



Durham Soccer League

Rights and Responsibilities

Article I. Appendix B – Age Specific Rules

Section 1.01 Development League Rules (Boys and Girls)

The U8 and U9 Division is classed as Developmental Soccer. As such there will be no recording of Scores and no standings will be kept. Development teams shall play 7 v 7 soccer according to the published OSA Rules for Mini-Soccer. For greater clarity the following apply:

Law 1 - The Field of Play

1. The field and goal dimensions as outlined below shall be considered as desirable guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest.
2. Dimensions: The field of play must be rectangular. The length of the touch line must be greater than length of the goal line. Recommended field dimensions are as follows: Length: 55 to 65 yards Width: 35 to 45 yards
3. Field Markings: Distinctive lines no more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of six (6) yards is marked around it.
4. The Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, five (5) yards from the inside of each goal post. These lines extend into the field of play for a distance of five (5) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
5. Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line ten (10) yards from the inside of each goal post. These lines extend into the field of play for a distance of ten (10) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of six (6) yards from each penalty mark is drawn outside the penalty area.
6. Corner-posts: Shall stand not less than 5 feet from the ground and shall be placed in each corner of the field.
7. Goal: The maximum distance between the posts is sixteen (16) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

Law 2 - The Ball: Size four (4).

Law 3 - The Number of Players:

1. A match is played by two teams, each consisting of not more than seven Players, one of whom is the goalkeeper. A maximum of fourteen (14) Players can be dressed for a game.
2. Substitution shall be allowed at any stoppage, under the control of the referee.
3. Number of Players to start or continue a game is five (5). A grace period of fifteen (15) minutes shall be allowed in the event that a Team has less than five (5) Players at the appointed kick-off time. If one team does not have the minimum number of players at the start of the game, they can share players from the other team to allow the game to proceed. Teams forfeiting games without notification, or failing to appear at a game, shall be subject to a fine to their Club plus full officials' fees. A Team forfeiting three (3) or more games may

DSL Rights and Responsibilities – Appendix B

be suspended from further play in the League and shall be subject to the DSL Discipline Process.

4. If at any time during the game the number of Players available to play for a Team drops below five (5), the two coaches will decide if they want to share players to continue the game or end the game.
5. Replacement of Ejected Players: Players ejected by the Referee may be replaced by a teammate. (Red Card does not result in playing shorthanded). Once ejected a player cannot participate in the game.

Law 4 - The Player's Equipment:

Players shall not wear anything which endangers themselves or other players. The referees have been instructed to not allow any player to participate if they are wearing any sort of jewellery (religious items excluded). Refer to the OSA website for the definition of jewellery.

Basic compulsory equipment shall consist of shorts, socks, shin guards, footwear and a numbered shirt. Goalkeepers must wear colours which are distinguishable from outfield players and the referee.

A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible.

Law 5 - The Referee:

Clubs may choose to appoint their own Club Referees or to have them appointed by the District Referee Coordinator in acceptance with other published DSL rules. Fees are paid by the Home Team Club.

The referee appointed to officiate a mini-soccer game will have the full authority to enforce the mini-soccer rules. Referee decisions regarding facts connected to play are final.

The referee shall:

- Enforce the rules of the game.
- Refrain from penalizing in cases where the offending team may gain an advantage.
- Report in writing to the appropriate authority, any misconduct by players, parents, spectators or other persons which takes place on the field of play or its vicinity at any time during the game.
- Control who may enter or leave the field of play.
- Stop the game immediately if a player appears to be injured, bleeding or concussed.
- Signal to start the game, and to restart it after a stoppage.
- Decide if the field of play and all applicable equipment is suitable.

Law 6 - The Assistant Referee:

Not anticipated for this age group.

Law 7 - The Duration of the Match:

The game shall be divided into two (2) halves of twenty five (25) minutes each. The half time interval shall be 5 minutes.

