

League: TASL		Explanation																																		
Half Length (H) and Halftime (HT) length U9/10 No punting or drop-kick		<table><tr><td>AGE</td><td>H</td><td>H T</td><td>Max Game Day Roster</td><td>Guest Player Roster Max</td></tr><tr><td>U9,10</td><td>25</td><td>5</td><td>14</td><td>10</td></tr><tr><td>U11, 12</td><td>30</td><td>5</td><td>16</td><td>12</td></tr><tr><td>U13,14</td><td>35</td><td>5</td><td>18</td><td>14</td></tr><tr><td>U15, 16</td><td>40</td><td>5</td><td>20</td><td>14</td></tr><tr><td>U17, 18, 19</td><td>45</td><td>5</td><td>20</td><td>14</td></tr></table>					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
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Grace Period	No																																			
Stoppage Time	No	Do not add time																																		
Winner Required	No																																			
Get Rosters	Yes	A picture of the roster is acceptable. Take a photo of the coaches phone screen.																																		
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. Subs 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	Yes	
Report for Serious Injury	yes	
Report for Red Cards	Yes	All 3 referees need to submit a report.
Build-out lines U9/10		<p>Build-Out Lines will be located in the area halfway between the center line and the penalty box. The Build-out line will be identified by paint, cones or another player safe manner. The build-out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build-out line until the ball is put into play. 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 can cross the build-out line and play resumes as normal. 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</p>

		be penalized for an offside offense between the build out line and goal line.
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 area.