

1. Name: Double-Nickel League.

2. Rules:

Teams:

1. Teams will divide into two teams of 5-7 players.
2. The sub-divided teams will play simultaneous games on fields next to each other.
3. Five players maximum on the field at one time per team (four field players and a goalie).
4. Teams can be composed of any appropriately-aged player registered with that team's organization.
5. It is a goal of the league that teams will be split on age boundaries so that there are U7 teams and U8 teams. Where possible, U7 teams will play other U7 teams and U8 teams will play other U8 teams. When such an age division is not possible, the organization fielding the team will indicate which division (U7 or U8) the team should play in. League will use the standard July 31 cutoff date for determining player age.
6. There are no official rosters.
7. If a team can not field two sub-teams of 5 players, coaches will decide on the appropriate format to use – 4v4 with goalies, 4v4 with no goalies, etc.

Game:

1. Each team will play two games.
2. A game will consist of two 10-minute halves. There will be a short (2-minute) break between halves.
3. In game #1, Team A1 will play Team B1 and Team A2 will play Team B2.
4. After the completion of game #1, there will be a five-minute break before game #2.
5. In game #2, Team A1 will play team B2 and Team A2 will play B1.
6. A running clock will be used during game play – additional stoppage time will not be added.
7. Time will be kept by the coaches at the field.

Field

1. Field should be approximately 25x35 yards.
2. A 3-yard goal box should be marked in front of each goal.
3. A 4-yard center circle should be marked at the halfway point of the field with a kickoff spot marked in the center of the circle.
4. Optionally, a half-way line can be marked.

Game Rules:

1. FIFA rules will be loosely followed.
2. There is no referee. Players should call fouls, etc. When necessary, coaches should help the players call the game.
3. Coaches are to stay on the sidelines except when needed when the players can not organize themselves.
4. Game starts with a kickoff from the middle of the center circle. Coaches will decide which team kicks off to start the game.
5. No throw ins. Use kick ins or dribble ins
6. All restarts (kickoff, free kick, corner kick, goal kick) are indirect.
7. Opponents should be at least 3 yards away on all restarts.
8. Only the goalie is allowed to handle the ball in the goal box.
9. No goalie punts.
10. Substitutions may be made at any dead ball situation.

