

CSA Front Range League Division Specifications & Rules of Competition

9 & Under and 10 & Under- 7v7

Divisions: Premier (10 & Under only in Fall), Intermediate, and Recreational

Number of Players: 7v7; 6 field players + GK, minimum of 5 players required to start and continue a game

Substitutions: Unlimited; can occur at any stoppage with the permission of the referee

Roster limit: 12

Ball Size: 4

Duration of Play: Two 25-minute halves with 10-minute halftime

Goal size – 7v7 Field: 6.5' by 18.5'. CSA is allowing the use of 6' by 18' goals, provided both goals are of same size.

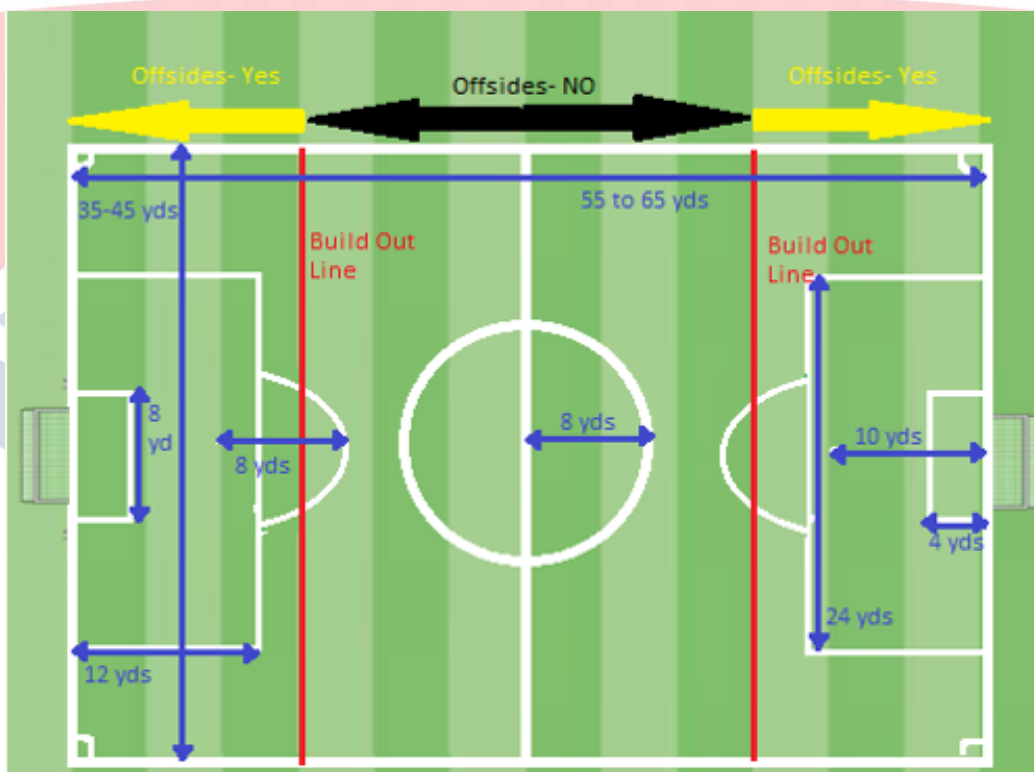
Heading: No deliberate heading is allowed. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the heading occurs within the penalty area in a 9 & Under or 10 & Under division game, the referee shall move the ball outside the penalty area and award an indirect free kick to the opposing team.

Offside: Yes. Build out lines will denote where offside offenses can be called.

