

Alliance, Minerva, Southeast Tenderfoot Division

- Teams play 5v5 NO goalkeeper
 - Size 3 Soccer Ball
 - Play is (4) 8-minute quarters with a 5-minute halftime
 - 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!!

CCL Adopted 3/17/24

Alliance, Minerva, Southeast 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 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 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.
Referee should acknowledge and allow the substitution.
 - Score is kept by the referee during games
 - Coaches not permitted on field during play, 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 allowed in this division**
- Regular season: 3 points for a win, 1 point for a draw and 0 points for 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
 - Subs report to midline and wait for the ref to call on to the field - no subbing on the fly.
 - Regular season games can end in a tie. No tiebreaker during the regular season.

CCL Adopted 3/17/24

Alliance, Louisville, Minerva, Southeast 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 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 & Southeast
- The score is kept by the referee 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 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 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.

- **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**

CCL Adopted 3/17/24

Alliance, Louisville, Minerva, Southeast 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 and/or Southeast
- Teams play up to 9 v 9 including the goalkeeper
- The score is kept by the referee 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 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 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.

- 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

CCL Adopted 3/17/24

Alliance, Louisville, Minerva, Southeast 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 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 and/or Southeast
 - Teams play a minimum 8 v 8 including a goalkeeper
 - The score is kept by the referee 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 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 headers are permitted; headers will result in an indirect free kick to the other team • 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 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.

▪ 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

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Alliance, Minerva, Southeast 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 time 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