

ODSL Laws of the Game Except as noted below, ODSL abides by the FIFA *Laws of the Game*

Law I Players and coaches for both teams are to be together on one side of the field. The home team decides which side. All spectators must go to the opposite side. All personnel on the team side must possess a US Soccer pass. All coaches must stay in the technical area. All spectators must stay between the tops of the penalty boxes.

Law II U12 age groups and younger play with a size 4 ball.

Law III Player passes must be checked prior to the start of the match. The only exception to this rule is if a team forgets to bring their passes. Under this condition the team may have until the end of the match to produce the player passes or be subject to a forfeit based upon a Board decision. The minimum number of players required to begin or continue a match is seven when playing eleven a side. The minimum number of players is six when playing seven or eight a side. A team may have a fifteen-minute grace period to meet the player minimum. U13 through U19 matches will be played with 11 players per side. U11-12 matches will be played with 9 players per side. U9 -10 matches will be played with 7 players per side.

Substitutes must be standing at midfield when a substitution is requested. Substitutions may be made with the consent of the referee: Unlimited, prior to a throw-in by the team in possession (both teams may substitute players if the team in possession is substituting); Unlimited by both teams, prior to a goal kick, after a goal is scored, and at halftime; for an injured player (1 for 1); After a player receives a yellow card, at the request of the coach.

Club Pass: ODSL allows teams to utilize age appropriate guest players who have a valid player pass from the identical club. Teams may use up to 3 guest players. Teams may not exceed the legal number of players on their game day roster. A club pass form must be provided to the opposing coach if a team is using a club pass player in a game.

LAW IV Cast or splints are allowed with the consent of the referee. When there is a color conflict, the home team must change jerseys.

LAW V If the referees do not arrive, the game may be started using volunteers, if both teams agree. The referee is not required to show a yellow or red card to a coach, manager or spectator, but these individuals must immediately comply with any verbal instructions given to them by a referee. **The referee may banish a coach for misbehavior on the part of a team spectator who has been previously warned.** The referee may terminate a match if a banished individual does not comply immediately and completely with the referee's instructions. **Any banished individual may not return to the field for any reason.** A team associated with the offender of either of the last two conditions will be subject to a forfeit. Referees are responsible for the safety of the field and goals. Home team has no more than 15 minutes to make corrections to the field to meet the referee's requirements. Failure to meet this requirement may result in forfeit of the match.

No matches can be played on a field where the goals are not securely anchored or weighted.

LAW VII Duration of the game.

U17-U19 (11v11) - 90 minutes

U15-U16 (11v11) - 80 minutes

U13-U14 (11v11) - 70 minutes

U11-U12 (8v8) - 70 minutes

U9-U10 (7v7) - 60 minutes

Referee should conduct two halves of equal length in time. Matches may not be shortened to keep schedules on time. No additional periods will be played in tie matches. A match that makes it to at least halftime but is unable to be continued due to weather is considered to be an official match and should be reported as such.

Only the ODSL Board of Directors can declare a forfeit. Except in the case of unsafe conditions or failure to meet the player minimum, matches should be played and referees should report any incidents online or on the report card.

The Home team is responsible for making the referee aware of all ODSL exceptions to FIFA Laws.

ODSL Administrator cell phone#: 703-851-6046