Law 8 - The Start and Restart of Play:

At the beginning of the game, choice of halves 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. The other team will take the kick-off. 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 referee giving a signal. The ball will be in play when it is kicked forward into the opponent's half of the field.

For any infringement of this rule, the kick-off shall be retaken.

DSL Rights and Responsibilities – Appendix B

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 halves and the kick-off shall be taken by a player of the team opposing that which started the game.

For any stoppage not mentioned elsewhere in these rules, the referee shall restart the game by dropping the ball at the place where it was when 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 play was stopped. The ball shall be in play as soon as it touches the ground.

A goal may be scored directly from a kick-off.

Law 9 – 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 referee.

The ball is IN play:

- At all other times including when it rebounds into play from a goal-post, a cross-bar, or a corner flag post, or referee and remains in the field of play.

Law 10 – Method of Scoring

A goal is scored when the whole of the ball has crossed over the goal-line, between the goal-posts and under the cross-bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking team, except by a goalkeeper from within his own penalty-area.

The referee 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 referee shall restart the game by dropping the ball.

Law 11 – Offside

Offside does not apply in Mini Soccer.

Law 12 – Fouls and Misconducts

A Direct Kick is awarded in the following cases.

A player who, in the opinion of the referee, intentionally commits any of the following offences, shall be penalized by the awarding of a Direct free-kick to the opposing team:

- Spits at an opponent
- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Holds an opponent
- Pushes an opponent
- Handles the ball deliberately, (except a goalkeeper from within his own penalty area)
- Tackles an opponent to gain possession of the ball, making contact with 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.

DSL Rights and Responsibilities – Appendix B

Law 13 – Free Kicks

For any infringement of the mini-soccer rules when the ball is in play, the referee may award a free-kick to the non-offending team. The free-kick shall be taken from the place where the infringement occurred, unless the infringement that took place results in a direct free-kick being awarded to the attacking team within its opponents' penalty-area. In this case, the penalty-kick shall be taken from the penalty-mark.

- At the taking of a free-kick, the ball shall be stationary and all opponents shall be not less than 6 yards (5.5M) from the ball until it has been kicked.
- The ball shall be in play when it is kicked and moved.
- A player taking a free-kick within his own penalty-area shall kick the ball into play beyond the penalty-area. The ball shall be in play when it has been kicked and moved and has passed outside the penalty-area. All opponents shall be outside the penalty area and not less than 6 yards (5.5M) from the ball until it has been kicked. For any infringement of this rule, the free-kick shall be retaken.
- A player taking a free-kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, a free-kick shall be awarded to the opposing team.
- A goal may be scored directly from a direct free-kick

Law 14 – Penalty Kicks

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 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 moves 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.

For any infringement of this rule:

- By a member of the defending team, the kick shall be retaken if a goal has not been scored
- By a member of the attacking team, if a goal is scored it shall be disallowed and a free kick awarded to the defending team, to be taken from the place where the infringement occurred.
- By a member of both teams, the kick shall be retaken whether a goal has been scored or not.
- If, after the kick has been taken, the ball or the goalkeeper is interfered with by an outside agent, the kick shall be retaken.

Law 15 – Kick-Ins.

A kick-in is awarded when the whole of the ball has crossed the touch-line, on the ground or in the air.

- The ball shall be kicked-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 kick-in shall face the field of play and kick the ball from on or behind the touch line.
- The ball will be in play immediately after it enters the field of play.
- If the player taking the kick-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 kick-in all opponents must be at least 2 yards from the ball.

DSL Rights and Responsibilities – Appendix B

- A goal may not be scored directly from a kick-in.

Law 16 – Goal Kicks

A Goal Kick is awarded:

- 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 attacking team, a goal-kick shall be awarded to the defending team. 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 outside the penalty-area until it has been kicked into play. The ball shall be in play when it has traveled directly beyond the penalty-area.
- 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 be scored directly from a goal-kick.

