

SCARBOROUGH DISTRICT SOCCER LEAGUE (The SDL)

**PROCEDURES FOR ADMINISTERING THE SCARBOROUGH
SOCCER ASSOCIATION DISTRICT LEAGUE**

UNDER 10, UNDER 11 AND UNDER 12

**THE LEAGUE RULES AND SUPPORTING GUIDELINES
FOR SMALL SIDED FOOTBALL**

OUTDOOR SEASON 2022

*The SSA expects and encourages all Team Staff
to follow the guidelines laid out in the
Long Term Player Development Programme.*

**WINNING GAMES IS NO SUBSTITUTE FOR
LEARNING HOW TO PLAY PROPERLY...**

PROCEDURES FOR SCARBOROUGH DISTRICT LEAGUE (SDL)

1. REGISTRATION : PLAYERS

All Players shall be registered through approved OSA registration procedures in the Association of which their Club is a member.

- a) A Player shall only be registered to one SDL team at any one time.
- b) A Player shall be registered at least 24 hours before the scheduled start time of any League game. All players must have an OS book as well as coaching staff. A player without a book can play for 1 game and then get book, maximum of 2 players on roster, their OSA number must be included on the roster.
- c) The maximum roster size and any limit on underage Players is set out below:

DIVISION	MAX ROSTER	MAX # ON GAME DAY	UNDERAGED PLAYERS
U10	UNLIMITED	12	2
U11	UNLIMITED	16	2
U12	UNLIMITED	16	2

- d) Any Player whose name appears on a game sheet is deemed to have played that game .
- e) All rules and regulations, as set out in the OSA Administration Guide and OSA Published Rules regarding the signing and transfer of Players, shall apply.
- f) Players may be added to the rosters of SDL Teams anytime.

Call Ups

- 1) A "Call Up" is a Player who is registered with the same Club and is **under aged**. There is a max of 2 under aged per game but no limit to how many times. Players in your player pool of same aged players are NOT considered call ups.

Team Officials

- 1) A maximum of four (4) Team Officials (e.g. coach, manager, and assistant coach) shall be registered on the OSA Team Roster. All Team Officials shall carry an OSA Identification Card which may be checked by the opposing Team's officials fifteen (15) minutes prior to kick-off.
- 2) Any Team Official whose name appears on a game sheet is deemed to have participated in that game.
- 3) All Team Officials are deemed to have received a copy of the League Rules and Regulations.
- 4) Any Coach or Assistant Coach associated with a team shall have at least one of the following recent certifications according to age/level as required by the OSA:
FUNDamentals (U6-U8)
Learn to Train (U9-U12) Soccer for Life (U13+).
- 5) It is also mandatory that ALL coaches with a team complete the course "Respect in Soccer" and "Making Ethical Decisions" and "Making Headways".
6. A Coach can only be registered as the Head Coach of two Teams.
- 7) One Club Head Coach or Club Technical Director per Club may also participate in games from the Player's side of the field.
- 8) If the Coach is absent, then any other Team Official as listed on the OSA Team Roster Report may take on the duties of the Coach. If no other Team Official as

listed on the OSA Team Roster Report is available to take over the duties of the Coach the game shall be abandoned and the team with no Team staff present will be subject to a \$100 fine for failing to play the game as required because of the absence of team staff.

2 DIVISION OF AGES AND DURATION OF MATCHES

The age divisions formed by the League shall be initiated and ratified by the Association. Ages are to be computed as of January 1 in the current year. Age divisions and match durations are as follows:

- U10 7 v 7 ...2 x 25 minutes
- U 11 9 v 9 ...2 x 30 minutes
- U 12 9 v 9 ...2 x 35 minutes

The half-time interval shall be five (5) minutes.

