

PLAYING RULES

1. In the event of similar uniform colours, the HOME team must change.
2. Duplicate shirt numbers are not allowed and must be corrected prior to the game. If not corrected, goals by these players will be disallowed.
3. Only the Referee can cancel a game due to inclement weather.
4. In the event of a game being cancelled by the Referee, the coaches may by mutual agreement reschedule the game or accept a tie. The league statistician must be informed in either case.
5. A game is forfeit if a team cannot field a minimum of 7 players in the u-12 and older age groups, or a minimum 5 players for mini-soccer, u-10 and younger.
6. A game is forfeit if a team is not on the field within 15 minutes of the scheduled kick off.
7. A forfeited game shall be recorded as a 1-0 win for the non-offending team.
8. When a team is playing short, the other team may field an equal number plus 1. This does not include playing short due to discipline (i.e. a red card issued in that particular game).
9. In the event of extreme heat or humidity, the Referee, at his/her discretion, may stop play for extra water breaks.
10. If a referee fails to show up for a game, the home coach or other registered team official will referee the first half and the visiting coach or other registered team official will referee the second half. One person may referee the entire game if everyone is in agreement. A 10-minute waiting period is required for a referee to be considered a no show. ****NOTE: THE HEAD REFEREE MUST BE NOTIFIED OF ALL NO SHOWS.**

SUBSTITUTIONS

- ★ Substitutions will be allowed on goals, goal kicks, throw-ins, half time and injury. There is no limit to the amount of substitutions made.
- ★ Only the team with possession on a throw-in can initiate a substitution. The opposing team may follow.
- ★ If the Referee stops play for attention to an injured player, that player must be subbed off.

OFF-SIDE

- ★ Offside will be called for u-10 and older age groups.

CALL UPS

- ★ Players may be called up from a younger age group to allow a maximum of 14 players for u-12 and up, and a maximum 10 players for mini soccer, u-10 and under, or to fill out a registered team roster, whichever is less. A maximum of 3 call ups can be used per game.
- ★ A player may be called up a maximum 3 times per season.
- ★ A called up player must be designated “CU” beside their name on the game sheet.

MERCY RULE

- ★ U-6, u-8 and u-10 are allowed 2 goals per player, per game. U-12 to U-18 are allowed 3 goals per player per game. If exceeded, the goal is disallowed and a goal kick is awarded to the non-offending team. Over time and shootouts are the only exceptions.

SIZE OF BALL AND DURATION OF GAMES

- ★ U-6 shall play four, 10 minute quarters with a size 3 ball.
- ★ U-8 shall play four, 15 minute quarters with a size 3 ball.
- ★ U-10 shall play two, 30-minute halves with a size 4 ball.
- ★ U-12 shall play two, 35-minute halves with a size 4 ball.
- ★ U-14 shall play two, 40-minute halves with a size 5 ball.
- ★ U-16 and U-18 shall play two, 45 minute halves with a size 5 ball.

SCORING

- ★ Scoring shall be 3 points for a win, two points for a tie and one point for a loss. U-6, u-8 & u-10 play 7 a side. U-12 and older play 11 a side.