

9-12/13+ Teams - Rules and Regulations

Revised: 3/16/24

- 1) Side/Center refs check all players before the game to make sure they're properly equipped. This includes shin guards, cleats (no metal) & jewelry of ANY kind. Coaches should check players for the above before being viewed by refs.
- 2) Ball sizes: 9-12(#4) & 13+ (#5). Balls are provided by RVHR for games.
- 3) **Substitutions** – *Either team may substitute on any goal kick, corner kick, and throw in.* Any team may also substitute after anyone scores a goal. Player must kneel at the halfway line when wanting to substitute in and must enter the field at the "halfway" line ONLY during a stoppage of play. *The goalie may change positions during the game. At the end of regulation, teams are free to substitute players and change positions, however once the 5 minute overtime has started there are NO substitutions for the entire 5 minutes. At the end of overtime ANY player that is on the field at the end of overtime may play goalie during the penalty kicks. Since there is no substitutions during overtime (except for injury) player must have played during the overtime period to be eligible to play goalie.* The sideline referee must be told when a substitution is requested. The sideline referee will raise their flag at the next stoppage of play. **NO SUBSTITUTIONS IN THE LAST 3 MINUTES OF THE GAME.**
- 4) Decisions of the referee are FINAL! The referee is only person who can change a decision after realizing ruling was made in error. They may also consult with the sideline referee at their discretion on their ruling. This can only be done provided that play has not restarted.
- 5) Coaches WILL NOT talk with side referees under any circumstances – it distract from their job.
- 6) **Coin Flip**-The team that wins the toss chooses goal to defend or ball. Teams change sides for the second half & attack the opposite goals. Players need to be outside the circle until it's in play.
- 7) 9-12 (30 minutes) & 13+(30 minutes). 3 minute halftime. **Please remember that it's a game continuous clock.**
- 8) Teams will play to the least number of players on the other team but they do not have to go with less than (9), no more than 11. You can bring up a player from a younger age group to an older group – but never to take the place of the older player. A younger player can never be added if the team already has 11 players. If an injury takes your team to less than 11 players, the referee will confer with the coaches to see whether to play up a younger age group player, have both teams play with less, or allow the one team to continue with 11 and one with less than 11.
- 9) When the ball is in possession of the goalie – the goalie needs to get rid of the ball in 6 seconds. (indirect at infraction)
- 10) Each coach needs to stay on their side of the field and leave the middle center line open for substitutes.
- 11) **SLAUGHTER RULE:** When goal differential reaches 7, this will be the recorded score. Game continues until clock time expires.
- 12) All players need to stand 1 yard off the sidelines so side refs can see when a ball goes out of bounds.
- 13) On a goal kick, ALL opposing players must be out of the goal box. Ball is live once it is kicked no matter how far it goes.