

**OHTSL RULES OF PLAY
(last updated 8/1/2018)**

***see separate U9/10 Sheet for age specific rules**

	<u>U11-U12</u>	<u>U13-U15</u>
Field size (recommended)	70-80yds by 45-55 yds	90-120yds by 50-65yards
Goal size (recommended)	max 6' high x 18' wide	max 8' high x 24' wide
Ball size	Regulation #4	Regulation #5
player equipment	FIFA	FIFA
Roster Max # players:	16	18
Number of players on field (including goal keeper)	9 v 9	11v11
Min # players to start match:	7	8
Goalkeepers	Ye	Yes
# of Legal Carded Coaches on sideline	3	3
Referees	Yes	Yes
Assistant referees	Will be used in U13-U15 competitive division	
Duration of games	2 x 30 minute halves*	2 x 35 minute halves *
Kick-off after goal	Y	Y
Drop balls	FIFA	FIFA
Balls.in/out of play	FIFA	FIFA
Methods of scoring	FIFA	FIFA
Offside	FFA	FIFA
Fouls & misconduct	FIFA	FIFA
Sliding & Slide tackling **	FIFA	FIFA
Free kicks	FIFA	FIFA
Distance from START/restart	FIFA	FIFA
Penalty kicks	FIFA	FIFA
Throw-ins	FIFA	FIFA
Goal kicks	FIFA	FIFA
corner kicks	FIFA	FIFA
pass back rule ***	FIFA	FIFA
goalie punts	FIFA	FIFA

HEADING

Heading is not allowed in ages 11 and under. If in the referees' opinion a player intentionally heads the ball the result shall be an indirect free kick 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.

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.

** **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!

OHTSL RULES SPECIFIC TO ALL AGES

* **Guest Players** It is permissible for players, within a club, to "guest" with another age appropriate and skill level age group. An older player cannot play for a younger age team (a 2003 player cannot play on a 2004 team. A younger player can play a maximum of 2 years up in age or 2 grades up, i.e. a 2009 player can play on a 2009, 2008, 2007 team but CANNOT play on a 2006 team. Guest players must bring their validated player pass. If the board see any community abusing this policy, the OHTSL board will take action against the community. A community can have a Maximum of 3 out of community players on any team.

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! If the game is stopped once the second half has begun, it is considered a complete game if it cannot be continued.

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
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.**