3. AGE GROUP SPECIFIC RULES

Please see attached for 7v7 and 9v9

Note: 7 v 7 use Kick Ins...9 v 9 use Throw Ins

4. GENERAL RULES

Game Sheets and Player/Team Official Identification

- a) Each Team shall provide a Game Sheet, as supplied by the League. Failure to comply shall result in a fine of \$ 25 to the Club for each offence.
- b) All Teams shall furnish a complete list of Players and Team Officials on the game sheet provided, showing the full names of all Players and Team Officials participating in the game along with their OSA registrant number and Player's sweater number. Failure to fully and accurately complete the game sheet shall result in a fine of \$ 25 to the Club per game sheet. This game sheet bearing the names and signatures of the Team Officials shall be handed to the Referee before the start of the game.
- c) Only Players and Team Officials participating in the game may have their names entered on the game sheet Any Player or Team Official whose name appears on a game sheet is deemed to have participated in that game.
- d) Team Officials shall carry the OSA Player registrant books and their own identification cards to all League games and make them available to the opposing Team Officials on request, fifteen (15) minutes prior to the start of the game. Players for whom the books are not produced are deemed ineligible but Team Officials have until the end of half time to produce the Players' books in which case those Players are eligible to play in the remainder of the game. A Team without Player books at the scheduled start time shall be fined but the game shall be played. If neither Team has Player-books at the scheduled start time both teams shall play but both teams will be fined. Both Teams could also be disciplined.

f) Teams shall provide each Player with an identical sweater with a different number on the back and shall declare the uniform colours on the Team registration form.

g) The goalkeeper shall wear a contrasting sweater, which also shall be different from the opposing Team and the Referee.

h) The first Team named on the schedule shall be the home Team. When uniforms are similar, the home Team shall change to a colour distinct from the opposing Team and the Referee.

i) The use of shin guards is mandatory at all ages for *League* play.

Field Preparation

j) The home Team shall be responsible for providing corner flags, nets and game ball (Size 4 for U10, U11, and U12) Failure to comply shall result in a fine of \$25 to the Club for each offence. As well cones/markers to indicate Retreat lines.

Game Officials and the requirement that games must be played

k) All League games shall be officiated by a properly qualified Referee and assistants, if possible. If the assigned game official(s) do not show up and an alternate properly carded official(s) is not available the game must still be played.

“No show” officials are rare occurrences. When it happens, the Team Staff are expected to play the game using a “stand-in” to officiate. If a suitable alternative is not available a member of each team staff is expected to officiate a half each. Once such a game starts it shall be completed and the substitute game official(s) shall be considered to have the same responsibilities and authority as the appointed referee.

All games should be played and will not be rescheduled because the game official did not show up. Failure to abide by this rule will result in a \$100.00 fine to each team.

The Referee fees shall be paid on a 50/50 basis by both Teams and shall be paid in cash (correct change), before the start of the game. In the event that one Team does not show, the game is considered a no show and the team not attending is fined \$300 and responsible for full referee fees.

Player Substitutions During a Game

Unlimited substitutions are allowed throughout the game. These are allowed by the Game Official at their discretion and with their approval.

Team Officials Responsible for Players and Spectators

h) Team Officials are responsible for their Players and spectators at all times and shall conduct themselves in a proper manner, in accordance with the Laws of the Game. All Team Officials and Players shall confine themselves to the bench area, which shall be deemed to be an area ten (10) meters long commencing five (5) meters and finishing fifteen (15) meters from the centre line. Both teams shall be on the same side of the field.

i) All spectators shall be confined to the opposite side of the field from the Players and Team Officials. No Players, Team Officials or spectators shall stand behind either Goal Line. Where there are team benches and viewing stands on the same side of the field, spectators shall remain in those viewing stands and may not stand along that sideline during the Game.



j) Any Player or Team Official impeding, harassing or otherwise intimidating a game official(s), Player(s) or Team Officials, shall be subject to severe disciplinary action, including a fine to the Club of up to \$ 1,000.

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In addition to any fines that may be levied under these rules, an administrative charge of \$125 will also be added by the SDL to each such fine.

Any team coach and associated whose spectator(s) or parent(s) the subject of a Game Official Incident Report for ANY abusive, harassing or intimidating behaviour will be subject to severe disciplinary action including a fine to the of up to \$2,000 and the suspension of the coach for up one month.