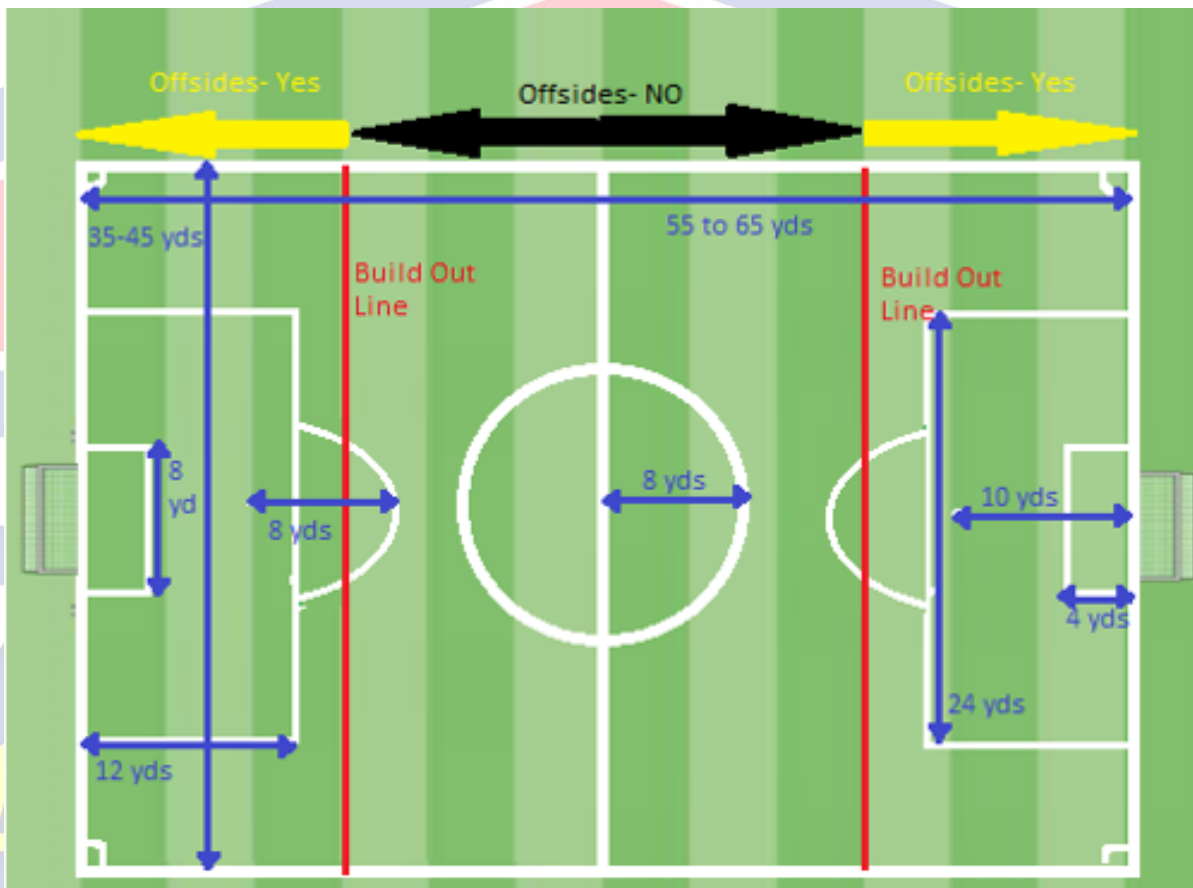
Players cannot be penalized for an offside offense between the halfway line and the build out line.

Players are only penalized for an offside offense between the build out line and the goal line as indicated by the yellow arrows in the diagram on the next page.

7v7 Dimensions & Field Markings



Free Kicks – for 7v7 games the distance required to be given at the taking of free kicks (DFK, IFK) is 8 yards. (This distance is determined by the size of the center circle).



Build Out Line: The build out line is to be a line of different color or dotted, across the field equidistant between the penalty area line and the halfway line.

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball, either during play from an opponent (made a save), or from at the taking of a goal kick, the opposing team must move behind the build out line until the ball is put into play. The ball is considered "in play" when the GK's intended recipient has received the ball, not the moment that the GK releases the ball.

Goalkeepers in possession of the ball may pass with feet, throw or roll the ball into play when the opponents have retreated behind the build out line. Once the ball has been put back into play the opposing team can cross the build out line and play resumes as normal.

Teammates of the GK may receive the ball from the GK between the goal line and build out line, and when played by the teammate the opponents may cross the build out line.

Goalkeepers may NOT punt the ball. Drop kicking the ball is the same as punting. If the GK punts or drop-kicks the ball the referee will stop play with the whistle and award an indirect free kick to the opposing team at the location where the punt occurred. If the GK punts from within the goal area, the indirect free kick is taken on the goal area line parallel to the goal line nearest where the infringement occurred.

11 & Under and 12 & Under- 9v9

Divisions: Recreational

Number of Players: 9v9; 8 field players + GK, minimum of 6 players required to start and continue a game

Substitutions: Unlimited; can occur at any stoppage with the permission of the referee

