

DARLINGTON SOCCER CLUB INC. YOUTH OPERATING RULES AND REGULATIONS – 2022



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These rules are intended to provide a framework for the operation of the Darlington Soccer Club Inc. (hereinafter referred to as “DSCI”). They have been established as a measure to minimize misunderstandings and potential disputes between members of DSCI.

The goal of this club is to provide an environment for our youth to learn and play quality soccer. These rules are designed to ensure the enjoyment, fairness and equality of all participants.

DSCI uses the Laws of the Game as established and recognized by FIFA except as shall be ordered and allowed by the Ontario Soccer Association (hereinafter referred to as “OSA”) or overridden by the rules below.

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1. **PLAYERS PER TEAM**

A team that is unable to field the minimum number of players for a game shall lose the game by default. If both teams cannot field the minimum number of players for a game, they shall both lose by default. If coaches know ahead of time that the game will not be played, notify the DSCI office as early as possible to cancel the referee.

More than the maximum per team requires DSCI approval.

| PLAYERS PER TEAM | | |
|---|-----------------------------------|--|
| (All numbers include goalie) | | |
| U5/6 mini soccer is played 3v3 no keepers Maximum 6 players | Mini Soccer U7, U8, U10 | Full Field U12, U14, U16, U19, U21, U23 |
| a) Registration at the commencement of season | | |
| Minimum | 6 | 11 |
| Maximum | 12 | 18 |
| b) Number of players dressed for a game | | |
| Minimum | 4 | 7 |
| Maximum | 12 | 18 |
| c) Number of players on the field at one time | | |
| | 6 | 11 |

2. **DSCI MODIFICATION TO STANDARD OR PAST SOCCER PLAYING RULES**

Mini Game Soccer

- a. Sliding tackles as well as sliding or lunging challenges for the ball when the ball is in close proximity to an opponent are not allowed and will be sanctioned as “Playing in a Dangerous Manner”. Any infraction will result is an indirect free kick for the opposing team.
- b. A poorly executed throw-in shall be retaken, but only once. If the second throw-in is illegal, then the throw-in goes to the other team.
- a. No penalty kicks will be awarded. A direct free kick from the top edge of the penalty area will be awarded instead of a penalty kick.
- b. Goal kicks will be taken from the top edge of the penalty area.
- c. On all kicks (kick-off, goal kick, corner kick, free kick) opposing players must be no closer than six (6) yards.

- d. There will be no “offside” in mini soccer.

U5 & U6 - 3v3 Game Format Rules

Darlington Soccer Club has implemented a new set of rules for the U5 and U6 House League age groups to ensure players get more touches on the ball that helps with developing their soccer skills and making sure they are involved in the play at all times while the games are being played. See below for a summary of the rules:

- 3v3 format (no goalkeepers)
- Use of smaller fields (two games playing on one mini field; see diagram)
- Substitutes made on the fly
- Two 20-minute halves with 5-minute half time
- Main goal is to keep ball moving with parent-volunteers who run the game
- Play kick ins with goal kicks only (no corner kicks)
- Retreat lines at the half way mark to ensure team gets possession after goal kick
- Smaller fields result in more touches on the ball and better skill development among players

3. LEAGUE SCHEDULES

Two schedules will be prepared each year, one for the regular season, and one for playoffs. Both schedules will be played (weather permitting) May through September.

The regular season schedule will be provided as soon as possible, but no later than one week prior to the season commencement. The playoff schedule will be provided no later than one week prior to the start of the playoffs.

4. PLAYER SHORTAGE OPTION

In order to field a team of at least eleven (11) players and six (6) players (for mini soccer) for a particular game, a coach may utilize player(s) from another team in the league. Competitive or Development players cannot be used.

- a. A player utilized in this manner must be registered to DSCI in the division immediately below the team requesting a call up. A player is permitted to play up provided there is a maximum one (1) year age difference. A minor aged player in a two year division cannot play up to the next division. Only major ages will be permitted.
- b. When this option is exercised, a maximum (including call-ups) of fourteen (14) players for full size field teams and nine (9) players for mini size field teams may be dressed at the **start** of the game. This way if additional regular players show up, the younger players called-up will be able to play.

- c. Players called up must be indicated as such on the game sheet.
- d. A player will be allowed to be called up a maximum of six times for any one team during the season.
- e. Call ups in the playoffs can only be used if a team has less than 14 players(11v11) or less than 9(6v6) and cannot exceed 14/9 (e.g. team has 13 players can only call up 1 player to make 14).

5. **GAME SHEETS**

Triplicate Game Sheets

Each home field coach is expected to provide the game sheet for the game. After completing his/her list of players, the home coach will present the game sheet to the away team coach, so that he/she may complete his/her side of the game sheet. The game sheet will then be presented to the referee at half-time, no later. The second half will not be started until the game sheet has been given to the ref. If a team withholds the game sheet, then that team loses by default. The referee will complete the game sheet and give each coach a signed copy of it at the game's completion. Each coach must keep a copy of the sheet and be able to make it available to the DSCI office, if asked to do so.