Law 17 – Corner Kicks

A Corner Kick is awarded when:

- 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.
- The corner-kick shall be taken from within the corner-arc 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

Section 1.02 For Age Divisions Under 12 and Older

Law 1 - The Field of Play

1. The field and goal dimensions as outlined below shall be considered as desirable guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest.
2. Dimensions: The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line. The size of the field should be representative of the age group. Recommended field dimensions are as follows: Length: 80 to 125 yards
Width: 60 to 95 yards
3. Field Markings: Conform to FIFA.
4. The Goal Area: Conform to FIFA.
5. Penalty Area: Conform to FIFA.
6. Flagposts: Conform to FIFA.
7. The Corner Arc: Conform to FIFA
8. Goal: Conform to FIFA.

Law 2 - The Ball:

1. All age groups Under 12 and younger will use a Size 4 ball.
2. All age groups above Under 12 will use a size 5 ball.

Law 3 - The Number of Players:

DSL Rights and Responsibilities – Appendix B

1. A match is played by two teams, each consisting of not more than eleven Players, one of whom is the goalkeeper. A maximum of eighteen (18) Players can be dressed for a game.
2. Substitution shall be allowed only at kick-off, goal kicks, goal, stoppage for injury, and on a Team's own Throw-in. The opposing team may piggyback on a throw-in at the discretion of the Referee. The Referee shall be advised of all substitutions.
3. Number of Players to start or continue a game is seven (7). A grace period of fifteen (15) minutes shall be allowed in the event that a Team has less than seven (7) Players at the appointed kick-off time. Defaulting Team shall forfeit the game and the points shall be awarded to the opposing Team. In the event that both Teams have less than seven (7) Players, no points shall be awarded. Teams forfeiting games without notification, or failing to appear at a game, shall be subject to a fine plus full officials' fees. A Team forfeiting three (3) or more games may be suspended from further play in the League and shall be subject to the DSL Discipline Process.
4. If at any time during the game the number of Players available to play for a Team drops below seven (7), the game shall be stopped and that team shall forfeit the game.
5. Players ejected by the Referee may not be replaced by a team mate.

Law 4 - The Player's Equipment:

Conform to FIFA. The referees have been instructed to not allow any player to participate if they are wearing any sort of jewellery (religious items excluded). Refer to the OSA website for the definition of jewellery.

Law 5 - The Referee:

It is mandatory that Clubs use the District Referee Coordinator to assign referees to their games to ensure neutrality and qualified referees. Fees are paid by the Home Team Club.

Law 6 - The Assistant Referee:

Depending on the age division there may or may not be an assistant referee. The League recommends assistants for any games in the U16 division and older. In Divisions where the League mandates Assistant Referees, they will be assigned by the District Referee Coordinator.

Law 7 - The Duration of the Match:

Dependant on the Age Division:

U12 – 35 min / half

U14 – 40 min / half

U16 – 45 min / half

U18 – 45 min / half

U23 – 45 min / half

Men's or Women's Open – 45 min / half.

Law 8 - The Start and Restart of Play:

Conform to FIFA.

Law 9 – Ball in and Out of Play

Conform to FIFA.

Law 10 – Method of Scoring

Conform to FIFA.

Law 11 – Offside

Conform to FIFA.

Law 12 – Fouls and Misconducts

Conform to FIFA.

DSL Rights and Responsibilities – Appendix B

Law 13 – Free Kicks
Conform to FIFA.

Law 14 – Penalty Kicks
Conform to FIFA.

Law 15 – Throw-Ins.
Conform to FIFA.

Law 16 – Goal Kicks
Conform to FIFA.

Law 17 – Corner Kicks
Conform to FIFA.

Section 1.03 Additional Rules:

Slide Tackles/Sliding

1. Slide Tackling is permitted only in Open Women A and all Men's Divisions.
2. When an infraction is called, the restart of the game will be by an indirect free kick.
3. The keeper may slide in their own penalty area.