

Future's League Rules

Although all FIFA Laws of the games will be applied during the games, below are specific laws that have been modified for the Future League. To differentiate between the FIFA laws of the games and the below modifications, the changes will be referred to as "Rules".

Law 1- Field of Play

Age	Field Dimensions	Center Circle	Goal Area	Goal Size	Penalty Area	Penalty spot
9U/10U	45-60 yards (Length) 35-45 Yards(Width)	8 Yards	N/A	6-6 1/2 Feet (height) 12-18 1/2 feet (width)	12 yards (length) 24 yards (width)	IDK
11U/12U	60-80 yards (Length) 45-55 Yards (Width)	8 yards	5 yards	6-6 1/2 Feet (height) 18 1/2-21 Feet (width)	14 yards (length) 36 yards (width)	10 Yards
13U/14U	110-120 Yards (length) 70-80 yards (Width)	10 Yards	6 Yards	8 feet (height) 24 feet (width)	18 Yards (length) 44 yards(width)	12 yards
15U/16U						
17U/18U/19U						
7v7 HS	65-80 yards (length) 45-55 yards (width)	8 yards	5 yards	Ideally Full Size or Opt U12 Size	14 yards (length) 36 yards (width)	12 yards

Build Out Line

- This line is only on the 9U/10U (7v7) fields.
- The build out line is mid field.
- When there is a goal kick or the goalkeeper has possession in their hands, the opponents must drop behind the build out line until the ball is distributed into play.

Law 2 – The Ball

Age	Ball Size
9U (9V9)	4
10U-12U	4
13U-19U	5
7V7 HS	5

Law 3- Age Maximum

Age	Game Format	Roster Limit On field	Game Roster Size
9U/10U	7v7	Max-7 Minimum-4	14 Players
11U/12U	9v9	Maximum- 9 Minimum- 6	16 players
13U/14U	11v11	Maximum- 11 Minimum- 7	20 players
15U/16U			
17U/18U/19U			
7v7 HS	7v7	Maximum- 7 Minimum- 5	12 Players

Substitution

We are allowing unlimited substitution for all Divisions and age groups.

Substitution shall be with the consent of the referee at the following times:

- Anyone who is being substituted needs to leave at half field on the same side as their bench.

Law 4 – The Players' Equipment

The Home team must wear a white/light color jersey and the visiting team must wear a dark color jersey. If the referees determine the uniforms are too similar and may cause confusion, the home team must change their jersey to comply with the color requirement.

- Non-uniform clothing is allowed based on weather conditions, but uniform color must still distinguish teams. Sock color needs to be the same color for the entire team.

Law 5 – The Referee

USSF certified referee and or ASA certified small game, as assigned by Alabama Soccer.

Age	Number of Referee
10U	1
11U/12U	1
13U/14U	3
15U/16U	3
17U/18U/19U	3
7v7 HS	1

There may be up to 4 Alabama Soccer carded adults (coaches, managers, trainers, etc...) on the bench. All adults must present their Alabama Soccer card to the referee prior to the game. No additional adults, carded or not, will be permitted on the players' side if there are already four Alabama Soccer carded adults. If one of the four carded adults arrives late, they must show their Alabama Soccer card to the assistant referee at the next stoppage. (A soccer card is 2023-2024 USYS Laminated Coaches Card)

- A USSF game report MUST be completed for any red card issued by the referee.
- A player shown a red card (send-off) from a game must always remain seated at the coach's side during the remainder of the game. The coach will be responsible for the action(s) of the sent-off player.
- If a sent-off player seated on the bench causes a disturbance, the player may be ejected from the site.
- Academy (D League) and ASL players **CANNOT** play down to the Future League.

9U and older, each team must provide **one** of the following for player check-in:

One of the following methods are permissible at check in by the referees is

- Game Day Roster (on paper)
- Game Day Roster on phone -copy can be sent to referee upon request

Roster Rules

- See chart above in Law 3 for maximum and minimum roster standards.
- Players must be listed on the roster or a club roster printed from GotSport. Handwritten players added to the roster are NOT allowed. Coaches/Bench personnel must be printed or have their current GotSport Coaches Card to be on the team side for the game.

