



**YOUTH OUTDOOR
RECREATIONAL
11v11 LEAGUE RULES**

11v11 Recreational (House League) Rules

All games shall be played in accordance with the Laws of the Game as published by FIFA and Ontario Soccer, except those superseded by specific rules as outlined below.

The Field

- 11v11 games shall be played only on fields designated and assigned by the Dixie Soccer Club for the Boys & Girls U14+ age divisions.
- No retreat lines.

The Ball

- Size 5 balls shall be used at all times
- The home team shall supply the game ball

Number of Players

- Each team roster has a maximum of twenty (20) registered players
- DSC reserves the right to over/under roster depending on registration numbers.
- A 11v11 soccer game is played with eleven (11) players per team on the field (1 goalkeeper, 10 outfield players).
- The minimum number of players a team is permitted to play with is seven (7), including the goalkeeper.

Match Officials

- As per Ontario Soccer, 11v11 games have certified Match Officials assigned to them.
- Match Officials shall explain infractions to the offending players.
- Match Official shall collect game sheets prior to the start of the game.
- If assistant match officials have not been assigned, the match official can determine if he/she would like assistants.

Duration of the Game & Playing Time

- The 11v11 soccer games shall be played with two 40-minute halves.
- All games shall have a half time break of a minimum two (2) minutes.
- Each game shall start within fifteen (15) minutes of the scheduled starting time, providing both teams have seven (7) or more players.
- If either team has fewer than the minimum number of players required to start the game, that team(s) shall forfeit.
- Each player must receive fair playing time equivalent to at least 50% of each game.

Postponement & Rescheduling of Games

- Games shall be postponed only when:
 - Ordered by the Match Official
 - In the absence of a Match Official, both coaches agree that the weather and/or the field conditions are unsafe
 - The City of Mississauga and/or the Dixie Soccer Club withdraws the field permit.

Abandoned Games

- If fewer than ten (10) minutes of the second half has been played, the game will be rescheduled dependent upon availability of fields.
- If ten (10) minutes or more of the second half has been played, the game is official, and the score will stand.
- If a game is abandoned due to unforeseen circumstances before the first half has been played, the game may be rescheduled at the discretion of the DSC. The coaches must advise the club office via email of this occurrence and submit the game sheet. The Match Official must indicate on the game sheet the time the game was abandoned and reason.
- If a game is abandoned due to the action of any team player and/or team official, the Match Official shall note on the game sheet the reason for the abandonment and notify the Club Administrator and Club Head Referee of the circumstances in writing.
- If the Match Official does not submit a report on the abandonment to the Club Staff, the Club Head Referee and/or DSC Board Member may request a written report from each coach.
- The DSC Discipline Committee may hold a hearing into the incident, may adjust the allocation of game points, and may take disciplinary action.

Forfeited Games

- A game will be forfeited for any of the following reasons:
 - Failure of a team to appear for a game
 - If a team delays the start of a game by more than fifteen (15) minutes
 - If a team has fewer than seven (7) players
 - If a team plays ineligible players
- Forfeited games will be recorded as a win, 1-0 (one-zero) for the non-defaulting team.
- If both teams are equally at fault, no points or goals will be awarded, and the game shall not be replayed.

Method of Scoring

- A goal is scored when the whole of the ball has crossed over the goal line, between the goalposts and under the crossbar, provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player of the attacking team.
- The Match Officials shall be the sole judge as to whether a goal has been scored.
- During the course of play, should any outside agent prevent the ball from passing into the goal or assist the ball into the goal, play shall be stopped. The Match Official shall restart the game by dropping the ball.
- Game scores shall be updated in the Power Up system by the Match Official of the game.

- Game points will be awarded as follows:

WIN	Three (3) Points
TIE	One (1) Point
LOSS	Zero (0) Points

Final League Standings

- If at the end of the regular season, two or more teams are tied in points for First (1st) place in the league standings, the winners will be determined by the following:
 - Head-to-head between the tied teams
 - Goal Differential
 - Goals For
 - Goals Against

Substitutions

- Unlimited substitutions are permitted at the following times by notifying the Match Official:
 - On a throw-in for either team
 - After a goal is scored by either team
 - At a goal kick by either team
 - At the start of the 2nd half
 - To replace an injured player

Start of Play

- At the beginning of a game, choice of sides and the kick-off shall be decided by the toss of a coin. The team which wins the toss shall decide which goal to attack in the first half or have possession of ball. The team that lost the toss will take the option not chosen by winner of coin toss.
- At a kick-off, all players shall be in their own half of the field of play. All players opposing the team taking the kick off shall be not less than 6 yards (5.5m) from the ball until it is kicked off.
- The game shall be started by the Match Official blowing his/her whistle.
- The ball will be in play when it is kicked and moved in any direction.
- For any infringement of this rule, the kick off shall be retaken.
- Should the player taking the kick off play or touch the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player of the team against which the goal was scored.
- After the first half of play, the teams shall change sides. The second half kickoff shall be taken by a player of the team that did not start the game.
- For any stoppage not mentioned elsewhere in the rules, the Match Official shall restart the game y dropping the ball at the place where it was when the play was stopped, unless play was stopped in the penalty area. In this case, the ball shall be dropped on the penalty-area line at the point nearest to where the ball was when the play was stopped. The ball shall be in play as soon as it touches the ground.
- A goal may be scored directly from the kickoff.

