

Alliance, Minerva, Waterloo Tenderfoot Division

- Teams play 5v5 with NO goalkeeper
- Size 3 Soccer Ball
- Play is (4) 8-minute quarters with a 5-minute halftime
- No corner kicks in this division. Throw-ins for when the ball goes out of bounds.
- Throw-ins must be taken outside the goal box
- If the regular coach cannot make the game, please ask another parent to fill in.
- Please take every opportunity to teach the kids and increase their love of soccer.
- HAVE FUN.... IT'S TENDERFOOT!!

Alliance, Minerva, Waterloo

U8 Division

- CCL teams are for developmental players looking to learn and improve upon the fundamentals of soccer and their skills.
- A player who plays for another travel/club/competitive team simultaneously within any club is ineligible to participate on a CCL team.
- Players can only play for 1 team/1 division during the season.
- Teams play 6 v 6, including the goalkeeper
- Size 3 Soccer Ball
- Play is (4) 12-minute quarters with a 5-minute halftime
- Teams must pass the ball at kickoff. No shooting directly at the goal on a kickoff is permitted.
- Teams will change ends only at halftime.
- Substitutions may be made on a throw-in, goal kick, any re-start, kick-off, or any break in play. The referee should acknowledge and allow the substitution.
- Subs report to midline and wait for the ref to call onto the field - no subbing on the fly.
- The score is kept by the referee during games.
- Coaches are not permitted on the field but can instruct players from the sidelines.
- Referees will call all hard body contact and kicking even if unintentional
- If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
- No offsides in this division
- No headers are permitted; headers will result in an indirect free kick to the other team.
- **No punting is allowed in this division.**
- If the score is at a five-goal difference, the trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once the score is under a 5-goal difference.
- Regular season: 3 points for a win, 1 point for a draw, and 0 points for the losing team
- Running up the score is not allowed. Only 5 goal differentials will be used in computing standings. Anything over 5 goals is looked at as excessive. If a team wins by a goal difference of 10 or more goals that team will only receive 2 points in the standings. If the score difference reaches 15 then the violating team will only receive one point in the standings.
- Tournaments are played in this division.
- Regular season games can end in a tie. No tiebreaker during the regular season.

Alliance, Louisville, Minerva, Waterloo U10 Division - CCL (Co-Community League)

- CCL teams are for developmental players looking to learn and improve upon the fundamentals of soccer and their skills.
 - A player who plays for another travel/club/competitive team simultaneously within any club is ineligible to participate on a CCL team.
 - Players can only play for 1 team/1 division during the season.
 - Teams play 7 v 7 including the goalkeeper.
 - Games will be played in Alliance, Louisville, & Minerva (unless otherwise agreed upon by two clubs)
 - The referee keeps the score during games.
 - Coaches are not permitted on the field during play but can instruct players from the sidelines.
 - A size 4 soccer ball is used
 - Play is (2) two 25-minute halves – (5) a five-minute break at halftime
 - All laws including throw-ins are enforced (second chances are given for incorrect throws)
 - Referees will call all hard body contact and kicking even if unintentional
 - If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
 - No headers are permitted; headers will result in an indirect free kick to the other team.
 - Regular season: 3 points for a win, 1 point for a draw, and 0 points for the losing team
 - Tournaments are played in this division, alternating between locations.
 - Subs report to the midline and wait for the ref to call onto the field - no subbing on the fly.
 - No slide tackling will be permitted. An indirect free kick will be awarded to the other team unless in the 18-yard box, then PK will be awarded.
 - The blue line or build-out line will be used in this division. The blue line will also act as the offside line.
 - **No punting is allowed in this division.**
 - If the score is at a five-goal difference, the trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once the score is under a 5-goal difference.
 - Running up the score is not allowed. Only 5 goal differentials will be used in computing standings. Anything over 5 goals is looked at as excessive. If a team wins by a goal difference of 10 or more goals that team will only receive 2 points in the standings. If the score difference reaches 15 then the violating team will only receive one point in the standings.
 - Tournaments are played in this division and will be held during the final week of the season.
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- **PLEASE NOTE THAT COACHES ARE TO BE ON THE SIDELINE WITH THE TEAM AND COACHING BEHIND THE GOAL IS NOT PERMITTED.**
 - **COACHES ARE EXPECTED TO BE RESPONSIBLE FOR THEIR TEAM'S PARENTS' CONDUCT!**
 - **PARENTS MUST BE SEATED OPPOSITE THE FIELD FROM THEIR RESPECTIVE TEAM DURING GAMES.**
 - **PARENTS AGREE TO ABIDE BY THE 24-HOUR RULE FOR CONTACTING COACHES AFTER A GAME**

