

Cluster Games.

U11-19 teams:

1. **Team Numbers; will** be equal as determined by both coaches and coordinated with the Center referee before the match. A team can use unlimited play up players from a younger age team. (Girls may play across at the same age level). This provides flexibility to teams to help support the schedule for all teams by avoiding last-minute cancellations.
2. **Substitutions;** will be made on the fly by the coaches to keep the game moving and exciting for the players. Players that are being called off must leave as the new players enter the game. Referees will retain all the authority they currently have with the exception of the substitution modification.
3. **Roster;** U-9 & U10 teams a max of 12 players dressed for any game 7 v 7
U11 & U12 teams a max of 16 players dressed for any game. 9 v 9
U13 & older teams a max of 18 players dressed for any game 11 v 11
4. **Halves;** will be 20 minutes each with 5 minute halftimes to allow two matches per game day per team. Whenever possible 10-15 minutes will be allowed between games to ensure teams and officials have time to move from field to field.
5. **Referees:** each home site will be responsible for paying the referees according to their policies – each game will have at least one certified referee as center -two Assistant Referees (preferred). In extreme circumstances one certified center referee would be allowed. Since some clubs will struggle to have enough referees, it is recommended that guest teams support any requests to bring some referees with them to help with the games. – Host sites will still be responsible for paying all referees that work at their sites according to their club policies. Whenever possible they will allow teams the proper time to warm up prior to the official scheduled start time.
6. **Schedule;** once this has been accepted it will not change unless a 72 hour notice is given and the team requesting the change will be responsible for notifying the home site and the other team of the approved change. Change requests must be at the level of an “act of God” that prevents games from proceeding.
7. **Fines;** Up to a \$250 fine will be levied against clubs who don’t meet their obligations. This will be used to defray host sites Referee costs.
8. **When a team is a no show;** the host club should reconfigure the games so that everyone still gets to play two games. Especial consideration should be given to teams travelling from afar.