



# Peter Houseman Youth League

## NUMBER OF PLAYERS AND PLAYING FORMAT

### PLAYER REGISTRATION NUMBERS:

Each Team must have the following number of Players registered on the whole game by the date agreed at the League AGM.



FORMAT	MINIMUM
5v5	5
7v7	7
9v9	9
11v11	11

### MATCH RELATED FORMATS:

Age on 31 August of the relevant Playing Season	Eligible Age Groups	Maximum Permitted Format	Minimum Pitch Sizes		Maximum Pitch Sizes		Recommended Goal Sizes in feet	Ball Size
			Yards	Metres	Yards	Metres		
6	Under 7	5v5	30 x 20	27.45 x 18.3	40 x 30	36.3 x 27.45	12 x 6	3
	Under 8		30 x 20	27.45 x 18.3	40 x 30	36.3 x 27.45	12 x 6	
7	Under 8	5v5	30 x 20	27.45 x 18.3	40 x 30	36.3 x 27.45	12 x 6	3
	Under 9	7v7	50 x 30	45.75 x 27.45	60 x 40	54.9 x 36.6	12 x 6	
8	Under 9	7v7	50 x 30	45.75 x 27.45	60 x 40	54.9 x 36.6	12 x 6	3
	Under 10		50 x 30	45.75 x 27.45	60 x 40	54.9 x 36.6	12 x 6	3
9	Under 10	7v7	50 x 30	45.75 x 27.45	60 x 40	54.9 x 36.6	12 x 6	3
	Under 11	9v9	70 x 40	64 x 36.6	80 x 50	73.15 x 45.75	16 x 7	4
10	Under 11	9v9	70 x 40	64 x 36.6	80 x 50	73.15 x 45.75	16 x 7	4
	Under 12		70 x 40	64 x 36.6	80 x 50	73.15 x 45.75	16 x 7	4
11	Under 12	9v9	70 x 40	64 x 36.6	80 x 50	73.15 x 45.75	16 x 7	4
	Under 13	11v11	90 x 50	82.3 x 45.75	100 x 60	91.44 x 54.9	21 x 7	
12	Under 13	11v11	90 x 50	82.3 x 45.75	100 x 60	91.44 x 54.9	21 x 7	4
	Under 14		90 x 50	82.3 x 45.75	100 x 60	91.44 x 54.9	21 x 7	
13	Under 14	11v11	90 x 50	82.3 x 45.75	100 x 60	91.44 x 54.9	21 x 7	4
	Under 15		90 x 50	82.3 x 45.75	110 x 70	100.58 x 64	24 x 8	5
14	Under 15	11v11	90 x 50	82.3 x 45.75	110 x 70	100.58 x 64	24 x 8	5
	Under 16		90 x 50	82.3 x 45.75	110 x 70	100.58 x 64	24 x 8	
15	Under 16	11v11	90 x 50	82.3 x 45.75	110 x 70	100.58 x 64	24 x 8	5
	Under 17		100 x 50	91.44 x 45.75	130 x 100	118.87 x 91.44	24 x 8	
	Under 18		100 x 50	91.44 x 45.75	130 x 100	118.87 x 91.44	24 x 8	
16	Under 17	11v11	100 x 50	91.44 x 45.75	130 x 100	118.87 x 91.44	24 x 8	5
	Under 18		100 x 50	91.44 x 45.75	130 x 100	118.87 x 91.44	24 x 8	
	Open Age		100 x 50	91.44 x 45.75	130 x 100	118.87 x 91.44	24 x 8	

## NUMBER OF PLAYERS ON A MATCH DAY:

The number of Players that will constitute a Team for a Match is as follows:



FORMAT	MINIMUM NUMBER	MAXIMUM NUMBER ON PITCH (EXCLUDING POWER PLAY)
5v5	4	5
7v7	5	7
9v9	6	9
11v11	7	11

## PLAYING TIME ON A MATCH DAY:

Age Group	Minimum duration of play per half (minutes)	Maximum duration of play per half (minutes)	Maximum playing time in one day in all organised development fixtures (minutes)	Maximum playing time in one day in all tournaments and trophy events/festivals (minutes)	Competition structure
Under 7 and Under 8	10	20	40	60	Development focussed with a maximum of 3 trophy events per season over 2-week periods (6 weeks)
Under 9 and Under 10	20	25	60	90	Development focussed with a maximum of 3 trophy events per season over 4-week periods (12 weeks)
Under 11	20	30	80	120	Development focussed with a maximum of 3 trophy events per season over 6-week periods (18 weeks)
Under 12	20	30	80 (if applicable)	120	Any varieties including one season long league table
Under 13 and Under 14	25	35	100	150	Any varieties including one season long league table
Under 15 and Under 16	25	40	100	150	Any varieties including one season long league table
Under 17 and Under 18	25	45	120	180	Any varieties including one season long league table

## POWER PLAY:

**Note: U7's to U10's only.** If a team is losing by 4 goals, they can add an additional player, if this increases to a 6-goal deficit then they can add another additional player. This would mean a maximum 7v5 or 9v7 depending on the age group/format. Substituted players coming on under these circumstances would need permission from the match official to enter the field of play.

UNDER 7'S AND UNDER 8'S		
FORMAT	5v5	
MINIMUM NUMBER	4 – Minimum to play a match	
MAXIMUM NUMBER (on the pitch)	5 – Maximum at any time apart from power play	
POWER PLAY (Score and number of players)		
TEAM LOSING BY 4 GOALS	With a goal difference of 4, the losing team can add an extra player.	Difference of 4 or 5 = 6v5
	If the goal difference drops below 4 the player is removed.	Difference of below 4 = 5v5
TEAM LOSING BY 6 GOALS	With a goal difference of 6, the losing team can add another extra player.	Difference of 6 = 7v5
	If the goal difference drops below 6 but is still a difference at least 4, 1 player is removed. If it then drops below 4 the other player is removed.	Difference of 4 or 5 = 6v5 Difference of below 4 = 5v5

UNDER 9'S AND UNDER 10'S		
FORMAT	7v7	
MINIMUM NUMBER	5 – Minimum to play a match	
MAXIMUM NUMBER (on the pitch)	7 – Maximum at any time apart from power play	
POWER PLAY (Score and number of players)		
TEAM LOSING BY 4 GOALS	With a goal difference of 4, the losing team can add an extra player.	Difference of 4 or 5 = 8v7
	If the goal difference drops below 4 the player is removed.	Difference of below 4 = 7v7
TEAM LOSING BY 6 GOALS	With a goal difference of 6, the losing team can add another extra player.	Difference of 6 = 9v7
	If the goal difference drops below 6 but is still a difference at least 4, 1 player is removed. If it then drops below 4 the other player is removed.	Difference of 4 or 5 = 8v7 Difference of below 4 = 7v7