| DIFFERENCES IN RULES FOR FIRE FC DEVELOPMENTAL SOCCER GAMES |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| Fall Season 2023 (Updated 8/30/23) |  |  |  |  |
| AGE OF PLAYERS | U 9 | U10/11 | Middle School Girls | Middle School Boys |
| BALL SIZE | 4 | 4 | 5 | 5 |
| LENGTH OF HALVES | 25 minutes | 25 minutes | 30 minutes | 30 minutes |
| HALF TIME (HT) PERIOD | 5 minutes | 5 minutes | 5 minutes | 5 minutes |
| KICK OFFS | Other team KO 2nd half. Backward kick OK | Other team KO 2nd half. Backward kick OK | Other team KO 2nd half. Backward kick OK | Other team KO 2nd half. Backward kick OK |
| \# OF PLAYERS ON FIELD | 7 v 7 | 7 v 7 | 9 v 9 | 11 v 11 |
| "POWER PLAY" RULE | When a team is leading by 4 or more goals, the trailing team may add a player (8v7). When a team is leading by 6 or more goals, the trailing team may add another plaver (9v7) | When a team is leading by 4 or more goals, the trailing team may add a player (8v7). When a team is leading by 6 or more goals, the trailing team may add another plaver (9v7) | N/A (See Below) | N/A (See Below) |
| "FAIR PLAY" RULE | N/A (see above) | N/A (see above) | When a team is leading by 4 or more goals, the winning team will drop one player ( 8 v 9 ). When a team is leading by 6 or more goals, the winning team will drop another player (7v9). Coaches should use suggestions to help not drop players. Refs should be flexible. | When a team is leading by 4 or more goals, the winning team will drop one player (10v11). When a team is leading by 6 or more goals, the winning team will drop another player (9v11). Coaches should use suggestions to help not drop players. Refs should be flexible. |
| SUBSTITUTION OPPORTUNITIES | Any stoppage with Ref's permission. Incoming subs must be at half-way line. | Any stoppage with Ref's permission. Incoming subs must be at half-way line. | Any stoppage with Ref's permission. Incoming subs must be at half-way line. | Any stoppage with Ref's permission. Incoming subs must be at half-way line. |
| GOALKEEPER? | Yes | Yes | Yes | Yes |
| ENFORCE THE 4 KEEPER VIOLATIONS? | No - explain proper procedure with a warning | No - explain proper procedure with a warning | Yes, restart with IDFK | Yes, restart with IDFK |
| GOAL KICKS | Ball is placed on ground anywhere in Goal Area for Goal Kick. Goal kick is "in play" when it is kicked and clearly moves. |  |  |  |
| OFFSIDE PENALIZED? | $\begin{aligned} & \text { Yes (Only between Build Out } \\ & \text { Line and Goal Line) } \\ & \hline \end{aligned}$ | $\begin{aligned} & \text { Yes (Only between Build Out } \\ & \text { Line and Goal Line) } \\ & \hline \end{aligned}$ | Yes | Yes |
| FREE KICKS | IDFK, DFK | IDFK, DFK | IDFK, DFK | IDFK, DFK |
| REQUIRED DISTANCE OPPONENTS MUST BE FROM A FREE KICK | 8 yards | 8 yards | 8 yards | 10 yards |
| WILL YOU ALLOW A SCORE DIRECTLY FROM A KICK OFF, GOAL KICK OR CORNER KICK? | Yes |  |  |  |
| PENALTY KICKS? | Yes | Yes | Yes | Yes |
| HEADING ALLOWED?* | No* | No* | Yes | Yes |
| PUNTING/DROP KICKS ALLOWED?\# | No\# | No\# | No\# | Yes |
| ALLOW REDO'S ON IMPROPER THROW-INS? | No | No | No | No |
| COACHES BEHAVIOR | Use warning, yellow, red cards to manage, equatable to former Ask, Tell, Dismiss process. Report all incidents in After Games. |  |  |  |
| PARENT/FAN BEHAVIOR | Temporarily suspend game. Inform and ask coaches and/or league administrators to assist. Report all incidents in After Games. |  |  |  |
| BUILD OUT LINE-SAVE | Any time GK possesses ball, opponents move across Build Out Line. GK waits until they are out. They may cross after GK releases (throws, rolls or kicks) the ball. Penalty for "early crossing" is an IDFK at the Build out line. | Any time GK possesses ball, opponents move across Build Out Line. GK waits until they are out. They may cross after GK releases (throws, rolls or kicks) the ball. Penalty for "early crossing" is an IDFK at the Build out line. | N/A (Build Out Line Not Used) | N/A (Build Out Line Not Used) |
| $\begin{aligned} & \text { BUILD OUT LINE - GOAL } \\ & \text { KICK } \end{aligned}$ | Ball is "in-play" when it is kicked and clearly moves. Attackers may cross the line at that time. | Ball is "in-play" when it is kicked and clearly moves. Attackers may cross the line at that time. | N/A (Build Out Line Not Used) | N/A (Build Out Line Not Used) |
| OVERTIME | No | No | Not in Regular Season. Only in playoffs ( $2 \times 5 \mathrm{~min}$. Golden Goal followed by Penalty Shootout. | Non in Regular Season. Only in playoffs ( $2 \times 5 \mathrm{~min}$. Golden Goal followed by Penalty Shootout. |
| *If heading is intentional, opponents restart with IDFK from spot of the offense - except if by defender inside his/her own Penalty Area. In that situation, the kick would be from the edge of the penalty area, parallel to the spot of the intentional heading. |  |  |  |  |
| \#Goalkeepers may not punt the ball. Drop kicking is the same as punting. If the goalkeeper punts or drop-kicks the ball, the referee will stop play with the whistle and award an indirect free kick to the opposing team at the spot (or on the goal area line if the punt was within the goal area). |  |  |  |  |
| The referee(s) should do a safety inspection of the players' equipment prior to each game. Rosters are no longer required on Fire FC Rec games. |  |  |  |  |
| No jewelry is allowed--including all bracelets \& ear rings. Tape over piercings is not acceptable; jewelry must be removed |  |  |  |  |
| For U9 \& older, each team provides a volunteer linesperson to work with an club assigned center. Teams may contract assigned ARs through Referee Assignor Chris Day (clday77@gmail.com) a minmium of one week in advance. |  |  |  |  |