Coaches shall be notified by the DSCI Discipline Committee of any player on his/her team that has incurred a suspension(s) as a result of play. The coach shall be specifically informed of the game number and game date(s) for which the suspended player is not permitted to play. For each game that the player is suspended from play the coach shall note that player's number and full name on the game sheet indicating that he/she is a suspended player and a record of how many games have been served and how many were set out in the original suspension issued by DSCI.

6. **GAME STARTS**

All games must be started promptly. A referee is not obliged to start a game later than 15 minutes after the scheduled game time.

- a. A team that does not show for a game by the end of the referee's 15 minute "Grace Period" is liable to lose the game by default.
- b. If a team arrives after the referee has left, the "Default" or "No Default" decision will be at the discretion of the coach whose team did arrive on time. If he or she is willing to go ahead with the game, referee(s) must be selected that is/are mutually agreeable to both coaches. The game sheet must have this indicated on it and both coaches are to sign the game sheet, and both are to keep a copy, with the 3rd copy being dropped

off to the DSCI office. Whether the game counts in standings must be agreed to prior to starting the game and be indicated on the game sheet as well.

7. **WEATHER AND ABANDONED GAMES**

Games shall not be started during an electrical storm.

Rule: If you hear thunder clear it, if you see lightning flee it

Once a game has been started, deteriorating weather conditions may require that it be abandoned. Electrical storms and deteriorating conditions are defined as any lightning seen by the referee or coaches/players and reported as such to the referee. Play is automatically suspended and parents/players are asked to leave the field.

A game will be abandoned, **if in the opinion of the referee**, the game cannot be completed due to darkness, or if the safety of the players, or the quality of the field is in jeopardy.

- a. The decision to cancel or abandon a game must be made by the referee. He/she shall advise the coach/manager of each team before leaving the field and record an explanation on the game sheet and give a copy to both coaches. Coaches may advise, but the referee makes the final decision.
- b. Any game that is abandoned for legitimate reasons, and was abandoned after the full first half has been played, will be considered complete.
- c. The referee will notify the DSCI office about the abandoned game. Where warranted, the game will be rescheduled. The Office Administrator will contact appropriate parties (i.e., community referee coordinator, convenors), and notify them of the rescheduled game. The rescheduled game will take place before the end of regular season play.

Only the Darlington office will reschedule games. If a team cannot attend the reschedule date they will forfeit the game.

Either DSCI or the Municipality of Clarington may, at its discretion, at any time close a field due to weather and/or field conditions.

- d. Games called due to weather after August 1 will be rescheduled by the Darlington office, with the reschedule taking place on a weekday evening, including possible Fridays.

8. **PLAYER SUBSTITUTIONS**

Player Substitution 11 Aside

- a. In the interest of promoting fair distribution of playing time, players may be substituted as follows:
 1. At the start of each half
 2. After a goal is scored
 3. On any goal kick
 4. On a team's own throw-in
 5. On the other team's throw-in if the other team substitutes
 6. To replace an injured player
- b. The referee may allow additional substitutions at other stoppages in play to provide relief from exhaustion during unseasonably hot weather.
- c. Except for the start of each half, no substitution (including goalie) shall be made unless the referee is first notified, and then, only after the referee has signaled consent.

Player Substitution Mini Game Soccer

Substitutions may take place at any time during the game. Substitutions must be made through the technical box mark in the field of play.

9. **COACHES ON THE FIELD OF PLAY**

- a. Coaches are allowed on the field of play during a game for the U5 and U6 divisions only. Coaches in all other age groups must coach from the sidelines near their player's bench or in the immediate vicinity of centre field.

10. **REFEREES**

A referee shall be scheduled for every game(not in U5/6). The referee shall be responsible for the conduct of a game from the time he/she enters the playing area and until such time as he/she leaves the vicinity of the playing area. His/her authority shall extend to offences committed when the game is in progress or when the game is stopped. His/her decision on points of fact connected with the play of the game shall be final.

- a. If a referee does not show up for a game, the coaches may agree on a replacement referee. If no referee is found, then each coach shall referee one half of the game.
- b. If both coaches agree to a replacement referee, this is to be indicated on the game sheet and signed by both coaches, with both coaches receiving a copy of the game

sheet. If both teams agree to a replacement referee no protest will be entertained. The winning coach is to call the DSC office with the score.

- c. Referee Abuse- See Zero Tolerance Policy in Policies & Procedures
- d. Red and yellow cards issued during a game and any incidents must be reported to the DSCI office by the referee and must be reported on DSCI approved forms. The DSCI office will report incidents to the Discipline Coordinator.

A player receiving a red card (for any reason) will be immediately expelled from the current game. The expelled player shall continue to play in subsequent games with the team until he or she is notified by the DSCI Discipline Committee of a suspension(s) as a result of the red card infraction pursuant to the DSCI Policies and Procedures.

11. **REPORTING GAME SCORES**

Game scores will be reported to the DSCI office by the referee by midnight of the game night. The referee will either call the game results to a designated phone number or email the results to the address provided. A game sheet signed by the referee is the only official record of the game.