Roster limit: 16

Ball size: 4

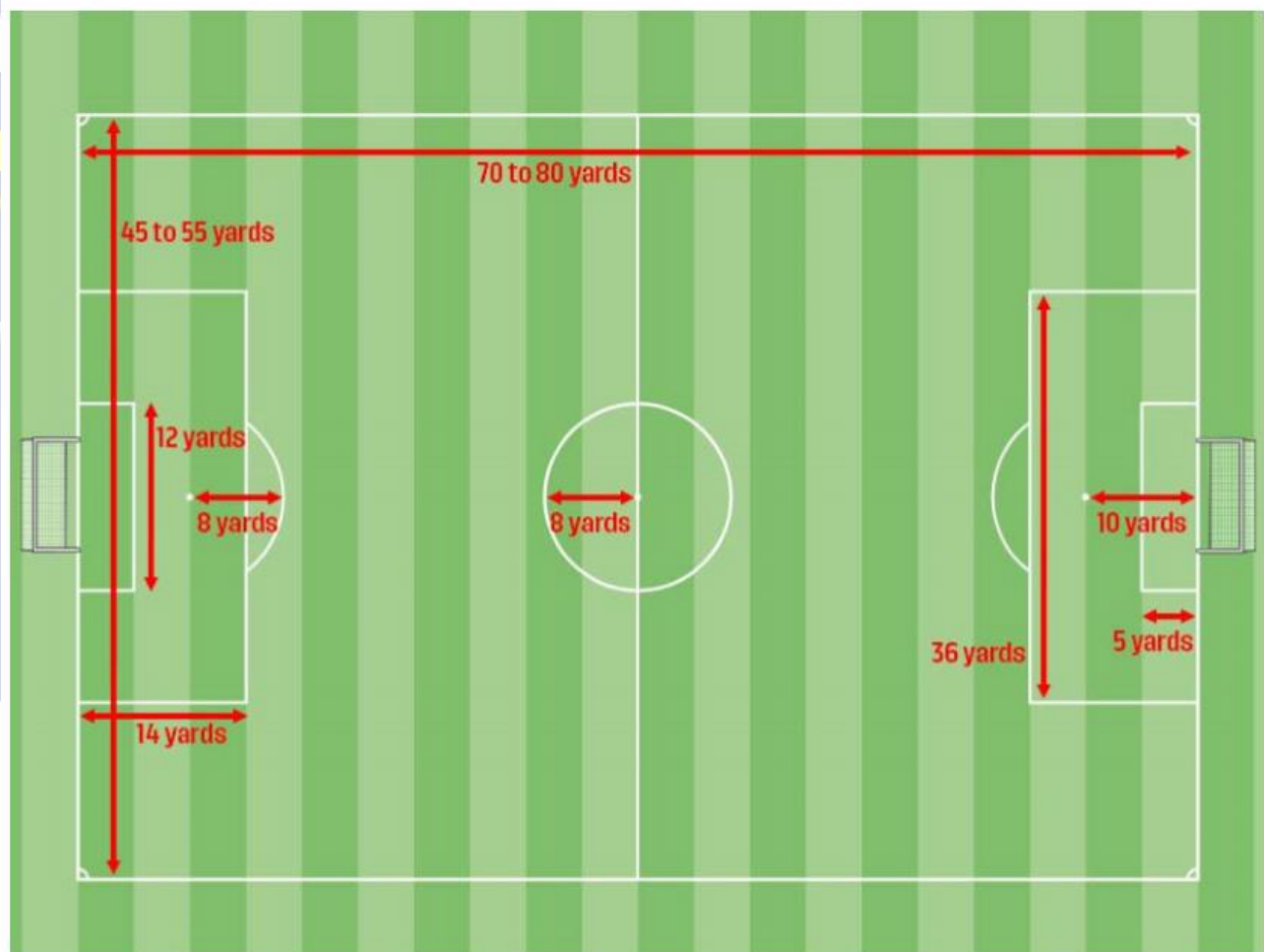
Duration of Play: Two 30-minute halves with 10-minute halftime

Offside: Yes as per the IFAB Laws of the Game

Goal size: 6.5' by 18.5,' but no larger than 7' by 21,' provided both goals are of same size.

Heading: Yes, heading is allowed.

U11 and U12 9v9 Field Markings & Dimensions



Free Kicks – for 9v9 games the distance required to be given at the taking of free kicks (DFK, IFK) is 8 yards. (This distance is determined by the size of the center circle).

