



## Outdoor Rules of Play U11 – U19 Youth Leagues

SYSI rules are adapted from FIFA rules of the game based on the specifics of this age group as well as the conditions offered in the indoor venues available.

Please see the comments section for detailed tips on each law.

### LAW # 1 – OUTDOOR FIELD OF PLAY

- **Facilities and surface:**
  - Saskatoon Sports Centre (SSC) Turf
  - City of Saskatoon Grass Fields
- **Field size and number of games:**
  - U11 Alliance League A & B: 3 games ¼ turf field at SSC & 7 games on modified ½ City of Saskatoon natural grass field.
  - U11 City League: 3 games ¼ turf field at SSC & 5 games on modified ½ City of Saskatoon natural grass field.
  - U13 Alliance League: 3 games on ½ field at SSC & 7 games on ½ City of Saskatoon natural grass field. One final 1<sup>st</sup> vs 2<sup>nd</sup>.
  - U13 City League: 3 games ¼ turf field & 5 games on modified ½ City of Saskatoon natural grass field. One final 1<sup>st</sup> vs 2<sup>nd</sup>.
  - U15 Alliance League: 5 games on full indoor or outdoor field at SSC & 5 games on full City of Saskatoon natural grass field. One final 1<sup>st</sup> vs 2<sup>nd</sup>.
  - U15 City League: 3 games ¼ turf field & 5 games on modified ½ City of Saskatoon natural grass field. One final 1<sup>st</sup> vs 2<sup>nd</sup>.
  - U17 Alliance League: 5 games on full indoor or outdoor field at SSC & 5 games on full City of Saskatoon natural grass field. One final 1<sup>st</sup> vs 2<sup>nd</sup>.
  - U19 Alliance League: 5 games on full indoor or outdoor field at SSC & 5 games on full City of Saskatoon natural grass field. One final 1<sup>st</sup> vs 2<sup>nd</sup>.
  - U19 City League: 3 games ¼ turf field & 5 games on modified ½ City of Saskatoon natural grass field. One final 1<sup>st</sup> vs 2<sup>nd</sup>.

### LAW # 2 – THE BALL

- **U11:** Size 4
- **U13 - U19:** Size 5
- The home team will supply the game ball unless, in the opinion of the referee, the visiting team has a more satisfactory ball

### LAW # 3 – THE NUMBER OF PLAYERS

- Normal number of players:
  - Outdoor under-11 and under-13 City League (7v7) ~ minimum 10 players and maximum 13 players (min 6 players to proceed with game)
  - Outdoor under-13 Alliance and under-15 to under-19 City leagues (9v9) ~ minimum 11 players and maximum 16 players (min 6 players to proceed with game)
  - Outdoor under-15 to under-19 Alliance leagues (11v11) ~ minimum 14 players and maximum 20 players (min 7 players to proceed with game)
- **Substitutions** will be unlimited and on the fly from the center line with a limit of 2 players at once. Player leaving the field must be at the center line prior to the substitute entering the field. The player entering the field must enter the field at the center line.
- **5 up – 1 up (Under-11 ONLY)** If the game gets to a 5-goal differential the trailing team can add a player, and every 3 goals after, you can add an additional player up to a maximum of 3 additional players. If the score goes under the 5-goal differential, they must remove the additional player.

## Permit Players (For additional regulations around permit players refer to [SYSI's Permit Player Rules](#))

- A permit player is one who is playing temporarily with a team other than the one with which the player is currently affiliated.
- Youth teams may utilize the services of a permit player registered with another youth team in a lower division or a younger age group under the following conditions:
  - The permit player must be registered with another team in the same zone.
  - The permission of the coach of the permit player must be obtained.
  - The name of the permit player must appear on the game sheet with the word "PERMIT" or a "P" written beside their name.
- There is no limit to the number of games a player may permit to during the regular youth league season within the league they are registered in (i.e.: Alliance League to Alliance League or City League to City League). Coaches are encouraged to permit and offer exposure and developmental opportunities to a multitude of players and not just one/two with a purpose of winning.
- In the outdoor season, a maximum of 5 permit players may be used in any game with exception of City Playoffs and Championship games.
- Where a division is split into pool 1 and pool 2, pool 1 can permit from pool 2 (ie: U11B-B1 can permit from U11B-B2) but if there are two pools within the same division (ie: U11B-B1-pool A and U11B-B1-pool B), the B1-pool A cannot permit from B1-pool B.
- For City Playoffs and Championship games, permit players will be allowed to fill the roster up to the normal number of players on the pitch during a game plus one (i.e.: 8 players for 7v7, 10 players 9v9, 12 players for 11v11 during outdoor season). The players permitting may not play in any other City Playoff or Championship games.
- Teams who have additional players on their roster over and above the maximum roster sizes may
  - not use permit players to fill beyond the maximum number of players set by SYSI, see Number of Players section. For example, if the roster size maximum is 12 but the team carries 14 players, then they can only use permit players when their total number of players available to play and those listed on the game sheet does not exceed 12 players.
- It is the responsibility of the team to ensure that all its permit players are eligible to participate in that capacity.