- **Under OSA Policies a fine under \$200 does not require a Hearing. If a team's staff, players, parents or spectators is the subject of a Referee Special Incident report regarding shouting and abusive behaviour at the Referee, the League will have no hesitation in meting out such fines to teams through their Clubs to ensure the Game Officials are treated with respect.**

I) Games must be played as scheduled

(SEE ALSO: Game Officials and the requirement that games must be played)

- a) GAMES MUST BE PLAYED AS SCHEDULED UNLESS:
- I) At the discretion of the referee, cancellation is necessary due to inclement weather or unplayable field conditions, and such games shall not be rescheduled.
 - II) A game is cancelled at the discretion of the SDL/SSA, no less than forty-eight (48) hours prior to the scheduled games.
 - III) A game is cancelled at the discretion of an official responsible for the operation and maintenance of the field with the authority to close the field to soccer use, and such game shall be rescheduled at the sole discretion of the SDL/SSA program.
- b) Any game that has to be rescheduled shall be rescheduled by the SDL/SSA at least seventy-two (72) hours prior to the originally scheduled date and kick-off time and then played within fourteen (14) days provided an appropriate field is available. The league shall notify the Referee Co-ordinator and the coaches of the two teams involved.
- c) NO team official or club representative is allowed to reschedule or try to reschedule a game.
- d) A team that fails to show up for a scheduled game shall be subject to **a fine of \$100 plus full official's fee**. This is **not** an optional program, you must show up for scheduled games.

Games Abandoned

m) Any game abandoned by a game official, except for weather or field conditions, shall be dealt with by the League Discipline Committee. A Team found guilty of causing abandonment shall forfeit the game and shall be subject to discipline in accordance with OSA Discipline Policies and Procedures. In the event that both Teams are found guilty, no points shall be awarded, and both Teams shall be subject to discipline in accordance with OSA Discipline Policies and Procedures.

n) A game is deemed complete if 25% or less remains un-played when called by a game official due to weather or playing conditions.

Discipline

The SDL League Discipline is governed by OSA Discipline Policies. The SDL conducts Discipline by Review and holds Hearings as required. See the SDL web site for further information on Discipline and the Leagues scheduled Hearing and Review dates.

In the event of a Hearing those required to attend will be notified by Email and /or phone call. Accused parties will pay a Hearing Fee of \$50.00 before the Hearing.

REFEREE FEES

<u>Age of Game</u>	<u>Fee per Game</u>
Under 10.....	\$30.00
Under 11.....	\$35.00
Under 12.....	\$45.00

FEES

AND FINES

	\$
1. Failure to send a representative to a League meeting (per meeting).....	50
2. Failure to provide a fully completed game sheet (per game)	25
3. Failure to provide corner flags, nets and game ball (per game).....	25
4. Failing to show for scheduled game without proper notification (per game)	300
5. Failure to report a postponed or cancelled game (per game)	25
6. Rescheduling a game without League permission (per game).....	100
7. Team withdrawal after May 1, 2022	100
8. Failure to provide referee with stamped envelope for game sheet.....	25
9. Failure to provide player/team official books 15 minutes prior to game time.....	25

The SSA expects and encourages all Team Staff to follow the guidelines laid out in the Long Term Player Development Programme.

**SEE NEXT PAGES FOR ILLUSTRATIONS
AND GUIDELINES FOR:**

- **Retreat Line**
- **Differences between 9 v 9 and 11 v 11**
- **Laws of the Small Sided Game**



Retreat Line information – Revised August 30, 2017.

Options for Goalkeepers - 5v5/7v7/9v9

How the retreat line is implemented.

When the goalkeeper has the ball in their possession at a goal kick, after making a save or when the ball is in their hands, the opposing team members would "retreat" to the predetermined area of the field. The predetermined areas are as follows:

- 5v5 - Half way line. It is recommended the goalkeeper does not drop kick the ball
- 7v7 – 1/3rds line.
- 9v9 - 1/3rds line.

