

# DLSO Division 1 Playing Rules

1. All games will be 8v8 including the goalkeeper. Coaches may choose to agree to play a more even-sided game depending on the number of players each team has. As long as both opposing coaches agree, this is acceptable.
2. Games will consist of two 35-minute halves with a 5-minute half-time break.
3. All games will be played with a size #5 ball supplied by the “home” team which is listed first on the schedule.
4. The field of play shall be roughly 70 x 45 yards with appropriate size goals (approximately 6’ x 18’).
5. Kick-offs: The ball must move forward and opponents are not to encroach until the ball is played.
6. If the visiting team does not show up, this team shall reimburse the cost of all referees for the game.
7. All teams will need accurate rosters at check-in.
8. Handballs will be enforced.
9. Either team may substitute on any stoppage subject to the referee’s approval.
10. In the case of a “bad” throw-in, the referee will award the opposing team a throw-in.
11. Penalty kicks will be allowed. All major and technical fouls will be enforced resulting in direct free kick or indirect free kick as appropriate.
12. Goal kicks will be taken from the 6 yard line, and all FIFA rules regarding a kick from this spot shall apply. Opposing team shall allow 10 yards from the kicker.
13. Slide-tackling is allowed.
14. Corner kicks should be taken as normal corner kicks per FIFA.
15. Off-sides calls will be enforced and awarded a free kick.
16. All efforts will be made to place teams in the appropriate bracket of play, but in the event of an uneven game, please try to avoid running up the score. DLSO encourages good sportsmanship throughout the games with emphasis place on safety and player development.
17. The DLSO emphasizes individual player development and neither scores nor standings will be posted.
18. Please show a high level of sportsmanship at all times. Educating your parents regarding appropriate behavior on the sidelines is very important.
19. All other FIFA Rules apply.