Alliance, Louisville, Minerva, Waterloo U12 Division CCL (Co-Community League)

- CCL teams are for developmental players looking to learn and improve upon the fundamentals of soccer and their skills.
 - A player who plays for another travel/club/competitive team within any club is ineligible to participate on a CCL team.
 - Players can only play for 1 team/1 division during the season.
 - Games will be played in Alliance, Louisville, & Minerva (unless otherwise agreed upon by two clubs)
 - Teams play 9 v 9, including the goalkeeper
 - The referee keeps the score during games
 - A size 4 soccer ball is used
 - Play is (2) two 25-minute halves – (5) a five-minute break at halftime
 - All laws, including throw-ins and offsides are enforced
 - Referees will call all hard body contact and kicking even if unintentional
 - No headers are permitted; headers will result in an indirect free kick to the other team
 - Regular season: 3 points for a win 1 point for a draw and 0 points for the losing team
 - Tournaments are played in this division, alternating between locations.
 - If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
 - Subs report to the midline and wait for the ref to call onto the field - no subbing on the fly.
 - No slide tackling will be permitted. An indirect free kick will be awarded to the other team unless in the 18-yard box, then PK will be awarded.
 - If the score is at a five-goal difference, the trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once the score is under 5 5-goal difference.
 - Running up the score is not allowed. Only 5 goal differentials will be used in computing standings. Anything over 5 goals is looked at as excessive. If a team wins by a goal difference of 10 or more goals that team will only receive 2 points in the standings. If the score difference reaches 15 then the violating team will only receive one point in the standings.
 - Tournaments are played in this division and will be held during the final week of the season.
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- **PLEASE NOTE THAT COACHES ARE TO BE ON THE SIDELINE WITH THE TEAM AND COACHING BEHIND THE GOAL IS NOT PERMITTED.**
 - **COACHES ARE EXPECTED TO BE RESPONSIBLE FOR THEIR TEAM'S PARENTS' CONDUCT!**
 - **PARENTS MUST BE SEATED OPPOSITE THE FIELD FROM THEIR RESPECTIVE TEAM DURING GAMES.**
 - **PARENTS AGREE TO ABIDE BY THE 24-HOUR RULE FOR CONTACTING COACHES AFTER A GAME**

Alliance, Louisville, Minerva, Waterloo U14 Division CCL - (Co-Community League)

- CCL teams are for developmental players looking to learn and improve upon the fundamentals of soccer and their skills.
 - A player who plays for another travel/club/competitive team simultaneously within any club is ineligible to participate on a CCL team.
 - Players can only play for 1 team/1 division during the season.
 - Games will be played in Alliance, Louisville, & Minerva (unless otherwise agreed upon by two clubs)
 - Teams play 9 v 9, including a goalkeeper
 - The referee keeps the score during games
 - A size 5 soccer ball is used
 - Play is (2) two 30-minute halves – (5) a five-minute break at halftime
 - All laws, including throw-ins and offsides are enforced
 - Referees will call all hard body contact and kicking even if unintentional
 - Regular season: 3 points for a win, 1 point for a draw, and 0 points for the losing team
 - Tournaments are played in this division alternating between locations.
 - If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
 - Subs report to the midline and wait for the ref to call onto the field - no subbing on the fly.
 - Headers are permitted in this division.
 - No slide tackling will be permitted. An indirect free kick will be awarded to the other team unless in the 18-yard box, then PK will be awarded.
 - If the score is at a five-goal difference, the trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once the score is under 5 5-goal difference.
 - Running up the score is not allowed. Only 5 goal differentials will be used in computing standings. Anything over 5 goals is looked at as excessive. If a team wins by a goal difference of 10 or more goals that team will only receive 2 points in the standings. If the score difference reaches 15 then the violating team will only receive one point in the standings.
 - Tournaments are played in this division and will be held during the final week of the season.
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- **PLEASE NOTE THAT COACHES ARE TO BE ON THE SIDELINE WITH THE TEAM AND COACHING BEHIND THE GOAL IS NOT PERMITTED.**
 - **COACHES ARE EXPECTED TO BE RESPONSIBLE FOR THEIR TEAM'S PARENTS' CONDUCT!**
 - **PARENTS MUST BE SEATED OPPOSITE THE FIELD FROM THEIR RESPECTIVE TEAM DURING GAMES.**
 - **PARENTS AGREE TO ABIDE BY THE 24-HOUR RULE FOR CONTACTING COACHES AFTER A GAME**