With the opposition retreating to the correct part of the field the goalkeeper can now successfully throw or pass the ball to a team mate. **Once the player receiving the ball from the goalkeeper touches the ball, the ball is in play and the opposition players can pressure and attempt to win the ball.**

If the goalkeeper chooses not to wait for the opposing players to "retreat" and releases the ball from their hands to their feet or throws/passes the ball down the field, the ball is instantly in play.

Opponents must be behind the retreat line and cannot cross the retreat line until the ball:

- Is touched by a player of the team receiving the GK's distribution
- Leaves the field of play
- Crosses the retreat line. (If the goalkeeper chooses to play the ball across the retreat line prior to the opposition crossing the retreat line)
- Is released by the GK's hands to allow distribution with their feet (drops the ball to pass/dribble with their feet)

For more information on the retreat line complete with diagrams please take a look at Ontario Soccer's publication, Field Organization Guide. It's available to view/ download at:

<http://assets.ngin.com/attachments/document/0112/8119/1901-Field-Organization-Guide.pdf>

For questions relating to the Retreat Line, please contact Ontario Soccer's Player Development Team

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Manager Player Development

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RETREAT LINE

To allow our young players to learn and gain confidence in how to play the ball out from the back and build an attack, as opposed to the goalkeeper kicking it aimlessly up the field, the concept of the retreat line has been introduced in mini soccer. To see young goalkeepers aimlessly boot the ball up the field in the "hope" that one of his or her teammates gets the ball is not effective in producing skilled, confident players who love to play, until all opposing players have retreated.

What would happen is as follows: when the goalkeeper has the ball at a goal kick or after making a save the opposing team members would "retreat" to a predetermined area of the field. Once all the opposing players have retreated to the line the goalkeeper can successfully throw or pass the ball to one of his/her teammates. The goalkeeper can choose to play before the players have fully retreated. There is no requirement for the goalkeeper to wait until all opposing players have retreated.

Once the teammate has received the ball the opposing players can then start to apply pressure to the player with the ball. This gives the player on the ball the time and space required to have a look, receive the ball and choose to dribble or pass to a teammate without being marked or under immediate pressure.

In the 5v5 game the retreat line is to be the halfway line. As most temporary 5v5 fields will not have a halfway line, corner flags at the side of the field can act as an indicator to the players where the halfway line is. If flags are not available 2 cones laid in line on each side of the field can indicate the retreat line. Note: Do not put cones on the field as players may trip or slide on them.

In the 7v7 and the 9v9 game the retreat line will be located at the 1/3rds point of the field as show in Diagram 11. (Where, as above, the opposing team retreats to the middle third of the field when the goalkeeper has possession.)

