

# Cal North District 2 Recreational Play Through League (PTL)

## GENERAL PTL RULES OR FIFA EXCEPTIONS:

- The home team is listed first on the schedule.
- If a color conflict occurs, the home team must change. If they cannot change, pennies are acceptable, or the opposing team can change jerseys.
- All players must be wearing shin guards with socks over them. Soccer cleats or sneakers are allowed.
- No jewelry can be worn. This includes earrings, anything on the wrists or around the neck. In addition, only soft plastic or cloth hair ties and clips are allowed. Players and coaches/managers (only those who have completed the Cal North requirements) shall occupy one side of the field and reside in the technical area during the match.
- All spectators shall be on the side opposite of the players and coaches/managers.
- Play is stopped when the ball completely crosses any of the boundary lines or when the referee blows the whistle. Per FIFA, IFAB Laws
- There is no score keeping or standings for recreational play.
- There should be no goal differential greater than 5
- Sportsmanship is highly encouraged – this league is recreational and based around FUN. Win, lose or draw, please shake hands with the other team at the end of games and create a parent tunnel for both teams.
- Red Cards, whether given to a player or team official, need to be reported via the [Cal North District 2 PTL 24-Hour Send-Off Notice](#). Cal North’s PAD committee will respond accordingly.
- Any event incidents should be reported via the [Cal North Event Incident Report](#). Cal North will handle disputes accordingly.

### Game Details

	U8 (5v5)**	U7/U8 (7v7)†	U9/U10†	U11/U12	U13/U14/U15/ U16
<b>Field Size (yds)</b>	25/35 L 15/25 W *	55/65 L 35/45 W	55/65 L 35/45 W	70/80 L 45/55 W	100/120 L 50/80 W
<b>Min Number of Refs</b>	1	1	1	3	3
<b>Number of Players</b>	5v5	7v7	7v7	9v9	11v11
<b>Minimum # of Players</b>	5	5	5	6	7

<b>Goalkeeper</b>	Yes	Yes	Yes	Yes	Yes
<b>Playing Time</b>	4x10	2x20	2x25	2x30	2x40
<b>Half-Time (min-max)</b>	n/a	5-10 mins	5-10 mins	8-10 mins	8-10 mins
<b>Ball Size</b>	3	3	4	4	5
<b>Goal Size (ft)</b>		6'x12'-6'x18'	6.5x18.5- 7x21	7x21	8x24
<b>Offside</b>	No	No	Yes (BOL)	Yes	Yes
<b>Substitutions</b>	Unlimited substitutions at any stoppage given by the referee				
<b>Fouls (free kicks)</b>	Indirect	Indirect	Indirect & Direct Free Kicks		
<b>Free Kick clearance</b>	10 ft	8 yd	8 yd	8 yd	10 yd
<b>Throw-in</b>	1 Re-throw	1 Re-throw	Normal	Normal	Normal
<b>Penalty Kicks</b>	None	None	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 12 yds)
<b>Penalty Area (yds)</b>	None	12x24	12x24	14x36	18 x 44
<b>Goal Area (yards)</b>	3x8	4x8	4x8	5x16	6 x 20
<b>Heading</b>	No Heading			No Heading	As per the Laws of the Game
<b>Build-Out Line</b>	None	—	Yes	None	

†[Cal North/US Soccer Player Development Initiatives](#)

\*\*Each Club decides on a seasonal basis the format for U8 Regional competition - 5v5 or 7v7

## **U8 RULE EXCEPTIONS:**

### **Rule 1: Water/hydration and Cooling Breaks**

For players' safety and well-being, water/hydration and cooling breaks may be taken not exceeding 1 minute and 3 minutes respectively if agreed upon by teams/coaches and referees prior to the game.

### **Rule 2: The Start and Restart of Play**

There are 7 starts and restarts for this age group.

Kickoff to start the game, after a foul or misconduct; taking a goal kick, a corner kick, a throw-in; after a goal is scored, and a dropped ball. All kicks are indirect; a team can't score against itself on any start or restart of play.

### **Rule 3: The Build Out Line**

In keeping with the concept of the **Build Out Line** which will be in effect at the next age level (U10), we will use a modified version of this rule. **When the keeper has**

## **possession of the ball with his/her hands in the goal area:**

### **Rule 4: No Punting**

The keeper cannot kick or punt the ball. It must be released by throwing or rolling the ball into play. Once it is released, the ball is in play. Opponents must remain 6 yards from the goal area line until the ball is released and in play.

### **Rule 5: The Goal Kick**

Opponents must remain at least 6 yards from the goal area when the goal kick is taken.

### **Rule 6: The Corner Kick**

Opponents must remain at least 6 yards from the corner arc.

## **U10 Rule EXCEPTIONS:**

### **Rule 1: Water/hydration and Cooling Breaks**

For players' safety and well-being, water/hydration and cooling breaks may be taken not exceeding 1 minute and 3 minutes respectively if agreed upon by teams/coaches and referees prior to the game.

**Rule 2: Build Out Line** (Intent of this rule is to promote buildup soccer.) -BOL is equidistant from the halfway line and the penalty area line. -Turf field may use cones to denote this; grass fields will have painted lines. -When the GK uses the hands to possess the ball within the penalty area, the opponents must retreat behind the BOL. -The GK must throw or roll the ball into play; no kicks or punts. -The ball is in play as soon as it's released by the GK. -The ball need not clear or exit the penalty area.

### **Rule 3: Offside**

Players can be penalized for an offside offense between the BOL and the goal line.

### **Rule 4: The Goal Kick**

Opponents must retreat behind the Build Out Line (BOL).

## **U12 RULE EXCEPTIONS**

No exceptions to FIFA rules beyond the general section at the top of the document.

## **U14 RULE EXCEPTIONS**

No exceptions to FIFA rules beyond the general section at the top of the document.