



Soccer League Rules & Game Play

Game Play

- Games will consist of (2) x 25-minute half's, the score and time is kept by the OTA referee.
- 10-minute halftime.
- Tournament & Playoffs will be single elimination, bracket seeding format.
- Add water breaks as needed throughout the game to keep players safe.
- Sneakers, turf shoes and cleats are permitted.
- Coaches shall participate in a coin toss to determine which team shall kickoff and selecting which goal to defend.
- At the beginning of the second half, teams shall change ends and attack the opposite goal.
- Each player must always have the necessary equipment on, which includes:
 - Same colored jersey/t-shirt
 - Socks
 - Soccer shorts
 - Soccer cleats or soccer flats
- Any player without appropriate equipment will be asked to leave the field of play.
- SHINGUARDS are required
- NO jewelry is permitted on a person while playing.
- Glasses must be prescription.
- Each player must complete a participation waiver prior to playing in OTA leagues.

Beginning of Game

- Game shall start by an indirect kick from the center of the field in the direction of the opponent's goal.
- After a goal is scored, the team scored against shall kickoff.

Players / Goalkeepers Privileges

- A player may dribble, volley, block, trap, or pass the ball. At no time may a player touch the ball with his/her hands.
- Player may play the ball while it is trapped by an opponent, provided there is no foul. If the player is on the ground, a dead ball is called and the ball is awarded to the opposing team.

Goalkeepers' privileges within the penalty area

- Pick the ball up
- Punt the ball
- Drop kick the ball
- Throw the ball
- May not delay the game by holding the ball indefinitely

Goalkeeper safety: when a goalkeeper comes out to make a play on the ball, the offensive player must be within playing distance of the ball to make an attempt on the ball. Otherwise the offensive player must yield to the goalkeeper regardless of the distance between the ball and the goalkeeper. (Note: this rule applies only if the goalkeeper has already made a move towards the ball, including bending to pick the ball up while standing. It does not apply if the goalkeeper is not attempting to save the ball.) If the player does not yield, he/she can be called for a dangerous play (indirect kick) and issued either a yellow or red card. **Note:** This rule is in place for the safety of the players, it is however a rule that will be to the discretion of the referee if the play is fair and safe for all players involved.

Offsides

- A player is in an offside position when he/she is ahead of the ball while the ball is being played by a member of his/her team unless the following occurs:
 - Player is in their own half of the field
 - There are two opponents nearer their goal line than the player in question.
- Penalty for offsides: an indirect free kick shall be awarded at the spot where the foul occurred. A player will not be penalized for being offsides unless, in the referee's judgement, he/she is seeking an advantage or is denying the other team an advantage.

Fouls and Penalties

- A player shall not trip, kick, stroke, hold, push or jump at an opponent or use unnecessary roughness, or handle the ball.
- A penalty kick shall be awarded if the foul is made by the defensive team in the penalty area.

Slide Tackle: Slide tackling is not allowed (**recommended**).

Headers

- In an effort to protect young players against concussions, the following rule has been implemented, as **recommended** by the United States Club Soccer Federation:
- Players shall not engage in heading, either in practice or games.
- If any player intentionally heads the ball during a game, the play shall be considered a dangerous play and an indirect kick shall be awarded to the opposing team. If the deliberate header occurs within the penalty box, the indirect kick shall be taken at the nearest point outside of the penalty box.

- If a player intentionally heads the ball a second time, the player will be given a yellow card and sent off the field to review the play with his/her coach. A substitute player may be inserted in his/her place.

Conduct/Sportsmanship/Behavior

- No coach or player shall belittle or berate the players or coaches of another team. This type of action will not be tolerated.
 - First offense: Warning
 - Second offense: Ejection from game of offending person and/or head coach.
- OTA promotes sportsmanship, fair play, and FUN. This should be the focus for everyone involved in this league. Remind coaches, parents and players to practice and conduct themselves with appropriate behavior and understand the main goal is for our players (kids) to have fun.