



GCFYSL RULES OF PLAY

Fall 2016

PART I. GENERAL GUIDELINES AND POINTS OF EMPHASIS

1. General guidelines for league play are provided by FIFA laws of the game with adjustments based for youth soccer and the league approved modifications herein.
2. Recommended levels of play will consist of:
 - A. 9U thru 10U – Division I, Division II, Division III, and Division IV
 - B. 11U – Division I (Florida Commissioner’s Cup), Division II, Division III, and Division IV
 - C. 12U – Division I (Florida President’s Cup), Division II (Florida Commissioner’s Cup), Division III, and Division IV
 - D. 13U thru 19U – Division I (Florida State Cup), Division II (Florida President’s Cup), and Division III (Florida Commissioner’s Cup)
 - E. 8U – All true 8U teams will participate in the 9U Developmental Division.
3. At check-in each team shall give the Referee two FYSA rosters and the player/coach’s passes. The Referee will provide the second FYSA roster to the opposite coach.
4. Any player or coach that does not have a current laminated pass and/or is not printed on the official FYSA roster presented at check-in, may not play or participate in any FYSA sanctioned game. Player’s or coach’s names may NOT be written onto the roster. Any Referee that allows an unregistered player to participate is subject to suspension and potential liability. **NO PASS – NO PLAY. NO ROSTER – NO PLAY.**
5. The Referees are to perform a proper check-in to see that all players are properly equipped and that all players are on the FYSA roster, and have a legal player pass. All passes will be held by the Referee and given back at the end of the game, except in the instances of Referee Abuse and Referee Assault.
6. All passes must be laminated with a current picture and signed by the Club’s Registrar on the front of the pass.
7. The Referee shall submit to the home club a completed FYSA Game Report and both FYSA Rosters.
8. The home club is responsible for retaining all game reports for two calendar years. These reports must be immediately furnished at the request of GCFYSL or FYSA.
9. Any player serving a red card penalty must serve that penalty at the field on their team’s bench. They will present the Referee with their Red Card Sanction History Report for the Referee to sign and will sit on the bench with their teammates in street clothes. If the player *isn’t* present to serve their penalty, then it will be recognized as a game not served. This report can be found on the GCFYSL website at:
<http://www.gcfsoccer.com/files/referee-info/red-card-completion-form/Red%20Card%20Completion%20Report.pdf>

10. Any player serving a suspension must also be noted on the FYSA Game Report completed by the Referee.
11. All red card reports will be sent through the normal GCFYSL procedures listed on the website (<http://www.gcfsoccer.com/Referee-info/red-card-procedure>), with the VP of Discipline as the one to determine the penalty. (Reference **Referee Info** menu link).
12. **Division I and II** – At the end of the seasonal year the 2 top teams in each division, and age bracket, will be given awards. This applies to age groups 11U through 19U.
13. **Division III** – At the end of the seasonal year the top 4 teams from each age bracket will participate in the GCFYSL Playoff Tournament. This applies to age groups 11U through 19U.
14. **No tobacco or alcoholic beverage products shall be used, consumed or dispersed by coaches, assistants, referees, parents, or players on or around the field of play, before, during or after the game.**

PART II. FIELDS and EQUIPMENT

1. The field (USSF recommended) dimensions are as followed:
 - A. 9U & 10U: 55 – 65 yards long x 35 – 45 yards wide
 - B. 11U & 12U: 70 – 80 yards long x 45 – 55 yards wide
 - C. 13U and above:
 - Length: minimum 100 yards and maximum 130 yards.
 - Width: minimum 50 yards and maximum 100 yards.
2. The designated home team will be responsible for the condition of the grounds, proper field marking in accordance with published schedule.
3. The home team is responsible for providing the game ball, but it is the responsibility of both teams to have an appropriate game ball. The Referee is responsible for the selection of the game ball.
4. Ball sizes are: 9U and 12U – size 4. 13U thru 19U – size 5.
5. All teams are responsible for keeping their spectator area as well as their team areas clean and neat.
6. Goal nets are mandatory. No games shall be started without nets. Lack of goal nets will be cause to award forfeiture to the visiting team. In the case of nets in disrepair, the home team will be responsible for the repair of the nets. It will be the discretion of the Referee if the nets are sufficiently ready for the game to be played.
7. Goals must be properly anchored. The game will not start until the Referees have determined that the goals are safe to be used. Any club and/or Referee that is caught playing a game with unsecured goals will be subject to disciplinary action by the league. Any allegations should be filed with the **GCFYSL 2nd** Vice President.
8. Corner flags are required. No cones, bicycle flags or other markers are permitted, unless no other option is available. It is the discretion of the Referee to start the game using any other items. A Supplemental Game Report must be filed by the Referee with the GCFYSL 2nd Vice President if any other items are used.
9. The Center Referee is the sole judge as to the playability of the field, except when the fields' complex supervisors (city or county, etc.) determine that the fields are unplayable prior to kickoff.