Alliance, Minerva, Waterloo

U8 CCL Tournament Rules

- Tournament will be held at the end of the regular season
- All games will consist of 4 10-minute quarters and up to 5-minute halftime
- If the game is tied after regulation, the game will go to golden goal. The game will immediately move to extra time. The referee will call captains to determine the team that kicks off extra time. The game will continue until a goal is scored. Whichever team scores is the winner, and the game ends with the golden goal. The extra period will be 10 minutes then the game will go to penalties.
- In all games: if the game is tied after full time and extra time, then we will go straight to penalty kicks.
 - Each team will choose three kickers from players on the field at the end of the game.
 - The goalie who is in the net at the conclusion of the game must remain in the net for penalties.
 - If still tied after three kicks, penalties move to sudden death using the remaining players on the field to kick.
- There will be no redo on throw-ins or goal kicks for tournament play
- If a player is red-carded in a game, they will miss the next game the team plays
- If a coach is red-carded, he or she will miss the next game and could miss additional games upon offense. This will be determined by CCL officials.

Alliance, Louisville, Minerva, Waterloo

U10, U12, U14 CCL Tournament Rules

- All games will consist of 2 20-minute halves and a 5-minute halftime
- If the game is tied after regulation, the game will go to golden goal. The game will immediately move to extra time. The referee will call captains to determine the team that kicks off extra time. The game will continue until a goal is scored. Whichever team scores is the winner, and the game ends with the golden goal. The extra period will be 10 minutes then the game will go to penalties.
- In all games: if the game is tied after full time and extra time, then we will go straight to penalty kicks.
 - Each team will choose three kickers from players on the field at the end of the game.
 - The goalie who is in the net at the conclusion of the game must remain in the net for penalties.
 - If still tied after three kicks, penalties move to sudden death using the remaining players on the field to kick.
- There will be no redo on throw-ins or goal kicks for tournament play
- If a player is red-carded in a game, they will miss the next game the team plays
- If a coach is red-carded, he or she will miss the next game and could miss additional games upon offense. This will be determined by CCL officials.

Alliance, Minerva, Waterloo U8 & CCL (including Louisville) U10, 12, 14 Tournament Seeding

A tournament will be held in the final week of the season.

All rules from the regular season will be followed as well as the following for determining tournament seeding and play.

Qualification for playoff games will consist of the top four teams from each division based on points and overall record with final standings determining 'seeding' in the case of tied records.

- Points are awarded based on: three points for a win, one point for a tie, and zero points for a loss).
- If two or more teams finish the regular season with an equal number of points, the following tiebreakers can be used.
 - Goal Differential (GD) (Goals For minus Goals Against)
 - Goals For (GF)
 - Goals Against (GA)
 - Winner of head-to-head competition (this criterion is not used if more than two teams are tied or if all teams did not play each other).
- Depending on the number of teams in a division, the top-seeded team may end up with a bye for the first round.
- The remaining matchups will feature the higher-seeded teams against the lower-seeded teams.

In cases where there are an odd number of teams in a division, the top 5 may be included with a wildcard game being played as a play-in game to determine which team advances to the playoff (as well as fulfilling a concession game for the team which does not win this 'play-in' game). In cases where there are multiple teams with shared records for the season, and which a distinct 'cut-off' point cannot be determined, the playoffs may be expanded to 5 or 6 teams with one or two 'wildcard play-in' games being played before the playoff games start to establish a top four. (Goal differential will be utilized to determine seeding but will not preclude a team from participating in the playoffs when multiple teams finish with similar points/records).

Teams will either be assigned a color for the playoff games or will need to bring both jerseys when there is the possibility of playing a team with similar jersey colors.

Teams that do not qualify for playoff games will be scheduled to play one final 'seeded' game against an opponent with whom they have a similar record at the end of the regular 6-game season. At the discretion of the presidents or division reps, teams may be paired with another club team to prevent extraneous travel. These 'concession games' are intended to be a balanced and fun game for those at all levels to finish the season.

These guidelines for playoff and concession games are fluid and may be adjusted based on CCL needs after the regular season.