Ball In and Out of Play

- The ball is **out** of play:
 - When the whole of the ball has crossed the goal line or touch line, whether on the ground or in the air
 - When the play has been stopped by the Match Official
- The ball is **in** play:
 - At all other times including when it rebounds into play from a goal post, a crossbar, referee and remains in the field on play

Offside

- The offside rule applies to all 11v11 outdoor games.

Throw Ins

- When the whole of the ball has crossed the touchline, either on the ground or in the air, the ball shall be thrown in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
- The player taking the throw-in shall:
 - Face the field of play
 - Have part of each foot on the touch line or in the ground outside the touch line,
 - Use both hands, and
 - Deliver the ball from behind and over her/his head
- If the player fails to throw the ball in correctly, she/he shall be permitted a second attempt. If the second attempt is unsuccessful, a throw-in shall be awarded to the opposing team.
- The ball will be in play immediately after it enters the field of play.
- If the player taking the throw-in plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- At the taking of a throw-in, all opponents must be at least 2 meters from the ball.
- A goal may not be scored directly from a throw-in.

Fouls and Misconduct

- A player who, in the opinion of the Match Official, intentionally commits any of the following offences, shall be penalized by the awarding of an indirect free kick to the opposing team:
 - Spits at an opponent/teammate
 - Bites an opponent/teammate
 - Kicks or attempts to kick an opponent/teammate
 - Trips or attempts to trip an opponent/teammate
 - Jumps at an opponent/teammate

- Chagres at an opponent/teammate
 - Strikes or attempts to strike an opponent/teammate
 - Holds an opponent/teammate
 - Puches an opponent/teammate
 - Puches an opponent/teammate
 - Handles the ball deliberately, (except for a goalkeeper from within his own penalty area)
 - Tackles an opponent to gain possession of the ball, contacting the opponent before touching the ball.
- Should a player commit one of the above offences within his own penalty area, a penalty kick shall be awarded.

Penalty Kick

- A penalty kick shall be taken from the penalty mark. All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty area, behind the ball but within the field of play, not less than 6 yards (5.5m) from the ball until it has been kicked.
- The goalkeeper shall remain on his own goal line facing the kicker, and between the goal posts, until the ball has been kicked.
- The player taking the penalty kick must kick the ball forward, The ball shall be in play when the ball is kicked and moved forward. The player shall not play or touch the ball a second time until it has been played or touched by another player.
- If necessary, the time of play shall be extended to allow a penalty kick to be taken.

Goal Kick

- A goal kick is a method of restarting the play when the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air but not between the goal posts and under the crossbar. The ball shall be kicked into play from a point within that half of the penalty area nearest to where the ball crossed the goal line.
- At the taking of a goal kick, all opponents shall be behind the retreat line.
- If the player taking the goal kick plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- A goal may not be scored directly from a goal kick.
- Only the goalkeeper is to restart play from a goal kick. This will provide the goalkeeper with both the practice and confidence in playing out the back.

Corner Kick

- When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the defending team, a corner kick shall be awarded to the attacking team.
- The corner kick shall be taken from within the corner arch nearest to where the ball crossed the goal line. All opponents shall be not less than 6 yards (5.5m) from the ball until it has been kicked.
- The ball is in play when it is kicked and moves.
- If the player taking the corner kick plays or touches the ball a second time before it has been played or touched by another player a free kick shall be awarded to the opposing team.
- A goal may be scored directly from a corner kick.

The Goalkeeper

- The goalkeeper is the only player allowed to use his/her hands to handle the ball in the penalty area.
- The goalkeeper cannot handle the ball outside the penalty area.
- If the goalkeeper handles the ball outside the penalty area, a free kick will be awarded to the attacking team and taken at the location where the offence occurred.
- The goalkeeper may put the ball back into play within the penalty area either by kicking or throwing the ball. The 6 second rule will not be called on the goalkeeper, who can, therefore, run up to the line before releasing the ball. Drop kicks are permissible; however, we encourage our goalkeepers to play the ball out from the back.

Extreme Heat

- When the weather is extremely hot, the Match Official will provide a water break in the middle of each game half. This is for the sole purpose of giving only those players on the field some water. It is not to be used for coaching or other purposes.

Questions?

Please contact the Director of Recreational Soccer at dixiesoccerclub@rogers.com or visit our website.