13 & Under and 14 & Under- 9v9

Divisions: Recreational

Number of Players: 9v9; 8 field players + GK, minimum of 6 players required to start and continue a game

Substitutions: Unlimited; can occur at any stoppage with the permission of the referee

Roster limit: 16

Ball size: 5

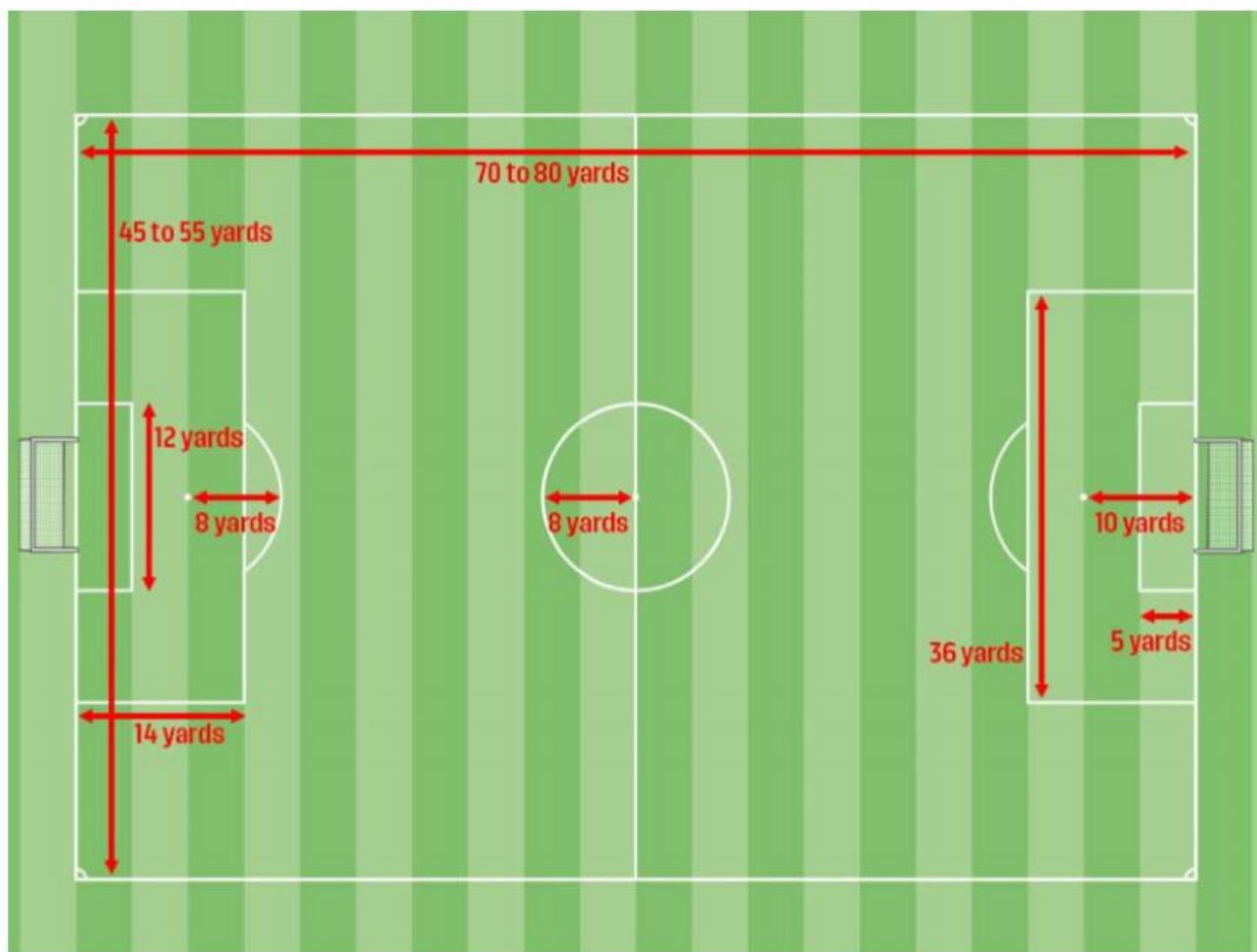
Duration of Play: Two 35-minute halves with 10-minute halftime

Offside: Yes as per the IFAB Laws of the Game

Goal size: 6.5' by 18.5,' but no larger than 7' by 21,' provided both goals are of same size.

Heading: Yes, heading is allowed.

U13 and U14 9v9 Field Markings & Dimensions



Free Kicks – for 9v9 games the distance required to be given at the taking of free kicks (DFK, IFK) is 8 yards. (This distance is determined by the size of the center circle).