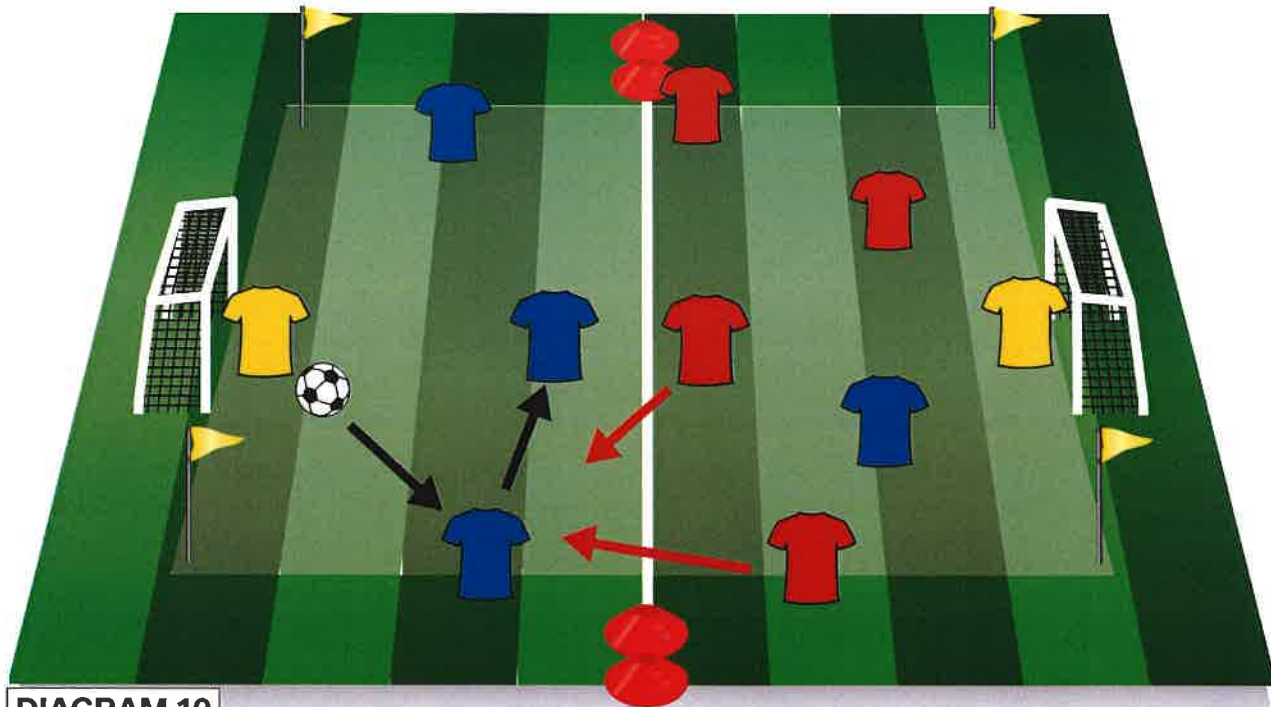


DIAGRAM 10

Retreat line example - 5v5. In Diagram 10 above you can see a retreat line installed using cones at halfway. The red team has retreated allowing blue to pass the ball from the GK to a blue teammate and build an attack.