**Note: In extreme weather conditions please remember that the safety and wellbeing of the players is the most important thing. In extreme heat offer lots of water, allow head wear, find shade, and make sure to communicate with your fellow coaches on the other team if you feel that conditions are too bad to continue. Remember there must be a balance between wanting to play and being safe. If there is lightning spotted or thunder heard, immediately discontinue playing and seek shelter immediately. For more information about inclement weather procedures please visit: [https://cloud.rampinteractive.com/saskatoonyouthsoccer/files/Rules/lightning\\_policy\\_e4.pdf](https://cloud.rampinteractive.com/saskatoonyouthsoccer/files/Rules/lightning_policy_e4.pdf).**

## **LAW # 4 – THE PLAYERS EQUIPMENT** As per FIFA Laws of the Game

- A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).
- The basic compulsory equipment of a player comprises the following separate items:
  - A jersey or shirt with sleeves – if undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt.
  - Shorts – if undershorts or tights are worn, they must be of the same main colour as the shorts
  - Socks – if tape or similar material is applied externally it must be the same colour as that part of the sock it is applied to
  - Shin guards – all Under-11 to Under-19 players are required to wear shin guards. Any player not wearing shin guards will not be allowed to play.
  - Footwear
- The goalkeeper must wear colors that are distinct from those of the other players (including opposing players and goalkeeper) and the referee.

## **LAW # 5 – THE REFEREES**

- SSA and SDSRAI Registered Referees will be appointed to each match
- A referee has full authority to enforce the Laws of the Game in connection with a match to which they are assigned.
- The jurisdiction of a referee over the teams in a match to which the referee has been assigned begins at the time the referee arrives at the playing venue.
- Make sure that the rules are followed and that the Fair Play nature of the game is followed.
- If an assigned referee is not present at time of Kick-off the coaches will agree to use a mutually agreeable substitute referee (parent, assistant coach, one coach for each half) and play the scheduled game. Prior to starting or continuing a game with a substitute official, both coaches should sign the game sheet with a note indicating acceptance of the agreed substitute. The substitute referee will be paid for the game at the end of the if they have clearly stated their name and address on the game sheet. If the volunteer referee chooses not to be paid for the game, then SYSI will refund the Zones at the end of the season.

#### **LAW # 6 – ASSISTANT REFEREES**

- Assistant referees will be used for the under-15 to under-19 Outdoor Alliance Leagues.

#### **LAW # 7 – DURATION OF THE MATCH**

- Outdoor games will consist of two equal periods separated by a 5-minute halftime break as follows:
  - 25 minutes for under-11
  - 35 minutes for under-13
  - 40 minutes for under-15,
  - 45 minutes for under-17 and under-19
    - Any delay to the start of the match shall be accommodated by reducing the length of the game
- Where two age groups are interlocked such as under-15 and under-17; the entire season including games played between two under-17 teams in the interlocked division shall be played with the under-15 match duration.

#### **LAW # 8 – START AND RESTART OF THE GAME**

- As per FIFA Laws of the game.
- **Retreat Line: under-11 City League:** The defensive team's players must retreat to the ½ way line on all Goal Kicks

#### **LAW # 9 – THE BALL IN AND OUT OF PLAY**

- The ball is considered out of play if the ball goes over the touch line, goal line, or strikes the ceiling (including light fixture, curtains, etc)
- If the ball contacts the ceiling or a ceiling attached fixture, the game will be restarted directly below the point of contact by an indirect free kick by the team that was not the last to touch the ball.