15 & Under- 9v9

Divisions: Recreational

Number of Players: 9v9; 8 field players + GK, minimum of 6 players required to start and continue a game

Substitutions: Unlimited; can occur at any stoppage with the permission of the referee

Roster limit: 18

Ball Size: 5

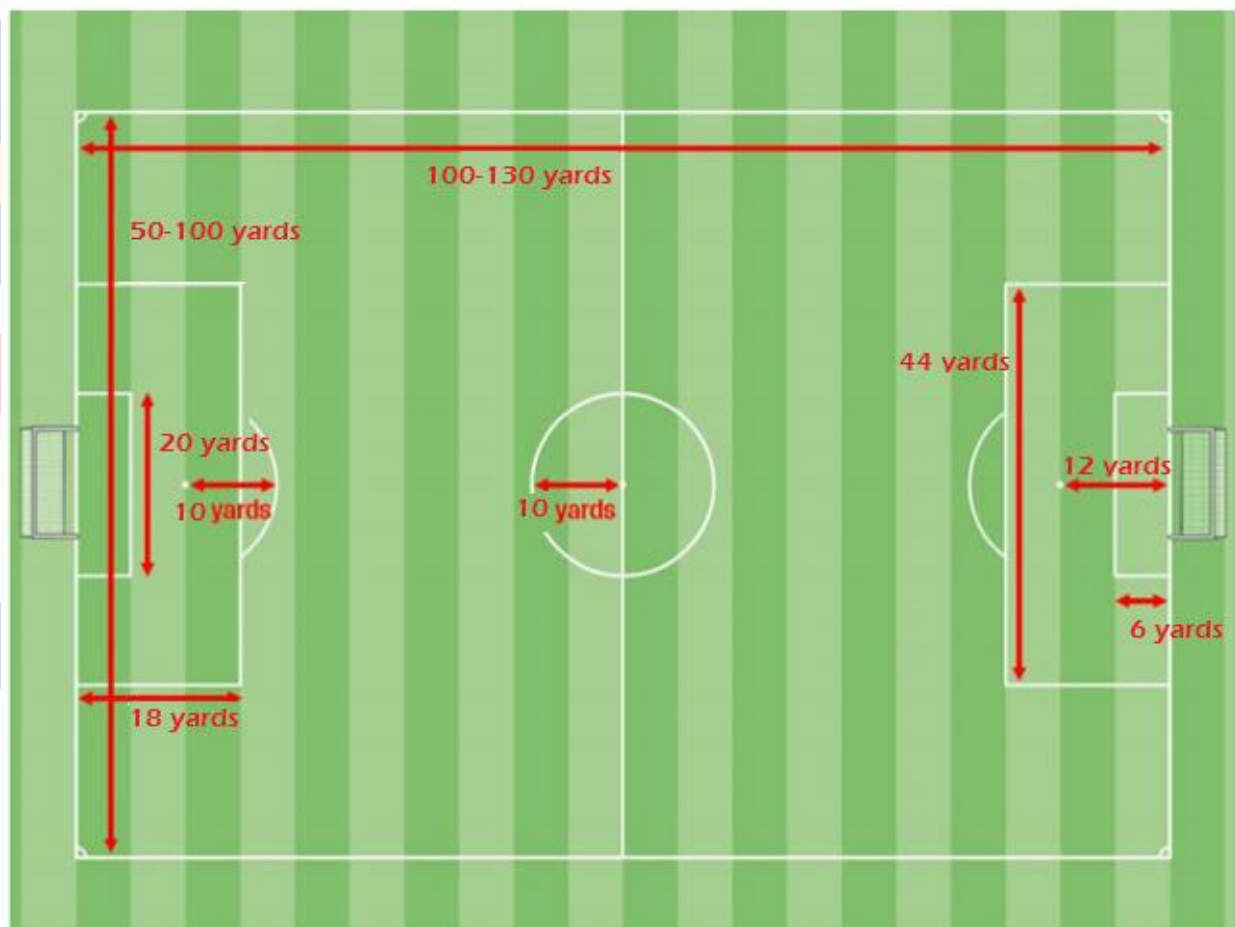
Duration of Play: Two 40-minute halves with 10-minute halftime

Offside: Yes as per the IFAB Laws of the Game

Goal size: 8' by 24'

Heading: Yes, heading is allowed.

Free Kicks – the required distance to be given at the taking of free kicks (DFK, IFK) is 10 yards. (This distance is determined by the size of the center circle).



15 & Under through 19 & Under Metro Division- 9v9

Divisions: Recreational

Number of Players: 9v9; 8 field players + GK, minimum of 6 players required to start and continue a game

Substitutions: Unlimited; can occur at any stoppage with the permission of the referee

Roster limit: 18

Ball Size: 5

Duration of Play: Two 40-minute halves with 10-minute halftime

Offside: Yes as per the IFAB Laws of the Game

Goal size: 8' by 24'

Heading: Yes, heading is allowed.

Free Kicks – the required distance to be given at the taking of free kicks (DFK, IFK) is 10 yards. (This distance is determined by the size of the center circle).

