**Mercy Rules:** 

- These rules apply to all age groups except for the U-6. In regards to the U-6 age group it is up to the coaches to keep the games fair and fun.
- With a "4-goal LEAD" the coach must a make a significant change in your team's lineup enabling your opponent to even up the score of the game.
- With a "5- goal LEAD" the opposing team is permitted to add an additional player to the field. If the opposing team does not have enough players to add, the winning team will need to remove a player from the field.
- For every subsequent Goal scored, you are required to pull a player from the field until you reach the minimum number of players required to continue the game. (u10 minimum 6, u12 minimum 7, u14 minimum 9)
- If a player scores 3 goals during the game, they are not permitted to score another goal during the game unless the game becomes tied. Once the game is tied, they can continue to score.
- At no point in the game should a Goalkeeper be used as an attacking player out of the goal.
- The referees will be made aware of these rules. However, it is up to the coaches to uphold these rules.

Age/Grade	U6	U8 1st /2md	U10	U12	U14
	Pre-K/Kinder	1 <sup>st</sup> /2nd	3 <sup>rd</sup> /4th	5 <sup>th</sup> /6th	7 <sup>th</sup> /8th
Ball Size	Size 3	Size 4	Size 4	Size 4	Size 5
Team Size	3v 3	6v6	8v8	9 v 9	11 v 11
On field	No Keeper				
Length of	(4) 10 minute	(4) 10 minute	(2) 25 minute	(2) 25 Minute	(2) 25 Minute
Game by Age	Quarters	Quarters	Halves	Halves	Halves
Group	w/2 @ QTR	w/2 @ QTR			
	5 min at half	5 min at half	5 min @ half	5 min @half	5 min @half
Officiating	Coaches	Referee	Referee	Referee	Referee
Throw -ins	Kick –ins	Thrown in 2	Thrown in 2	Throw in	Throw in
		Tries	Tries	1 Try	1 Try
Off Sides	NO	NO	YES	YES	YES

Grade/Age Specific Information

## \*ABSOLUTELY NO SLIDE TACKLING IN ANY AGE GROUP

Substitutions:

- There is unlimited/universal substitution permitted at all age levels, regardless of which team last touched the ball before it left the field of play.
- Before a substitution a coach must obtain permission from the referee.