#### **LAW # 10 – SCORING**

- As per FIFA Laws of the Game
- There will be no scores or standings in the under-11 Alliance and City Leagues.
- For under-13 to under-19 Alliance and City Leagues, points will be awarded as follows:
  - Win: 3 points
  - Tie: 1 point
  - Loss: 0 points
- For under-13 to under-19 Alliance and City Leagues, tie break rules are as follows:
  - Where two or more teams are tied in points:
    - a) Teams shall be ranked according to points awarded for the game results among the contending teams.
    - b) If (a) fails to break the tie, contending teams shall be ranked according to the fewest goals allowed against the other contending team(s).
    - c) If (a) and (b) fail to break the tie, contending teams shall be ranked according to the fewest goals allowed in all league games, up to the date the selection must be made.
    - d) If (a), (b) and (c) fail to break the tie, contending teams shall be ranked according to a penalty kick competition as per F.I.F.A. Laws of the Game at a time and place decided by the SYSI office.
    - e) No City Championship shall be decided without a playoff where two or more teams have the same number of points at the conclusion of league play. If a playoff procedure has not been previously

scheduled by the SYSI office there shall be a playoff game at a time and place decided by the SYSI office between the two most highly ranked teams, as determined by provisions (a) through (d) above if necessary.

- In playoff competition if the game is still tied after regular game duration:
  - a) Indoor: Two 5-minute overtime periods will be played, if the game is still tied at the end of the second overtime period, the winner will be determined by kicks from the penalty mark.
  - b) Outdoor: Two 10-minute overtime periods will be played, if the game is still tied at the end of the second overtime period, the winner will be determined by kicks from the penalty mark.
  - c) No time out between overtime periods.
  - d) There will be no Golden Goal.
- In play-off competition, a team winning a game by penalty kicks will have one (1) goal added to their goal total as it stood prior to the taking of penalty kicks.
- Shoot-out (penalty kicks) procedures: For 11v11 and 9v9 (full or ½ field) only players that are on the field at the end of the overtime period can participate in the shoot-out as per FIFA rules.

### **LAW #11 OFFSIDE**

- Matches on ¼ field playing area: There is no offside.
- Matches on ½ field playing area: As per FIFA Laws of the Game, and at the halfway line.
- Matches played on full field playing area: as per FIFA Laws of the Game, and at the halfway line.

### **LAW # 12 – FOULS AND MISCONDUCT** As per FIFA Laws of the Game

- All divisions – yellow and red cards under the standard FIFA rules.
- Any Participant that receives a Red Card during the course of a Game must immediately leave the Field of Play in a direct manner.
  - Field of Play includes, for Indoor Games, the following: the pitch, team benches, time clock area, and bleachers and spectator railing, walking track, and dressing room hallways.
  - Field of Play, for Outdoor Games, includes the area within the fence or surrounding area of the field, and including the spectator stands.
  - Any Official, Manager, Coach, or Player ejected from the Game may not re-enter or return to the Field of Play.

### **LAW #13 – Free Kicks**

- Under-11: Distance of 3 yards (9 feet)
- Under-13: Distance of 5 yards (15 feet)
- Under-15 to under-19: Distance of 10 yards (30 feet)
- For player safety, the longer distance will be used for free kicks during a crossover game. E.g., In a match between an under-13 team and under-15 team, the distance will be 10 yards.

### **LAW #14 – The Penalty Kick** As per FIFA Laws of the Game

- Penalty kicks will be taken from the front of the penalty area at a point directly in line with the center of the goal.

### **Law #15 – The Throw In** As per FIFA Laws of the Game

- Players in U11 will have two chances to complete the throw-in

### **Law #16 – The Goal Kick**

- **Retreat Line:** under-11 City League: The defensive team's players must retreat to the ½ way line on all Goal Kicks
- Under-11 to under-19 Goal Kicks: can be taken at any point in the Goal Area. As per FIFA/IFAB Laws of the Game.

### **Law #17 – The Corner Kick** As per FIFA Laws of the Game

### **Law #18 – The Goal Size (feet)** As per FIFA Laws of the Game

- Under-11 Alliance and City Leagues – 16'5" X 6'7"
- Under-13 Alliance and under-13 to under-19 City Leagues – 18'6" X 6'6"
- Under-15 to under-19 Alliance Leagues – 24' x 8"