

League: TASL		Explanation				
Half Length (H) and Halftime (HT) length						
U9/10 No punting or drop-kick		AGE	H	H T	Max Game Day Roster	Guest Player Roster Max
		U9,10	25	5	14	10
		U11, 12	30	5	16	12
		U13,14	35	5	18	14
		U15, 16	40	5	20	14
		U17, 18, 19	45	5	20	14
Grace Period	No					
Stoppage Time	No	Do not add time				
Winner Required	No					
Get Rosters	Yes	A picture of the roster is acceptable as a last resort. Take a photo of the coaches phone screen if this occurs.				
Check-in Required	Yes					
Check Game Cards or ID?	Yes					
Guest Players Allowed	Yes	Must be from same club				
Roster size Limit-with Guest (see chart)	Yes	Make sure the guest player is a member of the club i.e. a Beach FC player can't play for Rush unless they have a player card for Rush. There is no exception to these rules for goalkeepers.				
# Subs Allowed		Unlimited				
Subs		Piggyback allowed. Sub on injury, goal kick, after a goal, start of second half, possession throw-in, yellow card				
Report Score in GO	Yes	Do not need to keep track of goal scorers				

Report for Yellow cards	No	
Report for Serious Injury	yes	
Report for Red Cards	Yes	All 3 referees need to submit a report.
Heading		<p>U9/10/11/12 cannot head</p> <ul style="list-style-type: none"> ● Incidental is a dropped ball ● intentional is an indirect free kick awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. If it occurs in the penalty area, it's taken at the nearest point to the infraction at the top of the penalty.
Build-out lines U9/10		<p>Build-Out Lines will be located in the area halfway between the mid-field line and the Penalty Area. The Build-out line will be identified by paint, cones or another player safe method. The build-out line promotes playing the ball out of the back in a less pressured setting.</p> <p>When the goalkeeper has the ball in their hands, from either a save, or when preparing to take 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" once the keeper either kicks it for a goal kick or releases it from their hands after a save.</p>

Once the opposing team is behind the build-out line, the goalkeeper can pass, throw or roll the ball into play (punting/drop kicking is not allowed). After the ball is put into play by the goalkeeper, the opposing team may cross the build-out line and play resumes as normal.

IMPORTANT: While all opponents must retreat behind the build out line, the keeper may choose to kick or release the ball before all of the opponents have fully retreated. However, once the keeper kicks or releases the ball, it is “in play”, regardless of where the opponents are at the time.

The build out line will also be used to denote where offside offenses can be called. Players CAN'T be penalized for an offside offense between the halfway line and the build-out line. Players CAN be penalized for an offside offense between the build out line and the goal line.