- Players can play in a maximum of two games per weekend. Maximum of two games per day so if they play two games on Saturday, the player cannot play in another game on Friday or Sunday.
- Maximum of three club pass players allowed per game.
- Academy (D League) and ASL players **CANNOT** play down to the Future League.

Law 6- The Assistant Referee

- Refer to Law 5

Law 7– Duration of the Match

10U	11U & 12U	13U & 14U	15U & 16U	17U & Above	7v7 HS
2 x 25 minutes Halves	2 x 30 Minutes Halves	2 x 35 Minutes Halves	2 x 40 Minutes Halves	2 x 45 Minutes Halves	2 x 35 Minute Halves

Half-time- minimum 5 minutes with a maximum of 10-minute for all other ages

Law 8 – The Start and Restart of Play

- Conform to FIFA except
- 10U games that all opponents are at least 8 yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play:

- Conform to FIFA.

Law 10 – The Method of Scoring

- Conform to FIFA.

Law 11 – Off-Side

- Conform to FIFA except
- 10U games, the attacking team can only be offside between the build out line and the goal.

Law 12 – Fouls and Misconducts

- Conform to FIFA except:

Everyone

- If any coach, assistant coach, or representative of the team on the sidelines is found to be guilty of misconduct but the referee cannot distinguish who committed the infraction, the highest- ranking team official will receive the Yellow/Red Card.
- No Punting or Slide tackling in the 7v7 or 9v9 games. If a player deliberately punts or slide tackles, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement.
- No Slide tackling in the 11v11 games. If a player deliberately slide tackles, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement.

10U games

- When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line. (Develop the concept of building out of the back, understanding that the goalkeeper passes the ball to a teammate. 10U, 11U & 12U games)
- If a player deliberately heads the ball, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement.

- An indirect free kick awarded inside the penalty area for the attacking team must be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.
- Punting, drop kicks or slide tackling are not allowed. In the case of an infraction, the referee reminds the goalkeeper of the No Punt Rule and restarts the game with the ball in the hands of the goalkeeper. There is no violation of the rules if the goalkeeper: throws, rolls the ball, or plays it with their feet.
- If a player slide tackles or heads the ball, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement.

Law 13 – Free Kicks

- Conform to FIFA except
- All verbal offenses will be penalized with at least an Indirect Free Kick.

Law 14 – The Penalty Kick

- Conform to FIFA except
- The penalty mark as stated in Rule 1. (table)

Law 15 – The Throw-In

- Conform to FIFA.

Law 16 – The Goal Kick

- Conform to FIFA except

10U games - May be taken from anywhere inside the penalty area. Opponents are **required** to drop behind the build out line until the ball is put back into play.

Does this change affect the buildout line?

No, the spirit of the build-out line is still in effect in that players on the team not in possession must move behind the buildout line until the ball is considered in play. The ball is considered in play when it has been kicked and has clearly moved. Players for the team in possession of the goal kick may choose to position themselves inside the penalty area. If a team chooses to take a goal kick or free kick quickly, they are doing so at their own risk as the normal build out line rules still apply.

Law 17 – The Corner Kick

Conform to FIFA except the opponents need to be the distance away from the ball as described in Rule 1.

Clarifications Dropped ball

If the ball touches the referee or another match official and goes into the goal, team possession changes or an attack for the opponents begins, a dropped ball is awarded.

If play is stopped inside the penalty area, the ball will be dropped for the goalkeeper (no other player participates).

If play is stopped outside the penalty area, the ball will be dropped for one player of the team that last touched the ball at the point of the last touch of the ball.

In all cases, all the other players of both teams must be 4.5 yards away from the dropped ball.

Free Kicks

When there is a 'wall' of three or more defenders, attackers are not allowed within 1 yard of the wall. If an attacker is inside that 1-yard area when the kick is taken, the defending team is given an Indirect Free Kick from the spot of the infraction.

Indirect Free Kicks

Once the kick has been taken and it is clear that a goal will not be scored from the kick, there is no more need for a signal.

Scoring

Winning team inputs the final score within 24 hours. Both teams need to confirm the correct score in GotSport. Teams should not be running up the scores and after a four goal differential the considerations should be in place for Competitions Safeguarding.

Matters Not Provided For

Any rules not specified are in accordance to ASL, the Technical Advisory Council and/or changes may occur at the discretion of ASA Grassroots Manager or ASA Executive Director.