Game Rules

**Operating Procedures of the ODSL**

Play in the OLD DOMINION SOCCER, LEAGUE (ODSL) will be in accordance with FIFA laws of the game as published in the current edition of the "FIFA Laws of the Game Guide for Referees United States Soccer Federation" and these Operating Procedures.

All clubs and teams participating in the ODSL are bound by these Rules and Operating Procedures. Lack of knowledge of the ODSL Rules and Procedures will not relieve any coach, team offical, parent, or player participating in the ODSL from their responsibilities.

**A. LAWS OF THE GAME.**
The ODSL modifications to the Laws of the Game are:

1. LAW I - THE FIELD OF PLAY. When possible, fields used by ODSL teams will include a spectator line one (1) to two (2) yards from each touchline and extending between each 18 yard line parallel to the touchlines. Spectators must remain behind this line at all times. Coaches are responsible for keeping the touchlines clear of spectators and players whether there is a line marked or not.

For U13 and older play the field length will be not more than 130 yds. and not less than 95 yds. The field width will be not more than 90 yds. and not less than 50 yds. The goals should be regulation size 8’ x 24’. All goals should be properly properly anchored or weighted.  If a goal cannot be properly anchored or weighted the activity on the field should be abandoned.

      For U11 and U12 play the field length will be not more than 95 yds. and not less than 75 yds.  The field width will be not more than 65 yds. and not less than 50 yds.   The minimum goal size is 6’ x 18’ and the maximum goal size is 7’ x 21 ‘. All goals should be properly properly anchored or weighted.  If a goal cannot be properly anchored or weighted the activity on the field should be abandoned.

·     For U10 and younger play the field length will be not more than 95 yds. and not less than 70 yds. The field width will be not more than 65 yds. and not less than 45 yds. The minimum goal size is 6’ x 18’ and the maximum goal size is 7’ x 21 ‘. All goals should be properly properly anchored or weighted. If a goal cannot be properly anchored or weighted the activity on the field should be abandoned.

1. LAW II - THE BALL.

* + The U-12 Division and younger use a size 4 ball.
	+ The U-13 Division and older use a size 5 ball.
1. LAW III - NUMBER OF PLAYERS. Age Groups U9 and U10 will play with no more than 7 players per side. The U11 and U12 age group will play with no more than 8 players per side. Age Groups U13 and older will play with no more than 11 players per side.  The minimum number of players required at 11 perside is 7.  The minimum number of players required at 7 and 8 per side is 6. Unlimited substitutions may be made with the consent of the referee when play is stopped at the following times:

**Players from Same Club May Guest Under Specific Conditions**

In order to use a club-pass player, the ODSL Club Pass Player Game Day Form MUST be completed and provided to the opposing coach.  All criteria of the ODSL Club Pass Rule must be met. The information entered on the form must reflect the player’s true team.  This form does NOT take the place of any normal check-in procedures with the referee.

***Note to team officials: Teams will forfeit any match in which they play an ineligible player or fail to properly document a player on the club pass player form, and team officials are subject to additional sanctions imposed by the Rules and Discipline Committee.***

**Club Pass Players:**

* + Must be registered to a travel team, or be a registered recreational player, with the same club for which they are club-pass playing.
	+ Most be age appropriate for the team. May play up in age, but not down in age. **Club pass players, coming from a team within the same club that plays in a travel league other than ODSL, must be from an age group one year younger than the host team**. **(U9 teams are exempt from this clause)** Club-pass players are allowed to play up no more than two age groups in the U9-U13 age group.  A player who is rostered to an older team but by age qualifies to play with a team may play as a club pass player.  A player must be 8 years old to play in the ODSL. Club pass players who normally play for a travel league other than ODSL must be of an age group one year younger than the host team.
	+ Must possess a properly validated US Youth Soccer Travel Player Pass or a US Youth Recreational Player Pass signed by a club official other than the team coach who has validated their age by viewing an appropriate document.

**Number of guest players allowed:**

* + Only three club pass players are allow to play with a team in one game.
	+ The number of players on the game day roster may not exceed the maximum number of players allowed on the roster of a specific age group.

**Game Day Procedures:**  On game day, the club-pass players **must** have their official current year US Youth Soccer Player  or Recreational Pass and this is to be presented to the referee prior to the game at the time of the standard player pass/roster check. All club-pass players are to be displayed on the ODSL Referee Report Card and clearly noted as club-pass players by placing an asterisk (\*) next to their name.

**Yellow and Red Cards:**

* + All yellow and red cards issued to a club-pass player count towards the team total of the team they are playing for at the time the card is issued. Any player with an un-served sit-out(s) in any league is not eligible to play in an ODSL match until the sit-out(s) have been served.
	+ Any ODSL players, playing as a club-pass player for another team in a league match, and ejected from the match, must serve a sit-out in their next ODSL match.

By signing the club pass player form, the club-pass player is acknowledging that she/he is aware that as a club-pass player, she/he may only play in one ODSL match in a day.  For example, if she/he is playing for their own ODSL team, then she/he may not club-pass play with another ODSL team that same day.