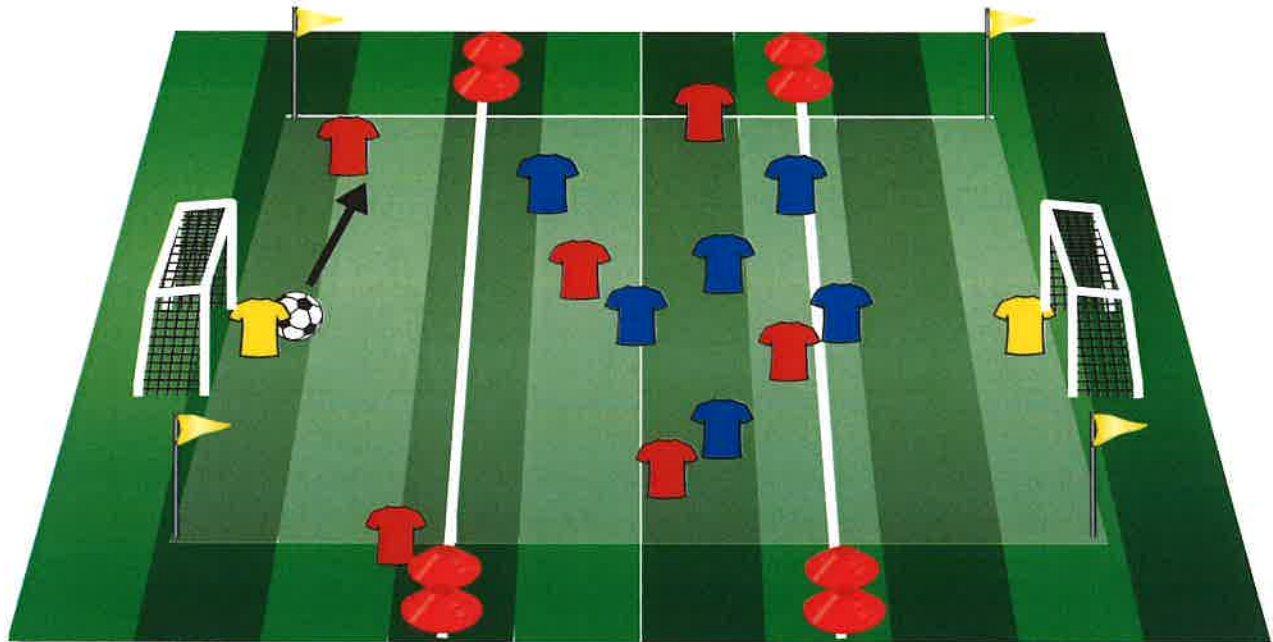


DIAGRAM 11

Retreat line example - 7v7. In Diagram 11 above you can see a retreat line installed with cones at 1/3rds of the field. The blue team has retreated into the middle 1/3rd allowing the yellow GK to pass/throw the ball to the red teammate and build an attack. Once the red players first touch of the ball, blue can start to apply pressure on him/her.

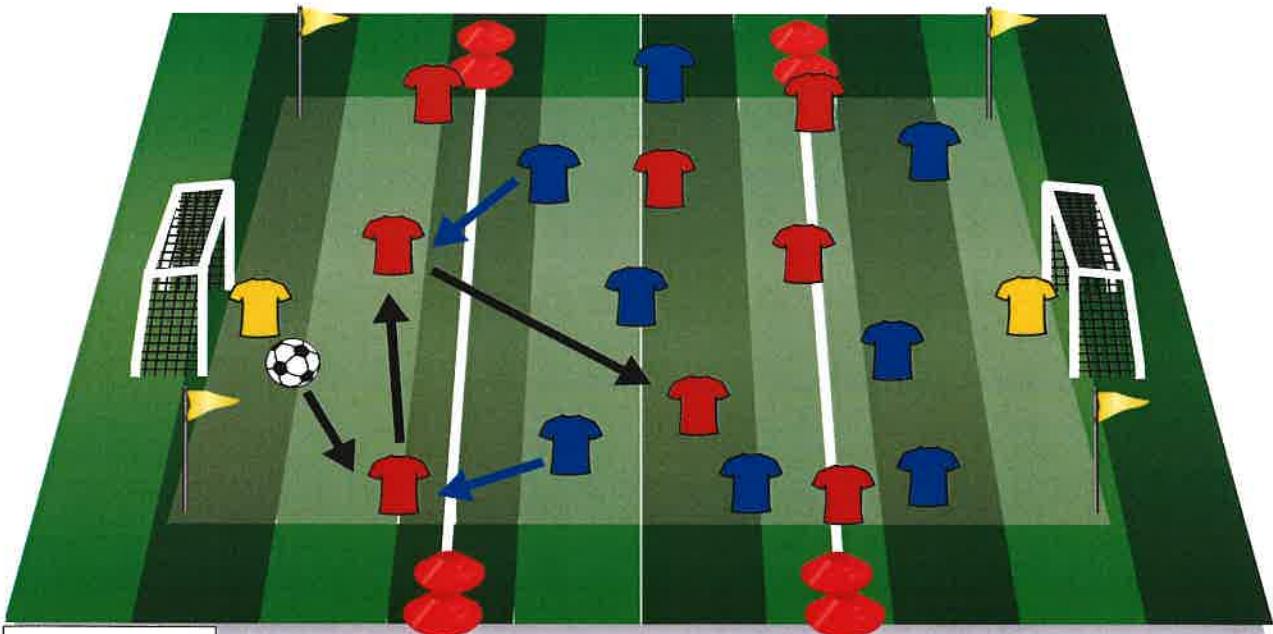


DIAGRAM 12

Retreat line example - 9v9. In Diagram 12 above you can see a retreat line installed with cones at 1/3rds of the field. The blue team has retreated into the middle 1/3rd allowing the yellow GK to pass/throw the ball to a red teammate and build an attack. Once the red players first touch of the ball, blue can start to apply pressure on him/her.



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Long term player development