PART III. SCHEDULES and POSTPONEMENTS

1. All schedules will be published through GotSoccer.
2. Games must be played and completed in accordance with the officially published schedule. All open dates, along with any other dates with which a team has a conflict, must be submitted prior to the declaration meeting for their age group. All schedules are final when published.
3. Negligence in requesting “blackout dates” may result in forfeits and/or fines to the offending club.
4. Any team that does not provide a list of available play dates equal to or greater than the number of games to be played in a season may be denied or dropped from GCFYSL participation.
5. With the exception of neutral site games, it is the home club’s responsibility to set all start times and field locations in a timely fashion.
6. Game time is forfeit time. There is no grace period. **This Rule is governed by the principal of “fair play.”** Extraordinary situation should be considered by the Referee.
7. In the event the start of the game is delayed due to weather, injury, etc., the Referee shall have the option of shortening the length of the game, and any following games by shortening each half equally to maintain the field schedule. The team captains shall be notified prior to the start of the game.
8. Games stopped due to weather or injury in the first half are subject to reschedule at the option of the league. In the second half, the game will be deemed completed.
9. After the game has begun, the Referee shall remain the arbiter of any decision regarding inclement weather that arises. This includes lightning (in the case where a field has a lightning alert system, the Referee will abide by the alerts), unsafe field conditions in the event of a downpour, etc. The Referee must use the 30/30 rule in regards to lightning and thunder. If you can hear thunder then the lightning is close enough to strike. Get off of the field immediately and have the players go to their respective cars, or a building that is grounded and safe from lightning. Referees should inform each coach of their whereabouts so as to keep them informed with what is going on. When the game has been stopped due to lightning, the game cannot be restarted until 30 minutes has passed from the last seen lightning.
10. Before the game has begun, the Club President, or his/her designee, after notifying the League President, or the 1st VP, is provided the authority to cancel games under the following conditions:
 - A. The game field has been subjected to rainfall equal to or greater than two inches (2” accumulated) during the twenty-four (24) hour period preceding game time, **OR**
 - B. The majority of the active playing area will not allow the ball to travel via rolling or bouncing in a manner conducive to safe play. (i.e. the ball skids wildly or stops unexpectedly in areas most traveled by the players.)
11. Any weather related game cancellations prior to their start shall be rescheduled at the earliest possible time.
12. **GCFYSL PLAYOFFS** – If weather stops a game from beginning, and there is no possibility of a make-up date, then a winner will be determined by a coin toss.

13. Referee crews assigned to consecutively scheduled games, will be paid for the first game canceled whenever approval has been granted by the League President for cancellation of the remaining games scheduled for a given field on a given date.

PART IV. DIVISION I and DIVISION II SCHEDULING

1. Entry into Division I and Division II will **not** be limited to just GCFYSL affiliated clubs. Declaration fees for teams not affiliated with the GCFYSL will be the same as the other divisions.
2. Typically, teams will be scheduled one game each week of the season. If deemed necessary by the scheduler, a second game may be scheduled on a Sunday. Teams will only be scheduled two games on the same day with a prior agreement between the league scheduler and club.