Violations will result in forfeiture of the game and loss of the ability to use club pass players for the next 8 games by the offending team, and a 2-game suspension of the coach.  Multiple violations from teams within a club may result in club-wide sanctions.

* + Prior to a throw-in, by the team in possession. The opponent may also substitute if the team in possession is substituting. Players must be standing at midfield ready to enter the game when a substitution is requested.
	+ Prior to a goalkick, by either team,
	+ After a goal is scored, by either team,
	+ When play is stopped in order to attend to an injured player, by either team.
	+ At half-time, by either team,
	+ When a player receives a caution (yellow card); for the cautioned player only. (Players receiving a caution may be substituted for, if the coach desires)
1. LAW IV - PLAYER’S EQUIPMENT. Players having splints or casts will be permitted to play with the  permission of the referee. If, in the opinion of the referee, the splint or cast causes a safety hazard, the player will not be allowed to play. For players wearing glasses, safety straps are encouraged. Wire rimmed glasses are discouraged. All players on a teams must wear similar jerseys and each jersey must be numbered distinctively, with no number being repeated.  All players must wear shin guards. Socks must be worn in the pulled up position completely covering the shin guards, and jerseys must be tucked into the shorts.  Names or logos of commercial sponsors may appear on the uniform. The name and/or logo must follow all VYSA, VA and Federal guidelines. In addition, the name of the business must not imply the sale or use of alcohol or tobacco, or any product or activity not in keeping with ODSL’s good name.

1. LAW V - REFEREES. Coaches may be cautioned or ejected for the actions of themselves, their assistant coaches or their spectators. All disciplinary measures taken against cautioned or ejected players apply to cautioned or ejected coaches. Limited positive coaching from the touchlines, between the 18 yard lines, is permitted.

1. LAW VII - DURATION OF THE GAME.
	* U-19 - 90 minutes
	* U-18 - 90 minutes
	* U-17 - 90 minutes
	* U-16 - 80 minutes
	* U-15 - 80 minutes
	* U-14 - 70 minutes
	* U-13 - 70 minutes
	* U-12 - 70 minutes - Small sided game 8 v 8
	* U-11 - 70 minutes - Small sided game 8 v 8
	* U-10 - 60 minutes - small sided game 7 v 7
	* U-09 - 60 minutes - Small sided game 7 v 7
	* In the event that play is suspended and conditions will not allow for the game to resume, the game will be considered an official match if one half of the scheduled length of the game has been completed. No requests to re-play the suspended game will be considered. Games suspended before one half of the scheduled length of the game has been completed shall be rescheduled and re-played as if the suspended game had never been played. Discipline points for red or yellow cards received in suspended games will be counted against individuals and their teams.
	* If a match is suspended for weather, the teams should remove themselves from the field for a period of time determined by the referee. If the match cannot be continued within 30 minutes, the match should be abandoned. If there is no match on the field following the match, and the teams and referees all agree to remain, a weather suspension could be extended by more than 30 minutes. If play resumes, the match should be played in its entirety unless agreement on a shortened time can be reached by both teams.
2. Law XII
	* At age group divisions U11 and younger- Whenever the ball strikes a player in the head, play is stopped.  The proper restart depends upon whether the player deliberately played the ball with his or her head.  If deliberate, the proper restart is an indirect free kick to the opposing team.  If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.  If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

**B. PRE-GAME REQUIREMENTS.**
Each coach and team is to be present at the game site at least 30 minutes prior to the scheduled start of the match. The home team representative is responsible for advising the referee of ODSL requirements and peculiarities.

1. GAME REPORT. The home team coach or team representative must provide the referee an ODSL REFEREE GAME REPORT card prior to the start of the match. The top section of the card must be filed out completely by theHome Team and must have both the home team and away team roster pasted or printed on it prior to being presented to the referee. The home team representative should explain to the referee that the ODSL REFEREE GAME REPORT card is the vehicle by which the referees are paid and is THE official game report. It must be completed and mailed or filed online within 24 hours following the game.

2. PRE-GAME MEETING. Prior to the beginning of the match, both coaches and the referee shall meet and review any peculiarities of the field, substitution rules, game length and the ball size.

3. CHECKING OF PLAYER PASSES. Player passes from both teams should be checked by the referee or Linesmen prior to the scheduled start of the match. Teams which cannot produce their player passes by the end of the match may be subject to forfeiture of the match. Player passes may be kept by the referee or assistant referees during the game. After the game, the passes will be returned to the coach or a team representative. If a referee fails to check player cards, it is the responsibility of both coaches to remind him/her of this ODSL requirement. If a referee refuses to check player passes, the teams should immediately report this to the league. A coach has the right to check an opposing teams player passes before or after the match. Either coach or an official has the right to request to see an official copy of a team’s roster.

4. UNIFORM CONFLICTS. If a uniform color conflict occurs, the home team must change colors, unless the visiting team voluntarily offers to do so.

