. Match Duration.

The matches will last 50 minutes (U11) and 60 minutes (U13). Two 25 minutes halves (U11), two 30 minutes halves (U13) and a half time no longer than 5 minutes.

3. Substitutions.

Substitutions will be made without stopping the game time and will be unlimited; entering and leaving the player through the middle zone of the field.

4. Roster and Forfeit.

The minimum number of players for the match to start will be 5 players (4 and the goalkeeper). 10 minutes will be allowed to start the game. Team that does not have the 5 players in that period of time, will give "Forfeit", lose the match by a score of 5 - 0. Teams will be allowed to register up to 14 players

5. Offside.

There will be no Offside.

6. Sanctions.

If a player receives a yellow card, it will be taken as a warning. Two yellow cards will lead to a red card. If a player receives a direct red card, he/she will be suspended for the next game.

7. Other Game Rules.

- The wall for a direct free kick will be placed 7 1/2 yards from the ball.
- Throw in will be taken with the hands .
- Goal Kicks will be taken with the foot, and direct goals from goal kick are not allowed.
- If the ball touches the up netting, will be throw in for the opponent.
- U11 will not be allowed to head the ball.
- No sliding tackle will be allowed (Only the goalkeeper inside the box)

8. Uniforms.

Teams must have a numbered uniform, so that sanctions, statistics, etc. control can be maintained. The teams that present themselves to the tournament without uniform and / or numbered jerseys will not be able to play.