



# Burlington Soccer Club

## Outdoor 11 v 11 Adult CO-ED League Rules

**RULES OF PLAY** – Burlington Soccer Club (BSC) Adult Outdoor League games will follow the FIFA Laws of the Game and the OS Playing Rules for Outdoor Soccer unless otherwise stated in BSC Rules.

**GAME BALL** - The ball must be size 5. The home team shall be responsible for providing the game ball and the away team provides a second ball.

**REGISTRATION OF PLAYERS** - A player must be registered with the BSC before he/she plays in a league game. If he/she is not on the game sheet he/she is not permitted to play. A team using players not on their team list (unregistered players) will be subject to disciplinary action. No new registrations will be accepted after July 31<sup>st</sup> 2019.

**ROSTER CAP** - Team rosters will be capped at 25 players per team. Managers can add additional players for a fee of \$50.00 per player.

**NUMBER OF PLAYERS** - Unless otherwise specified, a match shall be played by two teams, each with no more than 11 players (including goalkeeper) and no less than 7 players (including goalkeeper) on the field of play. A minimum of 3 females must be on the field at all times. If a team only has 2 females, the team must play short (8 males, 2 females). If a team has less than 2 females, the game will be forfeited.

**SUBSTITUTIONS** – Unlimited substitutions may be used during the game. The game shall not be delayed to allow substitution, except for the substitution of the goalkeeper. Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also, that the change is made during a stoppage of the game. Substitution is done when the ball is out of play on the teams own throw in, goal kick, and kick off; there is no limit to how many players can be subbed on or off in a game. A team may substitute on the opposing teams out of play possession only if the opponent is substituting players and if the referee gives permission i.e. “Piggy Backing”. Injured players may go down at any point during the game if they need to be taken off and the referee will blow the play dead. This player can be replaced by any player on the game sheet and play will resume.

**PLAYER EQUIPMENT** - If there is controversy or debate over the safety of a player's equipment the referee will have the final say on its eligibility. Players shall not wear anything which is dangerous to themselves or another player. The basic equipment of a player shall consist of a numbered shirt, shorts, socks, shin guards and footwear. The footwear shall be appropriate to the outdoor game. Shin guards, must be covered entirely by the socks and worn during all games. Team colours shall not conflict with each other. Goalkeepers shall wear colours which distinguish them from each other, the other players and from the referee. It is mandatory for all players on the team to have the same shirts with different numbers. Jewelry must be taken off before the start of the match, the only exception to this rule is a wedding band or Medic Alert bracelets, both of which must be taped. In the event that both teams have same coloured jerseys, the away team must wear alternate jerseys or pinnies. Pinnies can be signed out at our offices prior to the match. Please give plenty of notice that you will be coming to the office. Pinnies must be returned to the office.

**THE GAME** - Games must start and finish on time and teams must be ready to play five minutes prior to the scheduled kick-off time. The team manager must submit the game sheet to the referee before the game begins. A minimum of 7 players are required to start a game. If teams cannot field a team at their scheduled times, they have 10 minutes before the result of the game is a forfeit (3-0). The game will consist of two 45 minute halves; games starting later may have their game time reduced. At half time the interval shall not exceed 10 minutes, except by the consent of the referee. All games will consist of 10 outfield players and a goalkeeper (11v11).

**Slide Tackles** – There are **no slide tackles allowed**.

- When a player **slide tackles an opponent without contact**, the referee is not obliged to stop play and advantage may be played. At the first stoppage in play, the player will be warned to not slide tackle again. If the player slide tackles again after being warned, play will be stopped immediately and he will be cautioned.

Restart: If the game is stopped for slide tackling an opponent without contact, the restart shall be an indirect free kick for the opponent team from the place where the slide tackle was made.

- When a player **slide tackle an opponent with contact**, the game is stopped **immediately** and the player will be cautioned or dismissed (if it was serious **foul play**).

**Serious foul play** - A tackle or challenge that endangers the safety of an opponent or uses excessive force must be sanctioned as serious foul play.

Restart: The restart will be a direct free kick for the opponent team, from the place where the slide tackle contact was made. If this is in the penalty area, the restart will be a penalty kick.

**FOULS AND MISCONDUCT** - As per FIFA Rules

Violent behaviour towards the officials or other players will not be tolerated and may result in expulsion from the league and/or fine.

A team can protest the eligibility of an opposing player before the game has begun or prior to halftime. The protest must be made to the referee or league staff, at which point they will confirm the eligibility of the player. If a team is found using ineligible players they lose by forfeit 3-0 and will face disciplinary action.

**Player Identification** – A registered player shall be able to and shall furnish proof of identity at all sanctioned games upon request by either the opposing team manager, signer of the opposing team game sheet or a member of the League management prior to, at half time, or completion of a sanctioned game. For the 2019 season identification instruments deemed acceptable are: 1) A valid Ontario Driving License. 2) A current passport. 3) Citizenship Identification Card or Permanent Resident Card. 4) A valid current season OS passport book. 5) A valid Ontario Photo Health Card. 6) A valid Ontario Student Photo Identification Card.

No protest will be accepted with regard to the match Official interpretation of the “Laws of the Game”

A team not fulfilling its commitment or failing to show up for a game without notice can be subject to league suspension

In the event that a game is abandoned the game will either be rescheduled or the game will stand depending on the amount of time played. If 60 minutes of the match has been played then the result is final, if not the game is rescheduled to a later date. In the event of a match being cancelled due to field conditions or inclement weather the matches will be rescheduled using available field time to the best of field availability. All decisions made by the referee regarding playing conditions are final. If fields are closed by The City of Burlington all players will be notified as soon as the notice has been received via email.

