## 5U/6U MODIFIED RULES

## ALL PLAYERS PLAY 50\% OF EACH AND EVERY GAME!!!

- OSA follows IFAB rules of the game for any rules that are not covered in this document
- If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent ( $50 \%$ ) of the team's entry fee may be retained by the tournament to cover start-up costs of the tournament.

1. Substitutions: Players may be replaced according to IFAB substitutions with the permission of the Referee.

- Before a THROW IN by the team in possession.
- Before a goal kick, by either team.
- When the referee stops the game for an injury by either team.
- After a goal is scored, by either team.
- At the start of any quarter, by either team.

Each player must play at least 2 quarters of each game. No player may play 4 quarters in any game until all other players have played at least 3 quarters of the game.
2. Number of Players: 3 per side on the field at a time.
3. Minimum Players Needed to Start a Game: 2.
4. Minimum Players Needed to Continue a Game: 2.
5. Scoring: No score is to be kept during any game.
6. Goalkeeper: Goalkeepers will not be used.
7. Ball Size: Number 3
8. Length of Game: 32 minutes, divided into four 8 minute quarters with a 5 minute half time.
9. Offside: None.
10. Free Kicks: Indirect only.
11. Penalty Kicks: None.
12. Restarts: If the ball goes wholly out over the touchline, the game will be restarted with a throw in.
13. Goal Kicks and Corner Kicks: Normal goal kicks and corner kicks will be performed.
14. Slide Tackling and Slide Kicking: Not allowed.
15. Goal Tending: OSA strongly discourages "Goal Tending" which is placing a player or players in the goal box to defend your goal. All players are strongly encouraged to play as much of the field as possible.
16. All attacking players must be in their attacking half of the field for a goal to be scored. Goals can only be scored from your team's attacking half of the field.
17. Heading the Ball: No Heading of the ball is allowed.
18. Any coach, parent or spectator ejected from a tournament game will not be allowed back to any additional tournament games for the remainder of the tournament.

## 7U/8U MODIFIED RULES

## ALL PLAYERS PLAY 50\% OF EACH AND EVERY GAME!!!

- OSA follows IFAB rules of the game for any rules that are not covered in this document
- If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent ( $50 \%$ ) of the team's entry fee may be retained by the tournament to cover start-up costs of the tournament.

1. Substitutions: Players may be replaced according to IFAB substitutions with the permission of the Referee.

- Before a THROW IN by the team in possession.
- Before a goal kick, by either team.
- When the referee stops the game for an injury by either team.
- After a goal is scored, by either team.
- At the start of any quarter, by either team.

Each player must play at least 2 quarters of each game. No player may play 4 quarters in any game until all other players have played at least 3 quarters of the game.
2. Number of Players: 4 per side on the field at a time, no goalkeeper.
3. Minimum Players Needed to Start a Game: 3
4. Minimum Players Needed to Continue a Game: 3
5. Goalkeeper: Goalkeepers will not be used. OSA prohibits positioning a player in front of the goal specifically for defending shots.
6. Ball Size: Number 3
7. Length of Game: 40 minutes, divided into four 10 minute quarters with a 5 minute half time.
8. Offside: None. However, in the spirit of the game, a player may not station himself within the opposing team's goal box with the intent of scoring. Such a "goal tending" foul will be punished by an indirect free kick.
9. Free Kicks: Indirect only. Goals may not be scored from a free kick unless the ball is touched by a second player, other than the kicker, before it crosses the goal. The second touch may be made by a second player from either team.
10. Penalty Kicks: None.
11. Throw Ins: Players making an improper throw in will be given a second chance. If the second attempt is also taken improperly possession will be given to the opposing team.
12. Slide Tackling and Slide Kicking: Slide tackling is not allowed. Slide kicking is allowed if no other player is within 5 yards of the player doing the slide kicking.
13. Coaches on the Field of Play: No coaches or parents will be allowed on the field during play. No coaches or parents are allowed behind or near a goal.
14. Player Involvement: All attacking players must be in their attacking half of the field for a goal to be scored. Goals can only be scored from your team's attacking half of the field.

15: Heading the Ball: No Heading of the ball is allowed.
16. Any coach, parent or spectator ejected from a tournament game will not be allowed back to any additional tournament games for the remainder of the tournament.

## ALL PLAYERS PLAY AT LEAST 50\% OF EACH AND EVERY GAME!!!

## 9U/10U MODIFIED RULES

## ALL PLAYERS PLAY 50\% OF EACH AND EVERY GAME!!!

- OSA follows IFAB rules of the game for any rules that are not covered in this document
- If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50\%) of the team's entry fee may be retained by the tournament to cover start-up costs of the tournament.

1. Substitutions: Players may be replaced according to IFAB substitutions with the permission of the Referee.

- Before a throw in by the team in possession.
- Before a goal kick, by either team.
- When the referee stops the game for an injury by either team.
- After a goal is scored, by either team.
- At the start of a second half, by either team.
- After a yellow card, the carded player may be substituted.

