

DYNAMO RULES

Players - shin guards go under the socks. Check at U6 & U8 especially.

Soft-billed headwear is acceptable. Hard-billed caps and a big knot on a bandana - are not allowed!

No jewelry - no earrings, bracelets, rings or watches. If it is religious or medical, have them tape it down. If it is not religious or medical, it must be removed. CAN NOT BE TAPED!!

No casts may be worn.

Players wearing glasses - it is the referee's discretion.

No metal in the hair. Hard plastic balls that sometimes are on hair scrunchies are not allowed.

Player footwear- Sandals, open-toe shoes, Crocs; steel cleats are not allowed. Tennis shoes, running shoes or cleats that are deemed safe by the referee are allowed.

U6	5V5 NO keeper	4 x 8 min quarters	Sub on the fly
U8	7V7 w/keeper	4 x 10 min quarters	Sub on the fly
U10	9V9	2 x 25 min halves	Sub on any stoppage at the referee's discretion
U12	11V11	2 x 30 min halves	Sub on any stoppage at the referee's discretion
U15	11V11	2 x 35 min halves	Sub on any stoppage at the referee's discretion

U6 & U8	No slide tackling	No heading	No offside	No cards to players
U10	No slide tackling	No heading	Offside	Cards can be issued
U12	Slidetackling	No heading	Offside	Cards can be issued
U15	Slidetackling	Heading	Offside	Cards can be issued

U6 DETAILS

- Do not switch sides at half-time.
- All goal kicks will be taken from anywhere on the goal line.
- No penalty kicks.
- All kicks are Indirect Free Kicks.
- **U8** - throw-ins - give one do-over. Change possession after 2nd failed attempt.

The Trounce Rule

- **U6** - one player may be added at a goal differential of 5, 6, 7.
- **U8** - one player may be added at a goal differential of 5, 6, 7.
- **U10** - one player may be added at a goal differential of 5, 6, 7.
- **U12 & U15** - the trounce rule is not in effect.

If a player receives a yellow card, they must be substituted until the next appropriate stoppage.

No clock stoppage for any reason other than serious injuries.

Lightning/thunder policy

Play is suspended for 30 minutes from the last flash of lightning or sound of thunder to restart. Whenever thunder or lightning is identified, the 30 minute wait starts over