

	U5 & U6	U8	U10	U12	U14+	law #
<b>Ball Size</b>	3	3	4	4	5	2
<b>Players on the Field</b>	3 v 3 no keeper	4 v 4 including roaming keeper	6 v 6 including keeper may change according to team size	8 v 8 including keeper may change according to team size	11 v 11 including keeper may change according to team size	3
<b>Substitutes</b>	Unlimited/Free (Encourage to play a full quarter though)	Unlimited (Encourage to play a full quarter though) from center line own throw in any goal kick kick off injured player	Unlimited from center line own throw in any goal kick kick off injured player	Unlimited from center line own throw in any goal kick kick off injured player	Unlimited from center line own throw in any goal kick kick off injured player	3
<b>Referee</b>	None (One Coach per team may be on the field to guide players)	Center Only	Center & 2 Lines	Center & 2 Lines	Center & 2 Lines	5
<b>Duration of Match</b>	four 10 min quarters 2 min quarter breaks 5 min half time break switch sides at half kick off starts quarter	four 12 min quarters 2 min quarter breaks 5 min half time break switch sides at half kick off starts quarter	two 25 min halves 5 min half time break switch sides at half	two 30 min halves 5 min half time break switch sides at half	two 35 min halves 5 min half time break switch sides at half	7
<b>Score Kept</b>	No	No	Yes	Yes	Yes	10
<b>Offsides</b>	None	None	Yes	Yes	Yes	11
<b>Free Kicks</b>	all free kicks are direct (if it's close to the goal, back it up 5 yards from the goal)	all free kicks are direct (if in the box, move the kick 5 yards from the goal)	conform to FIFA (opponent stays at least 8 yards back)	conform to FIFA (opponent stays at least 8 yards back)	conform to FIFA (opponent stays at least 10 yards back)	12
<b># Throw-In Retrys</b>	Coach Discretion	1	None	None	None	15
<b>Corner Kicks / Goal Kicks</b>	No- throw ins from the side only	Yes	Yes	Yes	Yes	16
<b>PK Shootout (in the event of a tie)</b>	n/a	n/a	coin toss decides 1st team to kick. both teams take 5 kicks alternately...team that scores most wins. if still tied continue 1 at a time until there is a winner (using all players from the team starting with the ones on the field at the end of play).			