

**DLSO Division 3 Playing Rules**

1. All games will be 8v8 including the goalkeeper. Coaches may choose to agree to play a more even-sided game depending on the number of players each team has. As long as both opposing coaches agree, this is acceptable.
2. Games will consist of two 25-minute halves with a 5-minute half-time break.
3. All games will be played with a size #4 ball supplied by the “home” team which is listed first on the schedule.
4. The field of play shall be roughly 70 x 45 yards with appropriate size goals (approximately 6’ x 18’).
5. Kick-offs: The ball must move forward and opponents are not to encroach until the ball is played.
6. If the visiting team does not show up, this team shall reimburse the cost of all referees for the game.
7. All teams will need accurate rosters at check-in.
8. Handballs will be enforced.
9. Either team may substitute on any stoppage subject to the referee’s approval.
10. In the case of a “bad” throw-in, the referee will award the opposing team a throw-in.
11. No penalty kicks will be taken. All major and technical fouls will be enforced resulting in an indirect free kick. Any foul inside the penalty box will be moved to the line of the penalty box.
12. Goal kicks will be taken from the top of the 18 yard box. Opposing team shall allow 7 yards from the kicker.
13. Slide-tackling is not allowed.
14. Corner kicks should be taken as normal and require 7 yards defender clearance.
15. Off-sides calls will be enforced and awarded a free kick.
16. All efforts will be made to place teams in the appropriate bracket of play, but in the event of an uneven game, please try to avoid running up the score. DLSO encourages good sportsmanship throughout the games with emphasis place on safety and player development.
17. The DLSO emphasizes individual player development and neither scores nor standings will be posted.
18. Please show a high level of sportsmanship at all times. Educating your parents regarding appropriate behavior on the sidelines is very important.
19. All other FIFA Rules apply.