

### U6 Rules Summary

- 3 v 3
- no goalkeeper
- ball size #3
- 4 x 8min quarters
- coaches act as referees
- kick-ins (instead of throw-ins)
- no offside rule enforced
- soccer cleats or tennis shoes
- no penalty kicks
- home team provides game ball
- games will be canceled only in the event of lightning
- shin guards mandatory
- unlimited sub'ing

### U10 Rules Summary

- 6 v 6
- goalkeeper
- ball size #4
- 2 x 25min halves
- sub's on throw-ins/periods only
- center ref
- throw-in's after out of bounds
- obvious offside called
- shin guards mandatory
- soccer cleats or tennis shoes
- penalty kicks
- home team provides game ball
- games will be canceled only in the event of lightning

### U8 Rules Summary

- 4 v 4
- no goalkeeper
- ball size #4
- 4 x 10min quarters
- unlimited sub'ing
- volunteer ref: coach or parent
- throw-ins after out of bounds
- no offside rule enforced
- shin guards mandatory
- soccer cleats or tennis shoes
- no penalty kicks
- Home team provides game ball, elects either
  - a) side of field they will defend for first half
  - b) which half they will kick off.
- games will be canceled only in the event of lightning

### U12 Rules Summary for 2011

- 6 v 6
- goalkeeper
- ball size #4
- 2 x 25min halves
- sub's on throw-ins/periods only
- center ref, yes; side refs if possible
- throw-ins after out of bounds
- offside called
- shin guards mandatory
- soccer cleats or tennis shoes
- penalty kicks
- home team provides game ball
- games will be canceled only in the event of lightning

*Scores for A and B will be combined against the combined scores of C and D.*

### **LEAGUE CONTACT**

<b>Position</b>	<b>Name</b>	<b>Phone</b>	<b>Email</b>
President	Doug Green	549-8041	sikday1@gmail.com
Equipment issues	Darren Root	549-6916	pdroot@bendcable.com
Practice field assignment, coach coordinator	Molly Mayes	549-6338	nesund@yahoo.com
Sponsors/uniforms/awards	Amy Pickett	598-6868	sisterssoap@msn.com
General league issues, registration/payment	Rebekah Nafziger	549-8090	registrar@sisterssoccer.com