PART V. RESCHEDULING OF GAMES

1. The rescheduling of any GCFYSL game is only considered official when certified by each club's Point of Contact and submitted to GCFYSL scheduler. Coaches may NOT reschedule any game without notifying their own club's Point of Contact and obtaining an agreement from the opposing club's Point of Contact. Coaches are allowed to discuss the terms of a reschedule with each other, but all agreements must be passed on to their club's Point of Contact for submission to GCFYSL. Any game that has a reschedule mishandled by a coach will result in a forfeit for their team and is subject to fines.
2. All reschedule agreements must be immediately submitted to gcfreschedules@gmail.com by either club's Point of Contact. Reschedule agreements must be submitted to GCFYSL in an individual email with the game number in the subject line and should include the email chain from the reschedule negotiations. **Do not include GCFYSL during the negotiation process.** Only forward to GCFYSL after the final agreement has been reached.
3. All rescheduling requests required by a weather cancellation or advancement in State Cup, Commissioner's Cup and President's Cup must be obliged. Teams that advance in FYS Cup events should notify their opponents of upcoming scheduling conflicts immediately upon advancement. Any team that does not notify their opponents of advancement in a timely matter may be held responsible for the reimbursement of Referee fees of a postponed match as determined by the GCFYSL.
4. Starting from the day a season's schedule is released by GCFYSL, there shall be a five day grace period for clubs to make reschedule requests to the opposing club for errors on the part of the GCFYSL scheduler. Every effort to oblige these request should be made by all clubs.
5. 10 Day Rule - With the exception of the first week of a season, the initial request for reschedules for reasons other than previously stated must be made to the opposing club via email at least 10 days prior to a game. All reasonable requests made 10 days or more prior should be considered and granted if a sufficient open date for both teams is available before the conclusion of league play. If a request is made less than 10 days

prior a match, clubs are still allowed to agree to a reschedule but the club receiving the request is not obligated to grant the request.

6. All properly submitted reschedule requests should be replied to within four days of initial contact.
7. Refer to section XIII for forfeit fine standards.

PART VI. GAME PLAY

1. The length of each match will be the approved length for each age bracket as determined by FYSA and US Youth Soccer.

Age Division	Length of Half
9U and 10U	2 – 25 minute halves
11U and 12U	2 – 30 minute halves
13U and 14U	2 – 35 minute halves
15U and 16U	2 – 40 minute halves
17U through 19U	2 – 45 minute halves

2. Halftime intermission will be 10 minutes for all age groups.
3. There will be a **one** minute re-hydration break halfway through each half of all age bracketed games. The clock will not stop during this break.
4. **Substitution** – There will be unlimited substitutions at any stoppage of play. All substitutions are at the Referee’s discretion. All substitutes are to be at the midfield line before the stoppage of play. Substitutions from the bench are prohibited except when substituting for an injured player.
5. When play is stopped for an injured player:
 - A. The injured player must leave the field when treated by coaching/medical personnel on the field.
 - B. When medical attention is not needed, the injured player does not have to leave the field.
 - C. Substitutions are at the Referee’s discretion.
 - D. Injured players may return to the game at the Referee’s discretion.
6. **Mercy Rule:** The Mercy Rule becomes effective when there is an eight goal differential and the Referee will end the match, at:
 - A. The end of the first half, or
 - B. Any time during the second half.
 - C. This applies to age groups 11U to 19U.
7. Players arriving after the match has begun may enter the game at any proper substitution time after the Referee has checked their equipment, player pass, and FYSA roster.
8. The home club is responsible for reporting the result of a GCFYSL game in GotSoccer. If a score is not reported within 24 hours, the visiting club may report the result.

9. At the conclusion of the season, if any game's result has not been posted to the league site, the game will be considered un-played and both teams are subject to a \$150.00 fine.
10. All games deemed as a forfeit by GCFYSL shall be entered as a 3 – 0 result.

PART VII. UNIFORMS and PLAYER EQUIPMENT

1. The home team should wear white or light colored jerseys and socks and the visiting team should wear dark colored jerseys and socks. When colors of competing teams are identical or similar, the designated home team must change to colors distinctive from their opponent. Visiting teams may NOT intentionally wear their white/light kits to force the home team to change into dark kits.
2. The uniform or jersey of the goalkeepers must be distinctly different in color from the basic colors of both competing teams.
3. Player's uniform numbers (approximately 6" in height) are to be affixed to the back of the uniform shirt. No two players from the same team may have the same numbered jersey. At the Referee's discretion, other means of identification may be used when alternative numbered jerseys are not available.
4. Players wearing an orthopedic cast or metal brace of any kind **shall not be eligible to participate** in any game. If a player is wearing a cast of any kind, either padded or not, that player **SHALL NOT** be allowed to participate in any GCFYSL game. This conforms to FYSA Rules.
5. Players wearing a soft braces may be allowed to participate in a GCFYSL game with written approval from a doctor and judgement as to its safety at the discretion of the referee.
6. All players will be required to wear a manufacturer's protective shin guards that are of a proper size and age appropriate while participating in a game. They will be worn beneath the game socks and in a manner to protect the player's lower leg (shinbone).
7. Shoes shall be of a type specifically designed for soccer (soccer cleats).
8. No jewelry of any kind shall be worn in any league game. Nothing is to be around the wrist or neck at any time during the game. Religious symbols and medical bracelets may be worn but must be taped down and covered.

