



Ohio Travel Soccer League

Rules of Play



The rules of play for all contests sanctioned by the OHTSL shall be the most current [Laws of the Game](#) as published by IFAB and direction from the US Soccer Player Development Initiatives (PDI).

Rules/Regulations	7v7	9v9	11v11
Recommended Field Size	Length: 55-65 yards Width: 35-45 yards	Length: 70-80 yards Width 45-55 yards	Length: 90-120 yards Width: 50-65 yards
Recommended Goal Size	7' x 21'	7' x 21'	8' x 24'
Ball Size	Regulation 4	Regulation 4	Regulation 5
Max Game Roster	14	16	18
Number of Players on Field	7v7	9v9	11v11
Minimum Players to Start	5	7	8
Goalkeepers	Yes	Yes	Yes
Max Coaches on Sidelines	3 Carded	3 Carded	3 Carded
Referees	1	1	1-3
Duration of Game <i>(no extra time permitted)</i>	2 x 25 min halves / 5-10 min halftime	2 x 30 min halves / 5-10 min halftime	2 x 35 min halves / 5-10 min halftime
Kick-off After Goal	Yes	Yes	Yes
Goalie Punting	No	Yes	Yes
Heading	No	U11 = No U12 = Yes (unless player is 10 or younger)	Yes
Buildout Line	Yes*	No	No
Start & Restart of Play	Law - 8	Law - 8	Law - 8
Ball In/Out of Play	Law - 9	Law - 9	Law - 9
Methods of Scoring	Law - 10	Law - 10	Law - 10
Offsides	Law - 11	Law - 11	Law - 11
Fouls & Misconduct	Law - 12	Law - 12	Law - 12
Free Kicks	Law - 13	Law - 13	Law - 13
Penalty Kicks	Law - 14	Law - 14	Law - 14
Throw-ins	Law - 15	Law - 15	Law - 15
Goal Kicks	Law - 16	Law - 16	Law - 16
Corner Kicks	Law - 17	Law - 17	Law - 17
Substitutions	<ol style="list-style-type: none"> 1. Either team may substitute at any stoppage of play, with the referee's permission <ul style="list-style-type: none"> ○ Substitutions must be at center line ○ Player being removed should leave field at closest point 2. Recommended when a player has been cautioned (not required) - good teaching moment 3. Substituted players may return to play in the game 4. There is no substitution limitation 		
Goal Kicks & Goal Box	Effective Spring 2020, the goal box is now in play as soon as the goalie releases the ball or the person taking the goal kick touches the ball.		
Pass-Back Rule	If the referee determines a field player <u>intentionally</u> kicked the ball back to the goalkeeper, who handles the ball with their hands a foul will be called resulting in a IFK at the spot of the foul (unless in the goal areas, the ball is then placed on the 6). Unintentional deflections are not fouls, referee discretion on intent, not coach or spectators.		

Guest Players	<ol style="list-style-type: none"> 1. It is permissible for players to “guest” play with another age & skill appropriate team within their community program based on the minimum number of rostered players in attendance: <ul style="list-style-type: none"> ○ 7v7 = guest players permitted when less than 10 rostered players attending (3 subs) ○ 9v9 = guest players permitted when less than 12 rostered players attending (3 subs) ○ 11v11 = guest players permitted when less than 15 rostered players attending (4 subs) 2. Age Appropriate = player can play on teams of same age or up a max of 2 years 3. Skill Appropriate = example: a top player of a D1 teams should not guest play on a D3-D5 team 4. Girls are permitted to play on a boys team, boys are not permitted to play on a girls team. 5. Coaches must have a player passcards for all guest players
Severe Weather Policy	<ol style="list-style-type: none"> 1. If lightning is seen or thunder is heard the game must be immediately suspended 2. The game may not be resume until 30 min after the last occurrence of thunder/lightning 3. It is the referee’s discretion how long to wait or call a game. <ul style="list-style-type: none"> ○ Adult coaches should discuss with youth refs when making decision on how long to wait/cancel the game 4. If the game is cancelled after the 2nd half has begun, it is considered a complete game 5. If the game is cancelled prior to the start of the 2nd half the game must be rescheduled to be played in its entirety.
Standings & Tie-Breakers	<ol style="list-style-type: none"> 1. Teams with the most points wins (win = 3 pts, tie = 1 pt, loss = 0 pts) 2. Tied teams: winner of the game played between the two tied teams <ul style="list-style-type: none"> ○ <i>If 3 or more teams are tied for points go to step 3</i> 3. Goal differential: highest number of net goals (max goal differential is 5) 4. Fewest goals allowed
*Buildout Line (7v7 only)	<ol style="list-style-type: none"> 1. Location = equidistant from the top of the penalty box and the halfway line 2. The build out line promotes playing the ball out of the back in a less pressured setting 3. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play 4. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed) 5. After the ball is put into play, the opposing team can cross the buildout line & resumes play 6. The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has been played. 7. If the goalkeeper chooses to put the ball in play prior to the opposing team getting behind the buildout line the ball is live.