



Adult 11v11 League Rules

Men's Division

RULES OF PLAY

Dixie SC Adult Outdoor Recreational League(s) games will follow the FIFA Laws of the Game / Ontario Soccer Playing Rules for Outdoor Soccer unless otherwise stated in the Dixie SC Rules.

Code of Conduct

It is the expectation of the Dixie SC that all players affiliated with the Club will conduct themselves in a manner which allows players the opportunity to reach their full potential and most importantly enjoy the game. This Code of Conduct provides the principles by which everyone associated with the Club must comply. Failure to comply may result in disciplinary action that could result in the termination of membership of a player.

General:

- Act always according to the Dixie SC Code of Conduct for Players and Coaches;
- Abusive behaviour and communication styles are not acceptable;
- The use of profanity is prohibited;
- Alcohol or other controlled substances are prohibited from all City of Mississauga recreational grounds, including parking facilities;
- Smoking in the playing and spectator area is prohibited;
- Keeping fields and parks clean of garbage, respecting municipal by-laws is expected and encouraged.

Players:

- Will play cooperatively with teammates;
- Will treat opponents, game officials, coaches and spectators with respect;
- Should arrive in their uniform ready to play;
- Must wear shin guards for all games – no exceptions.
- Must wear club-provided uniforms for all games – no exceptions.

Referees:

- Will officiate the game in a fair and unbiased manner;
- Will follow the rules set by their governing body;
- Be respectful when addressing players, coaches, spectators and players.

Parents and Spectators:

- By registering yourself and/or child with the Club, parents/spectators are also members and subject to the rules and regulations of the Club and its governing bodies.
- Do not give instruction to the players on the field; that is the role of the Coach and Team Officials.
- Never question the Game Official's judgement, integrity or honesty.
- Support all efforts to eliminate verbal and physical abuse from the game of soccer.

- Show respect for the Players, opponents, Coaches, Game Officials and other Spectators.
- Realize that the team can be penalized for your behaviour. Obey the request by a Game Official or a Coach to leave the vicinity of a field.
- Do not step onto the field during the game.
- If any issue arises, Parents and Spectators should wait 24 hours before approaching Team Officials.

Registration of Team/Players

All players must be registered with the Dixie SC before he /she plays in a league game. Players are required to register and pay in full, a minimum of 72 hours before the start of their first league game. Teams must have a minimum of 11 players registered before they are eligible to play in a league game. No new registrations will be accepted after the team has played 8 games.

A team using players that are not listed on their team roster report (unregistered players) will forfeit the game and be subject to disciplinary action and/or fine.

Player identification must be present at all league games for all players listed on the game sheet. At any time, player identification can be requested to verify player identity. Players without proper identification (Drivers license, passport and/or Health Card with photo), will not be permitted to play.

Any fines or fees incurred throughout the season by the team must be paid in full prior to the team's next game. Any fault on the team to do so will result in a 3-0 forfeit loss.

A maximum of three (3) players born in 2002 are permitted per team in the Dixie SC Adult League.

Number of Players

Unless specified otherwise by the Rules of the competition, a match shall be played by two teams, each with no more than 11 players (including a goalkeeper) and not less than seven players (including a goalkeeper) on the field of play.

Team rosters will be capped at 21 players per team for all adult outdoor programs. Team Captains can add additional players past this point for a fee of \$100 per player. Maximum of 18 players dressed to play at league games. All persons dressed to play shall be subject to the authority and jurisdiction of the referee.

Substitutes may be used in any match in accordance with the rules of competition. The game shall not be delayed allowing substitution, except for the substitution of the goalkeeper. Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also, that the change is made during a stoppage of the game. Substitutions are unlimited however only on goal kicks, after a goal is scored, player injury (only the injured player may be substituted) or own team throw-ins. Teams can piggy back on throw-ins.

Summer rules apply: If one team is only able to field a minimum number of players, the opposing team can field the same number of players +1 up to a maximum of 11 players on a field. Ex: 9v10, 10v11, etc.

Players Equipment

If there is controversy or debate over the safety of a player's equipment, the referee will have the final say of its eligibility.

Players shall not wear anything which is dangerous to themselves or another player.

The basic equipment of a player shall consist of:

- A numbered shirt, shorts, socks, shin guards and proper footwear
- Shin guards, which must be covered entirely by the socks
- Team colours shall not conflict with each other. Goalkeepers shall wear colours which distinguish them from each other, the other players and from the referee

Note: It is mandatory that all teams have numbered pinnies, or an alternate numbered jersey in the event of uniform colour conflict.

The Game

Games must start and finish on time and teams must be ready to play 5 minutes prior to scheduled kick-off time.

A minimum of 7 players are required to start game. If teams cannot field a team at their scheduled times, they have 10 minutes before the result of the game is a forfeit (3-0).