12. **GAME POINTS – REGULAR SEASON PLAY**

Win – 3 Tie – 1 Loss – 0 Defaulting team – 0 Non-Defaulting team – 3

The referee will report a score of 1-0 in favor of the non-defaulting team. In the event the referee is a no-show we ask that the non-defaulting team report the score.

Regular season game scores for the MINI GAME SOCCER divisions will be collected by DSCI. The scores and standings for these divisions will not be posted on line, or be made available to coaches, teams or parents. The scores will be compiled throughout the season by DSCI and they will be used when creating the Fun Day and Festival game schedules in an attempt to pair together teams of equal skill and ability.

13. **FINAL REGULAR SEASON STANDINGS**

If two teams are tied at the end of the season, the winner shall be determined in the order that follows:

- a. Results of the two tied teams playing each other.
- b. Highest number of wins.
- c. Least number of defeats.
- d. Goals against.

- e. Goals for.

In the event a division has an uneven number of teams which results in an uneven number of Byes; every effort will be made to revise the schedule to correct this. In the event this is not possible, a week during the season will be chosen by the Executive Committee prior to each season start. The games during this week will not count in the standings for those team(s) that have fewer Byes than the other teams in the same division.

14. **PLAYOFFS**

Full Field Playoffs

- a. All referees are to be assigned by the DSCI referee-in-chief, or person (s) assigned by the DSC referee-in-chief.
- b. If assigned referee does not show-up, that game is abandoned. Both the coaches shall inform the DSCI office. DSCI will then advise the Community Convenors of the re-scheduled game date, time and location.
- c. Abandoned games must be played the same week as scheduled due to time constraints.

Mini Soccer

In lieu of Playoffs and in accordance with the OSA's Long Term Player Development initiative, all DSCI Mini Soccer teams (age groups U5-U8) will participate in a Festival Fun Day at end of their season.

15. REQUIRED DUTIES OF A COACH/MANAGER

- a. In the spirit of house league play, ensure that all players are given the same opportunity to participate during each game for which they are dressed, unless by player's choice. Keep all players informed of game and practice schedules.
- b. Provide the referee with a completed game sheet by half time.
- c. Ensure that the Mini Game Referee has been paid before each game. (This may vary from community to community). The DSCI pays the Full field (11 Aside) game officials.
- d. Ensure the safety of the referee before, during and after a game if necessary.
- e. Both coaches must hold on to their copy of the triplicate game sheet and they must be made available at any time.
- f. Ensure that all players on his/her team are registered with the DSCI. If a player is not registered and he/she is injured, or causes an injury that results in a claim or lawsuit, the coach is solely responsible. If a player is not registered and the coach allows he/she to play, DSCI, Durham Regional Soccer Association (hereinafter referred to as "DRSA"), or the OSA are **NOT RESPONSIBLE**.
- g. If a coach allows a non-registered player to play, the coach will be subject to discipline as per OSA Discipline Policies.
- h. If a conflict should arise concerning colours of uniforms, then the **home team** must change.

16. **Summary at a Glance**

| Player Category | Age Group** | Registered Players per Team | Minimum # of Players To start game. | Ball Size | Game Duration |
|-----------------|-----------------|-----------------------------|-------------------------------------|-----------|-----------------|
| U-5 | 5 yrs | Min 3 - Max 6 | 3 players | 3 | 20 min. halves |
| U-6 | 5 & 6 yrs | Min - 3, Max 6 | 3 players | 3 | 20 min. halves |
| U-7 | 7 yrs | Min - 6, Max 12 | 4 players | 4 | 25 min. halves |
| U-8 | 7 & 8 yrs | Min - 6, Max 12 | 4 players | 4 | 25 min. halves |
| U-9 | 9 yrs | Min - 6, Max 12 | 4 players | 4 | 25 min. halves |
| U-10 | 9 & 10 yrs | Min - 6, Max -12 | 4 players | 4 | 30 min. halves |
| U-11 | 11 yrs | Min - 11, Max - 18 | 7 players | 4 | 30 min. halves |
| U-12 | 11 & 12 yrs | Min - 11, Max - 18 | 7 players | 4 | 35 min. halves |
| U-14 | 13 & 14 yrs | Min - 11, Max - 18 | 7 players | 5 | 40 min. halves |
| U-16 | 15 & 16 yrs | Min - 11, Max - 18 | 7 players | 5 | *45 min. halves |
| U19, U21 | 17, 18 & 19 yrs | Min - 11, Max - 18 | 7 players | 5 | *45 min. halves |
| U23 | 20, 21 & 22 yrs | Min - 11, Max - 18 | 7 players | 5 | *45 min. halves |

*** U-16 and up – All double header games will be 40-minute halves.**

**** Age groups are based on registration by year of birth as of January 1st.**

Any matter not covered in this document shall be judged in accordance with the Policies and Procedures and Published Rules of Durham Region Soccer Association, Ontario Soccer Association, Canadian Soccer Association and FIFA.

