

Turkey Classic Rules

Number of Players and Duration of the Game:

- U7/U8: 4 field players – no goalkeeper, 40 minute games
- U9/U10: 6 field players and a goalkeeper, 40 minute games
- U11/12: 6 field players and a goalkeeper, 40 minute games
- U13-Adult: 5 field players and a goalkeeper, 40 minute games

Maximum roster size for all age levels: 18 players

Adult Coed teams must have at least 2 female players on the field at all times.

Kick-off is by the visiting team in the first half, home team in the second half. It's a direct free kick.

Half-time is one minute.

Equipment:

- Shin guards are mandatory and must be completely covered by socks.
- Dangerous Jewelry is not permitted. This includes earrings.
- Hard Casts are not permitted.
- Jerseys do not need to have numbers.
- Home Team will wear alternate jersey in case of color conflict.

Substitutions: Substitutions can occur on “the fly” - neither the substitute nor the player coming off the field can be involved in active play during the substitution or seeking to gain an attacking advantage by the substitution.

Out-of-Bounds:

Perimeter (netting) or ceiling ball is put back into play with an indirect free kick from the spot where the ball went out of bounds.

Goal kick: Play begins when the goalkeeper obtains possession of the ball in their hands inside the penalty area. Once the goalkeeper gives up hand control by placing the ball on the ground or distributing the ball in the air, the ball is in play.

Free Kicks: All kicks are indirect kicks with the only exception for Penalty Kicks. In U7/U8, all kicks are indirect free kicks and there are no penalty kicks. A minor foul (indirect outdoors) that occurs in the penalty area will result in a direct free kick taken from the top of the restraining arc. Opposing teams must yield 15 feet. Teams have 5 seconds to get the ball in play from the time the referee prompts for the kick.

Fouls & Misconduct: A foul outdoors is a foul indoors. Slide tackling on a player is not permitted. Offside does not apply indoors. Denying a goal scoring opportunity is not a mandatory red card, but can be deemed so by the referee.

Three Line Pass: Ball can't be kicked, in the air, over all three lines towards the attacking goal, without touching the wall, the floor, any player, or the referee. (Restart – Direct Free kick in the center of the first white line traveled.) The goalkeeper may, however, throw the ball over all three lines.

Goalkeeper Restrictions: Goalkeeper must play the ball within 5 seconds of receiving it in his/her hands.

NO Punting or drop kicks are allowed. The goalkeeper must roll or dribble the ball out. In U7-10 games, a warning is issued if it happens 1 time and a second chance is allowed. A 2nd occurrence places the ball at the top of the arch.

A pass back to the goalkeeper is called the same as in outdoor games.

Time Penalties:

- Blue Card must be a 2-minute penalty. Team comes to full strength if opponent scores.
- Yellow Card must be a 2-minute penalty. Team comes to full strength if opponent scores.
- Red Card must be an ejection and a hard (full) 5-minute penalty for the team.