

CCSL Prep League Games

TPSC U9, U10, U11 & U13 competitive league games

- **U9**

U9s will play their season. At or near the conclusion of the season, the top 4 teams will play-off for a winner, which will be granted promotion to CCSL for the U10 year. Another team may also be promoted to CCSL based on tournament play and league performance.

BALL – size 4.

OF PLAYERS – Eight (8), one of whom shall be a goalkeeper (minimum 5).

GAME DURATION – Two 25 minute halves, 5-minute break.

SUBSTITUTIONS – FIFA subbing (after goals, on goal kicks, and on your throw-in)

MINIMUM PLAYING TIME - by agreement of the city leagues, the U9 competitive games have a minimum playing time rule. All players must play at least 50% of the game in the league games. This rule will NOT apply for the playoff where a CCSL spot is at stake.

FREE KICKS – Indirect only and no closer than the edge of the goal box (or penalty box if there is not goal box). Make sure defending team understands that they can make a wall at 8 yards or on the goal line.

PENALTY KICKS – None in age group

OFFSIDE – Observed. Call made ONLY by Referee, not Parent Line Judge.

TIE BREAKERS – None, ties will stand.

THROW-INS – One re-throw will be allowed if foul throw occurs. Referee will explain fault before re-throw.

REFEREES – U9 Prep games will play with one center referee, rather than a center and two assistant referees. Teams still have to supply one volunteer AR as line judge. This AR's job is only to signal out of bounds. The center ref will call offside. ARs should not call offside. The referees are encouraged to explain the infraction. The decision of the referee is final and any disagreement must be addressed to the league, and not directly to the referee as any dispute directly with a referee will be grounds for disciplinary action - whether or not the referee is correct.
- **U10**

The Laws of the Game, as modified by C.Y.S.A. and these rules, shall apply with the following exceptions:

BALL -The ball shall be size 4.

NUMBER OF PLAYERS - Eight (8), one of whom shall be a goalkeeper. Roster size is limited to 13 players.

OFFSIDE – Observed.

GAME DURATION -Two 25 minute halves, 5-minute halftime.

FREE KICKS - Opponents must be a minimum of 8 yards away. An offense that would result in an indirect kick in the penalty area shall be taken as an indirect kick from the closest point on the line defining the penalty area.

PENALTY KICKS - NO PENALTY KICKS. An offense that would result in a penalty kick shall be taken as a DIRECT KICK from the closest point on the line defining the penalty area. Defending teams can make a wall at 8 yards or on the goal line.

CORNER KICK - Opponents must be 8 yards away from the ball.

THROW-INS - One re-throw will be allowed if foul throw occurs. Referee will explain fault before re-throw.
- **U11**

The Laws of the Game, as modified by C.Y.S.A. and these rules, shall apply with the following exceptions:

NUMBER OF PLAYERS - Eight (8), one of whom shall be a goalkeeper. Roster size is limited to 14 players.
- **U13 & U14**

The Laws of the Game, as modified by C.Y.S.A. and these rules, shall apply with the following exceptions:

BALL -The ball shall be size 5.

GAME DURATION -Two 35 minute halves, 5-minute halftime.