5. NUMBER OF PLAYERS REQUIRED. Teams not having seven players (when playing 11 per side) ready to play within fifteen (15) minutes after the scheduled game time forfeit the match. The minimum number of players is six when playing 7 or 8 per side. The game must be started or forfeited at the end of the fifteen (15) minute grace period.

6. PREPARATION OF FIELD  The beginning of the game may be delayed 15 min. if the field is unplayable, while the home team makes repairs or corrections. In no case will a referee shorten the playing time because the field is not ready for play or a team is not ready for play at scheduled kickoff.

7. PRESENCE OF REFEREES. If no referees are present at the scheduled game time, the match may be played with a volunteer referee(s) if both coaches agree. If an official(s) arrives late, the match will be turned over to him at the next stoppage in play. The volunteer referee(s) must advise the assigned referee(s) of the time remaining in the current half and any cautions or ejections issued. The volunteer referee is to be accorded all the power and respect afforded to any referee under the FIFA and ODSL laws and codes of conduct.  The ODSL encourages teams to play the match if at all possible.

8. REFEREE SYSTEM. All ODSL games, other than U-09 and U-10 are to be officiated with the three-person system (center referee and two assistants) unless other arrangements are approved by the referee Assignor prior to the game date. If one (1) or two (2) of the game officials are not present at the start of the match, substitute assistants will be enlisted in order to play the game. If an official arrives late, he/she will assume his/her responsibilities at the next normal stoppage of the game. U-09 and  U-10 games will use a center referee only.

9 FORFEITS. Forfeiture of a match is declared by the Executive Board, not the referee assigned to officiate the game. The referee shall report any circumstance, such as lack of player passes or fewer than seven (7) players that could result in forfeiture, on the ODSL Official Game Report card. Decisions concerning forfeiture may be appealed to the Appeals Committee.

10 DANGEROUS WEATHER. In the event of dangerous weather, the referee shall suspend play. Games will be resumed at the point at which they were suspended when weather conditions permit. Games which are not completed because of dangerous weather or darkness shall be considered official games if one half of the scheduled length of the game has been completed. Games suspended before one half of the scheduled length has been played shall be rescheduled and re-played as if the suspended game had never been played. Discipline points for red and yellow cards received in suspended games will be counted against individuals and their teams.

10. SUSPENDED PLAY.  In the event that play is suspended and conditions will not allow for the game to resume, the game will be considered an official match if one half of the scheduled length of the game has been completed.  No requests to re-play the suspended game will be considered. Games suspended before one half of the scheduled length of the game has been completed shall be rescheduled and re-played as if the suspended game had never been played.  Discipline points for red or yellow cards received in suspended games will be counted against individuals and their teams.

**C. POST-GAME REQUIREMENTS.**
It is the responsibility of the Home team to use the online reporting process to report the score following the match.  If the Home team fails to report the score by 8:00 PM the Away team may enter the score into the system.  Teams that consistently enter wrong scores will be locked out of the system.

 **D. HOME TEAM RESPONSIBILITIES.**
Each Member has the following responsibilities for home games:

1. PRE-GAME CONTACT. The Member Representative, team coach or team representative must contact the opposing team (coach, assistant coach or team manager) no later than Wednesday of the week prior to a game to confirm the date, time, field location of the game, and to check on possible uniform color conflicts. Home teams who fail to make this contact are at fault in any mix-up that may occur. Teams failing to meet this rule may be penalized by loss of future home games, or forfeit of the match.

2. GAME TIME RESPONSIBILITIES. The home team should have a representative on the field one-half hour prior to the scheduled start of the first game to make sure that all comer flags and nets are in place and that the field is property marked. Home teams should make arrangements prior to game day to ensure that the grass is mowed. The representative should welcome the visiting team and direct them to the team side of the field. Both teams will be on the same side of the field with their coaching staffs. Only team personnel with a current USYSA pass may be on the team side of the field. All spectators must go to the opposite side of the field. During the match, each coach is responsible for the behavior of the team’s spectators. If a Member has more than one field, each field should be numbered. Officials have the right to refuse to officiate a game at a field which they consider dangerous or of inadequate size.

**E. FORFEITURE.**
Within ten (10) days after the scheduled match date, the Executive Board will report it’s decision concerning games subject to forfeiture to both the Member Representatives involved and to the Chairman of the Appeals Committee. If either team involved wishes to appeal the decision concerning a game subject to forfeiture, written notice must be given to the Chairman of the Appeals Committee within seven (7) days of the referee Coordinator’s report. The Conduct Committee will review forfeiture appeals in a timely manner.

All ODSL clubs should make an effort to see that their fields are in accordance with the FIFA and ODSL laws. Fields that may not be in accordance should be reported to the league. Field size will not be a matter for protest.

Both teams will be on the same side of the field with their coaching staffs. Only team personnel with a current USYSA pass may be on the team side of the field. All spectators must go to the opposite side of the field.