PART VIII. REFEREES

1. The Referees' fees for all league sanctioned games shall be:

AGE	REFEREE	ASST REF	TOTAL
9U / 10U	\$40	If no ARs	\$40
9U / 10U	\$30	\$15	\$60
11U / 12U	\$40	\$20	\$80
13U / 14U	\$50	\$25	\$100
15U / 16U	\$60	\$30	\$120
17U - 19U	\$70	\$35	\$140

2. At **check-in** each team shall give the Referee **two** FYSA rosters and the player/coach's passes.
3. The Referee shall hold a mandatory meeting with each of the teams and coaches for the purpose of checking eligibility, including:
 - A. Player and coaches passes. Laminated with a current picture and signed by the Registrar.
 - B. An FYSA approved roster.
 - a. GOTSOCCKER GAME CARDS OR ANY OTHER ROSTER **MAY NOT** BE USED IN PLACE OF AN FYSA APPROVED ROSTER.
 - b. **Only one FYSA roster per team. Multiple copies of different rosters is NOT allowed. No player may be written onto the roster.**
 - C. Player equipment.
 - D. Coaches' challenge of player credentials, field conditions, etc.
 - E. Referees will provide each coach the opposing teams FYSA roster.
4. All passes will be held by the Referee and given back at the end of the game, except in the instances of Referee Abuse and Referee Assault.
5. If a player receives a red card or if a coach is dismissed for Irresponsible Behavior, the Referee **MUST** email the Game Report, both teams' FYSA rosters and a Supplemental Game Report, within 48 hours of the game, to the VP of Discipline at 2ndVP@gcfsoccer.com. The home club's Referee Assignor should also be sent a copy.
6. The Referee should also complete a Supplemental Game Report for any unusual situations such as serious injuries, game stoppages and "no-shows", etc., to the league to the VP of Discipline at 2ndVP@gcfsoccer.com. The home club's Referee Assignor should also be sent a copy.
7. **Minimum players** - The Referee shall not start any game if a team has fewer than:
 - A. 9U and 10U – Five (5) eligible players including a goalkeeper.
 - B. 11U and 12U - Six (6) eligible players including a goalkeeper.
 - C. 13U through U19 - Seven (7) eligible players including a goalkeeper.

Part IX – Unruly Spectators

FYSA requires that Coaches are responsible for the behavior of their team's spectators.

1. Referees **MUST NOT** engage unruly parents. The Referee **MUST** go to coach, **NOT** the spectator.
2. When a game is stopped by the Referee because of a unruly spectator:
 - A. The Referee may ask the coach to issue a warning to the unruly spectator.
 - B. If the Referee asks the coach to remove the unruly spectator:
 - a. Coach asks the unruly spectator to leave and the unruly spectator complies, then game continues and no discipline to coach.
 - b. Coach asks the unruly spectator to leave and the unruly spectator refuses, the game is a forfeit and no discipline to coach.
 - c. Coach refuses to ask unruly spectator to leave, in violation of FYSA Policy, the game is forfeited and GCF will suspended the coach for 2 games and fine the

coach \$200, for the first violation. For each violation thereafter, the suspension and fine are doubled.

3. Referee MUST go to coach first, not the unruly spectator. If the Referee goes to unruly spectator then there will be no discipline to coach, and the Referee may be subject to an FSR discipline.
4. Following the match, the Referee MUST file a Supplement Game Report with the details of the unruly spectator's and coach's actions. The report will be provided the home club's Referee Assignor, both Clubs involved in the match, and the GCF Vice President for Discipline, and the FYSA Regional Vice President. Upon review, further action may be taken by the Club, GCF and/or FYSA.

