



	Law 1	Law 2	Law 3					Law 7	Law 11	Law 12	Law 13	Law 14	Law 15	Law 16
Age Group	Field Size	Ball Size	Playing Format	Competitive Bal. Rule	Goalkeeper? Goal size	Min Players	Subs	Duration of Match	Offside	Fouls and Misconduct	Free Kick	Penalty Kick	Throw In	Goal Kick
Grades 1-2	35x25 yds with 10 yd penalty arc	3	4v4	Yes: team down by 4 goals may add a player	No: direct defenders to move away from front of goal- 4'x6'	3 start; 3 continue	At Quarter breaks	40 minutes (4x10 min quarters)	n/a	No slide tackling or heading; sent off player may be replaced	All restarts are indirect; min distance 5 yds	No - all restarts are INDIRECT	kick-in instead of throw-in	defending team starts at midfield
Grades 3-4	60x40 yds (28x10 yd penalty area)	4	7v7	Yes: team down by 4 goals may add a player	Yes - new GK for each qtr, no punting or drop kicks, 6'x18' goals	5 start; 5 continue	At Quarter breaks	40 minutes (4x10 min quarters)	only from within buildout line	No slide tackling or heading; sent off player may be replaced	Min distance 6 yds	full FIFA Law	3rd grade: 2 chances; 4th grade: 1 chance	defending team starts at buildout line
Grades 5-6	80x50 yds (35x14 yd penalty area)	4	9v9	Yes: team down by 4 goals may add a player	Yes (change at each half) 7'x21' goals	6 start; 6 continue	At Stoppages	Grade 5: 50 min Grade 6: 60 min (break at half)	full FIFA Law	No slide tackling (Grades 5-6); no heading (grade 5 only); sent off player may be replaced (Grades 5-6)	Min distance 8 yds	full FIFA Law	full FIFA Law	full FIFA Law
Grades 7-8	110x70 yds (44x18 yd penalty area)	5	11v11	NO	Yes 8'x24' goals	7 start; 7 continue	At Stoppages	70 min (break at half)	full FIFA Law	Sent off player: team plays short	full FIFA Law	full FIFA Law	full FIFA Law	full FIFA Law
16U-19U	110x70 yds (44x18 yd penalty area)	5	11v11	Yes (see SFL specific rule)	Yes 8'x24' goals	7 start; 7 continue	At Stoppages	80 min (break at half)	full FIFA Law	Sent off player: team plays short	full FIFA Law	full FIFA Law	full FIFA Law	full FIFA Law

Permitted Stoppages for Substitutions Grades 5-12 - subs are made at quarter breaks for Grades 1-4 unless player safety is jeopardized

- (1) Prior to a throw-in, in their favor; the opposing team can make a substitution if the team given the throw-in is also making a substitution;
- (2) Prior to a goal-kick in either team's favor;
- (3) After a goal by either team;
- (4) At half time;
- (5) After a player injury on either team, and then only after the referee stops play. Teams may only substitute one player for each injured player, with the other team also being allowed to substitute an equal number of players as the injured team, even if no injuries occur on the other team.
- (6) After a player has been cautioned. The cautioned player may (but is not required to be) subbed at that time. The opposing team is also able to sub one player if the cautioned player exits.