The referee must be informed prior to any substitution including the goalkeeper, including at the start of the second half.
2. Number of Players: 7 per side on the field at a time, one of which is the goalkeeper.
3. Minimum Players Needed to Start a Game: 5
4. Minimum Players Needed to Continue a Game: 5
5. Goalkeeper: Goalkeeper is considered to have possession of the ball when some part of his/her body, other than his/her foot, is touching the ball and the ball is not moving. The goalkeeper may NOT punt the ball. The goalkeeper may roll or throw the ball.
6. Ball Size: Number 4
7. Length of Game: 40 minutes, divided into 2 halves of 20 minutes with a 5 minute half time.
8. Offside: Conforms to IFAB Rules.
9. Free Kicks: Conforms to IFAB Rules.
10. Penalty Kicks: Conforms to IFAB Rules.
11. Throw Ins: Conforms to IFAB Rules.
12. Heading the Ball: No Heading of the ball is allowed.

## 13. Any coach, parent or spectator ejected from a tournament game will not be allowed back to any additional tournament games for the remainder of the tournament.

14. A goal can only be scored from your team's attacking half of the field. A goal cannot be scored directly off of a kick off.

## 15. Build Out Line:

1) The build out line is used to promote playing the ball out of the back in an unpressured setting.
2) When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line.
3) Once the opposing team is behind the build out line, the goalkeeper can pass, throw, drop kick or roll the ball to a teammate (NO PUNTING).
4) After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and normal play resumes.
5) Once the goalkeeper has possession of the ball and the opposing team is across the build out line, the goalkeeper must play the ball within 5 to 6 seconds.
6) Once the goalkeeper places the ball on the ground or releases the ball, the ball is "live" and normal play continues.

## Development Rules for $7 v$ ?

- Build out lines


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ALL PLAYERS PLAY AT LEAST 50\% OF EACH AND EVERY GAME!!!

11U/12U MODIFIED RULES
ALL PLAYERS PLAY 50\% OF EACH AND EVERY GAME!!!

- OSA follows IFAB rules of the game for any rules that are not covered in this document
- If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent ( $50 \%$ ) of the team's entry fee may be retained by the tournament to cover start-up costs of the tournament.

1. Substitutions: Players may be replaced according to IFAB substitutions with the permission of the Referee.

- Before a throw in by the team in possession.
- Before a goal kick, by either team.
- When the referee stops the game for an injury by either team.
- After a goal is scored, by either team.
- At the start of a second half, by either team.
- After a yellow card, the carded player may be substituted.

NOTE: The referee must be informed prior to any substitution including the goalkeeper, including at the start of the second half.
2. Number of Players: 9 per side on the field at a time, one of which is the goalkeeper.
3. Minimum Players Needed to Start a Game: 7
4. Minimum Players Needed to Continue a Game: 6
5. Goalkeeper: Goalkeeper is considered to have possession of the ball when some part of his/her body, other than his/her foot, is touching the ball and the ball is not moving.
6. Ball Size: Number 4
7. Length of Game: 40 minutes, divided into 2 halves of 20 minutes with a 5 minute half time.
8. Offside: Conforms to IFAB Rules
9. Free Kicks: Conforms to IFAB Rules
10. Penalty Kicks: Conforms to IFAB Rules
11. Throw Ins: Conforms to IFAB Rules
12. Heading the Ball: No Heading of the ball is allowed.
13. Any coach, parent or spectator ejected from a tournament game will not be allowed back to any additional tournament games for the remainder of the tournament.

## 13U and up MODIFIED RULES

 ALL PLAYERS PLAY 50\% OF EACH AND EVERY GAME!!!- OSA follows IFAB rules of the game for any rules that are not covered in this document
- If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent ( $50 \%$ ) of the team's entry fee may be retained by the tournament to cover start-up costs of the tournament.

1. Substitutions: Shall be made at the following times:

- Before a throw in by the team in possession.
- Before a goal kick, by either team.
- When the referee stops the game for an injury by either team.
- After a goal is scored, by either team.
- At the start of a second half, by either team.
- After a yellow card, the carded player may be substituted.

NOTE: The referee must be informed prior to any substitution including the goalkeeper, including at the start of the second half.
2. Number of Players: 11 per side on the field at a time, one of which is the goalkeeper.
3. Minimum Players Needed to Start a Game: 7
4. Minimum Players Needed to Continue a Game: 7
5. Goalkeeper: Goalkeeper is considered to have possession of the ball when some part of his/her body, other than his/her foot, is touching the ball and the ball is not moving.
6. Ball Size: Number 5
7. Length of Game: U13/14: two 30 minute halves, U15 and older: two 30 minute halves.
8. Offside: Conforms to IFAB Rules
9. Free Kicks: Conforms to IFAB Rules
10. Penalty Kicks: Conforms to IFAB Rules
11. Throw Ins: Conforms to IFAB Rules
12. the remainder of the tournament.

## ALL PLAYERS PLAY AT LEAST 50\% OF EACH AND EVERY GAME!!!

