



U9 DEVELOPMENT PROGRAM RULES/LAWS

GAME DURATION:

Match Play Format: 40-minute games

1. (2 - 20-minute halves with a 5-minute break at halftime)
2. (4 - 10-minute quarters with 3-minute breaks between quarters)

Festival Format: Multi games per day **MAXIMUM** of 60 minutes play time per team/player

1. 3 - 20-minute mini games with a 20-minute rest between games
2. 6 - 10-minute mini games with 10-minute rests between games

MATCH FORMAT:

6V6 (5 out players and a goalkeeper)

FIELD SIZE

Width = 25 Meters - 30 Meters

Length = 30 Meters - 36 Meters

NET SIZE

Maximum: 5 feet (1.52M) by 8 feet (2.44)

BALL SIZE

Size 4

THROW - IN'S - will be used, as mini refs are still taught these laws.

EXCEPTION TO THE RULE: If BOTH coaches agree and the Referee OK's this, a pass in may be implemented.

GOAL KICKS - as per the laws of the game

CORNER KICKS - as per the laws of the game

ALL FREE KICKS ARE DIRECT - as per the laws of the game.

NO OFFSIDES

RETREAT LINE IS HALFWAY - Players can only enter the opposition's end on the 2nd touch.

1st touch is when the goal kick is taken, 2nd touch is when the team's player touches the ball.

SUBSTITUTIONS - UNLIMITED only when the play has been stopped and referee has given the ok for players to enter the field.