



**OWSC Development
Academy
Rules of Play**

GAME DURATION: The game shall consist of four 10-minute periods separated by three-minute break periods. Games may end in a tie. No overtimes.

NUMBER OF PLAYERS: Match play is 6v6, which includes goalies. The maximum number of players on the field for a team will be 6 and the minimum will be 4.

SPECIAL YOUNGER RULES - HEADING: Intentional heading of the ball is NOT allowed. An indirect free kick will be awarded from the point of the infraction. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the nearest point to where the infringement occurred.

BALL SIZE: Size 3.

PLAYER EQUIPMENT: Every player must wear shin guards. Any player without shin guards will not be allowed to play. Teams should wear their colored jerseys provided to their team. Numbered jerseys are NOT required.

SUBSTITUTIONS: Substitutions are unlimited and are on the 'fly', regardless of dead-ball situations or possession.

REFEREE: The coaches for each team shall serve as the game referees, keep track of time, report scores to Youth Program Director and educate players on infractions.

FIELD & GOAL DIMENSIONS: The playing field is approximately 45 yards long by 35 yards wide. **(A standard 7v7 field but move one goal into the nearest breakout line)**. Goals should be 6 feet high and 12 feet wide. DO NOT use Pug goals.

GOAL KEEPERS: There will be goalkeepers **(but rotate each period)**. Goalies may not punt, including no drop kick style. Infraction results in an indirect free kick to the opposing team at the spot of the offense. If the punt occurs in the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

OFFSIDE: There are no offside violations.

SLIDE TACKLING: No slide tackling will be allowed. Players can, however, slide for a ball that is going out of bounds, if no other players are around.

FIVE-YARD RULE: In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the foul

THROW-INS: The ball should be thrown into play from the sideline. Players should be allowed one retake for any infraction.

INDIRECT KICKS: All dead ball kicks (kick-offs free kicks, goal kicks, corner kicks) are indirect.

GOAL KICKS: May be taken from any point on the end line to six yards out from the goal.

BUILD OUT LINES: Defenders must respect a build out line on all goal kicks. It is the line equidistant between the top of the goal box and the halfway line of the field. Where it is difficult or a line is needed,

place cones 1 yard off of both touchlines where the build line out would be and have Referees encourage the defenders to back up.

KICK-OFF: Is an indirect kick and may be taken in any direction.

PENALTY KICKS: Shall never be awarded. Rather an indirect kick should be given on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

INCLEMENT WEATHER: Safety of players, coaches and fans is the primary concern during any weather event that occurs during a match. Referees should act responsibly on behalf of everyone at the field when dealing with such events. The game must stop immediately, and the field must be cleared if lightning is sighted regardless of the time played or remaining in the match. Play must be suspended for thirty minutes after the last lightning strike is seen before resuming play. Under no circumstances should the outcome of the match be a deciding factor in whether to continue in unsafe conditions. Referees should be sure to send all players, coaches and spectators to their vehicles. If you can hear thunder, you are within reach of lightning. Remain calm to prevent panic by younger players during such events.

STANDINGS: Games will be scored according to the following: 3 points for a win and 0 points for a loss. One point for a tie. If a tiebreaker is needed the following criteria will be utilized: 1. Head to head 2. Goal difference (i.e. goals scored minus goals allowed) 3. Fewest goals allowed 4. Most goals scored

YOUTH PROGRAM DIRECTOR: SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE YOUTH PROGRAM DIRECTOR.