

Paradise Soccer Club SunSplash Invitational Tournament



U11 Rules of play

- Teams will register as an A, B or C team.
- Rules below are based on current Metro Manual as posted, subject to change if required to align with updated Manual.
- 2 x 30 minute halves, with 3-10 minute shifts, with a 5-minute half time. As per the Metro League Manual, coaches will be able to substitute one player at a time “on the fly”. Players will not need to wait for a stoppage in play or to be directed on the field by the referee. The player on the field must come off the field before the substituting player may enter. This substitution must be done at the halfway line. Unlimited substitutions are allowed. Players must “tag in/tag out”. Both players involved in a substitution must enter/exit the field in the same place. The player on the field must exit the field before another player may enter.
- Fair playing time is expected. Coaches are encouraged to utilize all players on their roster. Coaches are encouraged to have players rotating through all positions.
- 7-aside (6 players plus GK).
- Teams shall consist of ten (10) to fifteen (15) players and must dress a minimum of six (6) to play a game. If at any time during the game this number becomes less, then the other team will be declared the winner by default. Please do not register more than 15 players or request exemptions to the maximum number of players.
- Changes to team rosters will be accepted until 5:00pm, July 20.
- The Retreat Line will be approximately 1/3 distance from either end of the field.
- There are NO OFFSIDES. Coaches are advised that positioning players in opponents’ goal area to take advantage of long balls is unsporting and contrary to principles of player development. Referees will report use of such tactics to competition authorities and field marshals, but will take no action on the field.
- All kicks are indirect and opposing players must be 9m from the kicker. Fouls in the penalty/ goal area are indirect kicks taken from the edge of penalty area. There will be no penalty shots as a result of fouls.
- If a goalkeeper attempts a drop kick and kicks the ball over his/her head into his/her own net the goal will not be counted.
- No cards are used.
 - Player is warned verbally in hearing of coach for offences normally cautionable (reckless challenges, dissent, persistent infringement). It is particularly important to warn players if their fouls are likely to cause injury to other players.
 - For offences that require dismissal, player is asked to leave the field and coach told they cannot return (foul and abusive language, serious foul play, violent conduct, second caution). The referee must report this to the competition authorities. Teams can replace the player thus dismissed.
 - Denying an obvious goal scoring opportunity is considered cautionable only.
 - If misconduct is by the coach, or the coach refuses to support referee in terms of cautions or dismissals, the game is halted and the referee informs the field marshal who will take appropriate action. The game should only be re-started after the field marshal is satisfied that the situation is dealt with.
- Nets and field size to follow LTPD guidelines as closely as possible. Nets will be no larger than 6.5x18 and the field size will be slightly larger than one quarter of a full field.

- All games will be played using size 4 balls.
- For safety purposes, all kicks will be started from the referee's whistle.
- Slide tackling will be permitted.
- Permission to use leg braces is at the discretion of the game official. Players are encouraged to ensure that the brace is properly wrapped prior to inspection by the referee.
- Players are NOT permitted to wear any type of jewelry while playing, with the exception of medical jewelry.
- When two teams have the same or similar color jerseys, a coin toss will take place to determine who must wear pinnies or change uniforms.
- Any player who is bleeding or has an open wound will not be permitted on the field. Once the bleeding has stopped and the wound is covered, then the referee will decide if the player is permitted back onto the field. Any player who has blood on their uniform will not be allowed to wear it onto the playing field. Any player re-entering the field after an injury must be given expressed permission to do so by the referee.
- At least one (1) coach per team must be educated in injury and first aid. A coach is responsible for ensuring that any injured player on his/her team receives the proper medical attention.
- Coaches are not permitted on the field; they must coach from their respective coaching areas on same side of the field, behind the sidelines of play. No coaching is to take place from behind the net.
- All other FIFA Laws of the Game apply.

Related information

- [Players' Code of Conduct](#)
- [Coaches Code of Conduct](#)
- [Parents' / Guardians' Code of Conduct](#)
- [Metro League Manual](#)

Tournament updates

- www.pysa.ca
- twitter.com/pysainfo
- <https://www.facebook.com/pscnl/>

Contact us

- Tournament information: sunsplash@pysa.ca
- Online registration form technical support: communications@pysa.ca