

**OHTSL RULES OF PLAY (last updated 7/1/2016)**

	<b>U9-U10</b>	<b>U11-U12</b>	<b>U13-U14</b>
Field size (recommended)	45-60yds by 35-45 yds	70-80yds by 45-55 yds	90-120yds by 50-65yards
Goal size (recommended)	max 6' high x 18' wide	max 6' high x 18' wide	max 8' high x 24' wide
Ball size	Regulation #4	Regulation #4	Regulation #5
player equipment	FIFA	FIFA	FIFA
Roster Max # players:	14	16	18
Number of players on field (including goal keeper )	7 v 7	9 v 9	11v11
Min # players to start match:	4	6	7
When guest players* are used, the Max # of total players:	9	11	15
Goalkeepers	Yes	Yes	Yes
Referees	Yes	Yes	Yes
Asst referees	Will be used in U13 & 14 Division 1		
Duration of games	2 x 25 minute halves *	2 x 30 minute halves*	2 x 35 minute halves *
Kick-off after goal	Yes	Yes	Yes
Drop balls	FIFA	FIFA	FIFA
Balls.in/out of play	FIFA	FIFA	FIFA
Methods of scoring	FIFA	FIFA	FIFA
Offside	FIFA ****	FIFA	FIFA
Fouls & misconduct	FIFA	FIFA	FIFA
Sliding & Slide tackling **	FIFA	FIFA	FIFA
Free kicks	FIFA - except opponents five(5) yards from the ball	FIFA	FIFA
Distance from START/restart	5yds	FIFA	FIFA
Penalty kicks	FIFA	FIFA	FIFA
Throw-ins	FIFA	FIFA	FIFA
Goal kicks	FIFA	FIFA	FIFA
corner kicks	FIFA - except opponents five(5) yards from the ball until it is played	FIFA	FIFA
pass back rule ***	FIFA	FIFA	FIFA
goalie punts	goalies may not punt, drop kick or throw the ball directly into the opponents penalty area (PA). It must bounce or be touched by another player before entering PA.	FIFA	FIFA

**HEADING**

Heading is not allowed in ages U8, U9, U10, and U11. If in the referees opinion a player intentionally heads the ball the result shall be an indirect

free kick awarded to the opponent at the spot of the infraction. If the header is in the box, it will result in an indirect free kick just outside of the box.

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Substitutions:

1. Either team may substitute at any stoppage of play, with the referee's permission. (this is FIFA)
2. When a player has been cautioned – recommended but not required - this would be a good teaching moment.
3. Substituted players may return to play in the game.
4. There is no substitution limitation.

\*\*\*\* U9 Offside will start in the Spring  
U10 will start offside in the Fall

\* **Guest Players:** It is permissible for players, within a club, to "guest" with another team of the same age group, or even to play up for their club's higher age group team. Guesting down is not permitted. Guest players must bring their validated player pass, and must be identified and noted on the game cards.

\*\* **Sliding & Slide Tackling** is a part of the game and is permitted. FIFA laws do not prohibit slide tackles. The Laws of the Game describe fouls that involve tripping, kicking, and dangerous play. Coaches should take care to teach players the difference between a clean tackle of the ball, versus a careless or reckless tackle of the body that will result in a foul and possible issuance of a yellow or red card.

\*\*\* The "**Pass-Back Rule**" refers to a field player kicking the ball back to the goal keeper deliberately. If a referee determines that a player has intentionally kicked the ball back to the goal keeper, who handles the ball with their hands, it is a foul and will result in an IFK at the spot of the foul (unless in the goal area - the ball is then placed on the 6). In other words, a player cannot intentionally kick the ball back to their own goal keeper and have the GK pick the ball up with their hands. Unintentional deflections do not count as intentional. The referee's opinion is what counts in this situation, not the spectators!

**Severe Weather:** If lightning is seen or thunder heard, then the threat is present and the game must be immediately suspended until the severe weather clears the area. The game may not be resumed until 30 minutes after the last thunder is heard or lightning is seen. It is the referee's discretion how long to wait or call a game. Adult coaches should confer and assist the youth referees when making this decision (how long to wait). Use common sense!

**Standings and Tie-Breakers:** 1. Teams with the most points win, 3 points for a win, 1 point for a tie, 0 points for a loss.  
2. Winner of game played between the two tied teams( If 3 or more teams are tied for points Step 2 is By-passed, go to step 3. Tie Breakers do not reset.  
3. Highest number of Net goals(Goal Differential)(GD) Maximum goal differential is 5  
4. Fewest Goals Allowed (Gross)(GA)

\* **No extra time should be added unless of injury.If injury time takes more than 5 minutes add 1 minute onto the time.**