The game will consist of 2x45 minute halves; games starting later may have their game time reduced. At half time the interval shall not exceed 2 minutes, except by the consent of the referee.

All games will consist of 10 outfield players and a goalkeeper (11v11). Goalkeepers may not slide feet first. Spitting on fields will result in a caution; repeated abuse will result in a sending off and disciplinary action.

Time shall be extended to permit a penalty kick taken at or after the expiration of the normal period in either half. Teams and players must not enter the field of play until 15 minutes prior to the start of their time slot and must leave the field of play immediately after the conclusion of their match.

The Game Ball

The game ball must be a size 5. The home team shall be responsible for providing the game ball. The ball shall be judged fit for play by the referee and shall not be changed during the game unless authorized by the referee.

The club is not responsible for any lost or stolen balls.

The Start of Play

Kick-Off: A kick-off is the way of starting or restarting play:

- At the start of the game
- After a goal has been scored
- At the start of the second half of the game
- A goal may not be scored directly from a kick-off.

Ball In and Out of Play

The ball is out of play when it fully crosses the out of bounds line.

Method of Scoring

A goal is scored when the whole of the ball passes over the goal line.

Fouls and Misconduct

Anyone who commits a foul shall be penalized by the award of a free kick to be taken by the opposing team from the place where the offense occurred.

A player shall be cautioned and shown the yellow card if, in the opinion of the referee, the player:

- Is guilty of unsporting behaviour
- Shows dissent by word or action
- Persistently infringes the Playing Rules of Outdoor Soccer
- Delays the restart of play
- Fails to respect the required distance when a play is restarted with a corner kick or a free kick
- Fails to respect the required distance when play is restarted with a corner kick or a free kick
- Enters the field of play without the referee's permission other than in the act of substitution
- Deliberately leaves the field of play without the referee's permission

A player shall be sent off the field of play and shown the red card if, in the opinion of the referee, the player:

- Is guilty of serious foul play
- Is guilty of violent conduct
- Spits at an opponent or any other person
- Denies the opposing team a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
- Uses offensive, insulting, or abusive language and/or gestures
- Or receives a second caution in the same match

Card Fines

Red Cards

A player receiving a red card will incur a \$50 fine plus a minimum of 1-game suspension, as per Ontario Soccer rules (Discipline by Review – DBR).

Yellow Cards

3 Yellow cards will result in a 1-game suspension + \$50 fine.

All fines must be paid in full to the Dixie SC office prior to the next scheduled game. If payment is not received by the start of the game, the player and their team will forfeit the game and a default score of 3-0 will be awarded.

Banning Players

Misconduct and violation of the rules may result in suspensions, point deductions, or expulsions from the league without a refund to the player or team.

Violent behaviour towards the officials or other players will not be tolerated and may result in expulsion from the league and/or fine.

If a player receives 3 red cards throughout the course of a season, Dixie SC will review the player's discipline record and will have the authority to ban the player from the league.

Game Sheets

Each team captain is responsible for supplying the game sheet to the referee prior to the start of each game. The game sheet is to be completed and signed by both coaches, the referee, and the assistants, and submitted to the office by the referee.

Point Scoring

Points are awarded as follows:

- Win = 3 points / Tie = 1 point / Loss = 0 points

Forfeit of a Game

A team will forfeit a game 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 fifteen (15) minutes or more;
- If a team has less than the minimum number of players, or unless caused by injury during the game.

No Show and Default

A team not fulfilling its commitment or failing to show up for a game without 24 hours' notice can be subject to league suspension and/or fine. Any team who defaults 3 games may be expelled from the entire league.

Game Protest

A team can protest the eligibility of an opposing player before the game has begun or prior to halftime. The protest must be made to the referee or league staff, at which point they will confirm the eligibility of the player. If a team is found using ineligible players, they lose by forfeit 3-0 and will face disciplinary action.

Abandoned Games

If a game is abandoned or cancelled due to referee decision, the game will either be rescheduled, or the game will stand depending on the amount of time played. If 60 minutes of the match has been played, the result will be final. If not, the game will be rescheduled to a later date.

League Tie Breakers

- 1) Points
- 2) Head to Head
- 3) Goal Differential
- 4) Goals Against
- 5) Goals For
- 6) Coin Flip

Determining the Winner of Play-Off Matches

In the event of a tie at the end of two 45-minute time periods, the winner shall be determined by:

- 1) 2 extra time periods of 5 minute each whereby the "Golden Goal Rule" applies;
- 2) If still tied, then to penalty kicks from the penalty spot as per the standard procedure in FIFA's "Laws of the Game".

Questions? Please contact one of the following Dixie SC Officials

Leo Campanella – Mens League Coordinator E: lcampanella1969@gmail.com

Sal Marra – Club Head Referee E: salmarra44@gmail.com