

6U-12U Season Guidelines

UPDATED November 30, 2017

Oahu League (OL) 6U -12 games are to follow the guidelines below (and those detailed in the Coach Advisory) in the administration of games and the season:

1. 6U/7U/8U teams play with a maximum of four players (no goalkeeper) at one time; the minimum number of players required for a game to occur is three.

9U/10U teams play with a maximum of seven players (with goalkeeper) at one time; the minimum number of players required for a game to occur is five (including goalkeeper).

11U/12U teams play with a maximum of nine players (including goalkeeper) at one time; the minimum number of players required for a game to occur is six (including goalkeeper), of which a minimum of six players must be true age. No more than six club passed players allowed for 11U's. 12U's are in SHAKEOUT, so no club passed players allowed.

2. For 6/7/8U games each quarter is 10 minutes in duration; halftimes are 5 -10 minutes. For 9U and 10U games each half is 25 minutes in duration; halftimes are 5 -10 minutes. For 11U and 12U games each half is 30 minutes in duration; halftimes are 5 -10 minutes.
3. The 6/7/8U's have no offsides; the 9U's, 10U's, 11U's and 12U's have offsides.

Items 1, 2 and 3 are summarized below:

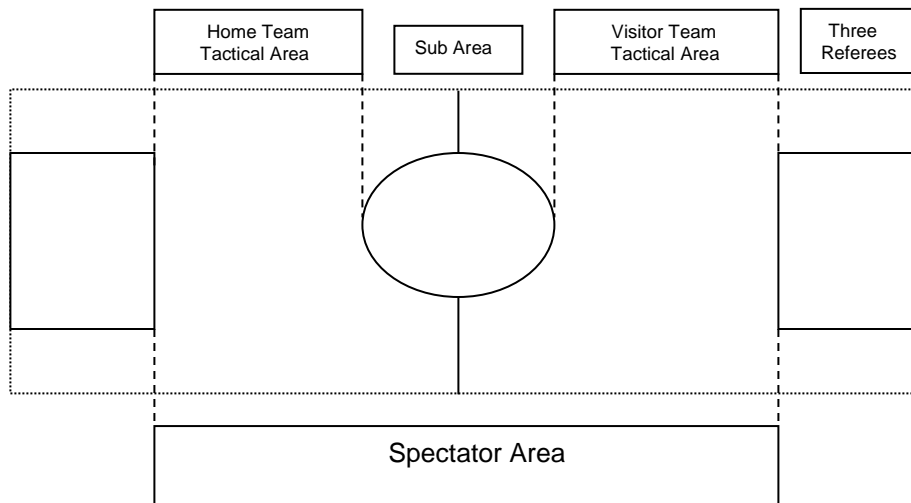
Age Group	Duration of Game (minutes)	Minimum Number Players	Maximum Number Players on Field	Maximum Number Players on Game Card	Offsides	Build Out Line	Ball Size
6/7/8	4X10	3	4	8	No	No	3
9	2X25	5	7	12	Yes	Yes	4
10	2X25	5	7	12	Yes	Yes	4
11	2X30	6 (true age)	9	16	Yes	No	4
12	2X30	6 (true age)	9	16	Yes	No	4

4. Players must have digital player passes and their names must be pre-printed on the game card (roster) to participate in the game; **NO WRITE-INS OF PLAYERS ALLOWED ON THE PRE-PRINTED GAME CARDS.** Coaches must have their current & valid Risk Management (RM) passes. Players whose names are not pre-printed on the game card are not eligible to participate in the game. There are no exceptions to this rule unless a referee has been notified in advance by the Assignor, Registrar or President. The coach must fill-in all necessary areas of the game card before presenting it to the referee; referees are not to accept game cards unless they are completely and legibly completed with jersey numbers and initials or signatures of the coach. Coaches must bring two game cards on game day, one for the referee crew & one for the opponents.

Coaches, DOCs and ADOCs will wear their passes on a lanyard around their neck at all times. Only four coaches, DOCs or ADOCs will be permitted in the tactical area at any one time. Only those coaches, DOCs or ADOCs with a valid RM pass on a lanyard and listed on the game card will be allowed in the tactical area. The valid RM pass on a lanyard must be

worn in such a way that they are always visible.

5. Both teams will be assigned a designated sideline and tactical area on the same side of the field. Players and coaches must remain within the designated tactical area. The tactical area is from the edge of the center circle to the edge of the penalty arc.
6. All spectators will be located on the opposite side of the field. Spectators will not be allowed on the team side of the field.
7. Referees will not start the game until the team, coaches and spectators are in the required locations.
8. Referees will function as three-referee team (for 11/12U's) entering and exiting the field together and locate themselves away from spectators, coaches and players near the corner flag on the team side of the field (or some other remote location, i.e., under the trees at Waiau).
9. Substitutions will only be made at the mid-field line. Coaches and players will not yell "sub" to indicate that a substitution is occurring; the referee will know that a substitution is wanted by seeing the player(s) standing at the mid-field line **before** the stoppage of play occurs.
10. Diagram of field arrangement:



11. Games must start and end on time. Referees may shorten the halves equally to remain on schedule, i.e., two 25-minute halves for a 12U game. Coaches are to be ready to start at the scheduled time. Do not allow the games to run late as delays up to 30 - 60 minutes can easily occur. It is very important that the first three games of the day remain on time as the last game at 4:30 may start at 5:00 or later. This may be your game!
12. For Referees: The original game cards are due to the OL by the Tuesday following the Saturday/Sunday game with accurate scores and proper notations for yellow and red cards. Please scan and email the game cards to the Executive Secretary no later than Monday following the Saturday/Sunday games.
13. If a club line is used, they may only make in-and-out-of-touch calls; they may not make offsides calls. To assist referees in making the off-sides call, club lines should stay even with the last defender at all times.

Club lines are eligible to receive payment for serving as a linesperson. For payment to occur they need to complete and submit the on-line Club Line Payment Form on the Oahu League website at: oahuleague.com.