PART X. COACHING

1. Coaching from the team's Technical Area is permitted for the purpose of instruction and encouragement of the players. No derogatory remarks to players, other coaches, Referees, parents, or club officials will be tolerated! Referees and Field Marshals have the authority to request that the coach remove any person from the area in sight of the playing field or complex.
2. The coaching staff, substitutes, and substituted players must remain in their team's Technical Area while the game is in progress. When lined, the Technical Area shall comply with Law of Game #1. When the Technical Area is unmarked, it will be deemed to be within one (1) yard of the bench.
3. The Technical Areas shall be on the opposite side of the field from the spectators' side. No person is allowed in the Technical Area without a proper FYSA pass and shall be limited to the head coach, no more than two (2) assistant coaches, team manager, players, substitutes and substituted players.
4. Coaches may not use mechanical devices such as voice amplifiers, cell phones, horns, etc., in aiding them in coaching during the game. The Referee shall be the final authority in determining if a coach is in violation.

PART XI. REGISTRATION & PLAYER/COACH PASSES

1. All players and coaches are required to be properly registered before they can participate in league activities. Only players and coaches with a valid player/coach's pass will be allowed to participate in league games. **NO PASS, NO PLAY.**
2. Teams must provide player/coaches passes AND two FYSA rosters at the start of each game to the Referee. Teams not providing passes and/or FYSA rosters will not be allowed to play the game. The reschedule rule will apply. If it is the away team without the proper passes and/or rosters, the away team will be responsible for reimbursing the home club the Referee fees.
3. All passes must have:
 - A. A current (within the last 6 months prior to the start of the calendar year) picture affixed to the player/coach pass **under the lamination.**
 - B. The player/coach pass must be laminated to where defacing or altering of the pass is not possible.

- C. The club's registrar's signature on the front of the pass.
4. All FYSA rosters must contain player identification numbers. The roster player identification number must match the player identification number on the pass.
 5. **Penalty** – If a player or coach participates in a game without proper registration, (pass or roster), his/her team will automatically forfeit the game. A **\$200 forfeit fee** will apply. In addition, the club, coach, and/or player may be subject to additional disciplinary action per FYSA rules or as the league may deem appropriate. The Referee crew may also be subject to disciplinary action by FSR.
 6. Any player or coach that is not properly registered (pass or on roster) before the game begins, will not be able to participate in the game. The game will be played, provided there is at least one (1) properly registered coach and the minimum number of properly registered players. If one (1) or both of the previous stated situations is not met then the game will not be played. The reschedule rule will apply.
 7. **Division III and IV** - The GCFYSL does not permit guest players during league or playoff games.
 8. **Division I and Division II Rosters** – Each team is allowed 5 intra-club **Secondary** players. These players **MUST appear** on that team's FYSA roster at the time of check in.
 9. **Players that are "Primary" rostered to Division II, III, and IV teams can only be "Secondary" rostered to a team in an equal or higher division. Players that are "Primary" rostered to a Division I team may only be "Secondary" rostered to a Division I or Division II team.**
 10. **Division I and II rosters are allowed a maximum of five (5) "Secondary" players. Division III and IV rosters are not limited on the number of "Secondary" players.**
 11. **All divisions** - Club passes are not allowed.
 12. **All divisions** - FYSA roster sizes per age group are to be applied.
 13. **All divisions** - FYSA accredited Academies shall be able to play in the GCFYSL with a FYSA event roster in lieu of an Official FYSA roster. Accredited FYSA Academy teams must maintain the FYSA Academy rules of competition. This means rosters must rotate players from week to week. No Academy team shall be eligible for playoffs and must forfeit the right to compete if it becomes necessary.
 14. **Division I and Division II** – An FYSA roster will be used to allow movement to and from the team.
 15. All players **MUST** be registered through GotSoccer.

PART XII. DECLARATIONS

1. Teams must have a minimum of 7 players on their roster before they can be declared into the league. 11U and 12U must have 6. 9U and 10U must have 5.
2. Clubs shall be responsible for placing teams in the appropriate age, gender, and competition level divisions as defined by FYSA guidelines. Team classifications/codes shall be reflective of the proper age and gender for each team.
3. The GCFYSL reserves the right to promote or relegate teams in their age competition bracket to help ensure competitive balance.

4. Once a team is declared in a specific playing level (i.e. Division I, II, III, or IV) that is the level of play that they will stay at for that season, unless rule XII. 3. is used.
5. Declaration dates are defined per the approved seasonal GCFYSL calendar. Clubs not filing electronic declarations per the mandated calendar **may be fined \$20.00 per team.**
6. Girls teams **SHALL BE PERMITTED** to participate in boys divisions. Boys teams **MAY NOT** participate in girls divisions, regardless of age. Coed teams may participate only in boys divisions.
7. All clubs **MUST** provide Point of Contact (POC) information to be published on the GCF website. Lack of contact information *may* be cause for removal of teams from the schedules.
8. **Penalty** – Teams withdrawing from league play after schedules have been posted will be fined full forfeit fees for each scheduled game *up to* a **maximum of \$500.00.**
9. Clubs must have all outstanding debt settled prior to each season's declaration meeting. Failure to comply will result in denial of a club's declarations for that season.

