



COOL SPRINGS YOUTH SOCCER LEAGUE RULES

1. All league games are **40** minutes long, running clock. (**20** minute halves, **2** minute half-time) Cool Springs reserves the right to cut time off of any game that starts late in order to keep the following games on schedule.
2. All divisions will play (**7v7**) with six (**6**) field players and one (**1**) goalkeeper. The goalkeeper should wear a unique color.
3. Substitutions are to be made on the fly. The game is not to be delayed while substitutions are made. Goalkeeper changes are to be made on the fly.
COACHES: All players are to get equal playing time!
4. All restarts will be direct kicks. All defenders must be at least 5 yards from the ball on all restarts. Once the defending team is 5 yards from the ball, the attacking team has six seconds to put the ball in play.
5. Referee will enforce outdoor rules on the boundaries of the field of play (Throw-ins, Goal kicks, Corner kicks) NO offside will be called. However, cherry picking will be discouraged.
6. Goalkeepers may only throw the ball, or set it down to play it. Punts and drop kicks are not permitted.
7. NO SLIDE TACKLES! Goalkeepers inside the penalty area are allowed to slide and use their body to make a save.
8. No intentional heading of the ball for any U12 or under team.
9. No penalty kicks. Any foul in the goal box will result in a direct free kick from outside the goal box.

10. All calls are the judgment of the Referee, and are final. Any and all calls made by the Referee are not subject to protest. Persistent dissent or misconduct by a player will result in a 5 minute penalty (team plays down 1 player). If a player continues to abuse these rules, the Referee will eject the player from the game.

11. If a team is losing by five or more goals, the team down may put an extra player on the field. If the deficit is reduced, even play is restored.

And the most important rule of all... **HAVE FUN!!**