PART XIII. PROTESTS, FINES AND DISCIPLINE

PROTESTS

1. For games played under protest, a written report must be forwarded to the Second Vice President (2ndVP@gcfsoccer.com) within 48 hours of the game. You can use the same process as noted under **PART VIII. 5.** The report must contain the essential facts of the case and the basis on which the protest is submitted. The protest must be accompanied by a **fee of \$25.00**, which shall be returned if the protest is sustained. In addition, the Referee must be notified of the protest not later than the end of the game. No protest **MAY** be filed after the game's final whistle by the Referee. Protests will be resolved by the League's Board of Representatives. The respective clubs shall be notified of the time the protest hearing, and have the option to attend. The protest must be heard within 30 days of the filed protest.
2. All forfeit fines will be administered internally between the First Vice President and the Treasurer. Each club's GCFYSL account will be either credited or deducted depending on the necessary action needed.
3. All red card fines will be paid by the carded coach/players' club as noted either under **Part VIII. 4.** or the GCFYSL website, (www.gcfsoccer.com) and shall be invoiced by the Treasurer. It is the club's responsibility to be reimbursed from the offending player or coach.
4. All other fines shall be paid directly to the Treasurer.

FINE'S AND AMOUNTS

1. FORFEIT FINES

- A. Reschedule requests and other communications **MUST** be through both club's Point of Contact.
- B. A team which is a "No Show," and does not call will be fined \$500, and is responsible to reimburse the home club for the referee crew's fees.

- C. A team which has called in accordance with the 10 day rule (up to 9:00AM on game day) and cancels will be fined \$250, and is responsible to reimburse the home club for the referee crew's fees.
 - D. Make-up Games not played by end of season will be fined \$150.
- 2. RED CARDS AND COACH DISMISSALS**
- A. Any player receiving a red card in a GCFYSL game is automatically suspended from their next FYSA sanctioned match regardless of notification of discipline from GCFYSL or FYSA. Players may be suspended from additional games by GCFYSL or FYSA.
 - B. Any coach dismissed from a GCFYSL game is automatically suspended from their next two FYSA sanctioned matches regardless of notification of discipline from GCFYSL or FYSA. Coaches may be suspended from additional games by GCFYSL or FYSA.
 - C. The Player will be fined \$50, plus suspended from a minimum of one future game.
 - D. The Coach will be fined \$100, plus suspended from a minimum of two future games.
- 3. NO SHOWS FOR GCFYSL BOARD MEETINGS BY AFFILIATE CLUBS**
- A. First Meeting – \$50
 - B. Second Meeting – \$100
 - C. Third Meeting – \$150
 - D. Fourth Meeting – Club moved to Associate Member Status.
- 4. LATE FEE FOR INVOICES**
- A. 30 Days Late – 10% of the invoice amount
 - B. 60 Days Late – 20% of the invoice amount

PART IXV. SUMMARY DETAILS

Age	Roster Max	Dress/ Bench Max	Roster Min	Player Max	Player Min	Ball Size	Length of Halve	Center Referee Pay	Asst. Referee Pay
9U	12	12	6	7	5	4*	2 X 25	\$30	\$15
								\$40 if no AR'S	
10U	12	12	6	7	5	4	2 X 25	\$30	\$15
								\$40 if no AR'S	
11U	16	14	8	9	6	4	2 X 30	\$40	\$20
12U	16	14	8	9	6	4	2 X 30	\$40	\$20
13U	22	18	11	11	7	5	2 X 35	\$50	\$25
14U	22	18	11	11	7	5	2 X 35	\$50	\$25
15U	22	18	11	11	7	5	2 X 40	\$60	\$30
16U	22	18	11	11	7	5	2 X 40	\$60	\$30
17U	22	18	11	11	7	5	2 X 45	\$70	\$35
18U	22	18	11	11	7	5	2 X 45	\$70	\$35
19U	22	18	11	11	7	5	2 X 45	\$70	\$35

* 8U teams are playing in the 9U division and will play 9U rules including using a size 3 ball.