



DOLLARD RECREATIONAL SOCCER ASSOCIATION
ASSOCIATION RECREATIVE SOCCER DE DOLLARD

Dollard Recreation Soccer Association
Rules

1. GENERAL

- 1.1. Games consist of two forty-five (45) minute halves, with a five (5) minute break at half time. Teams play 7-a-side on a 7-a-side field. Games will start at the scheduled time. However, a fifteen (15) minute grace period is permitted for late arriving players. Any part of the 15 minutes that is used up while the teams wait for the minimum player number to show up will be deducted from the ninety (90) minute game. How this time is deducted is at the referee's discretion.
- 1.2. A team must have a minimum of five (5) regular players in order to start a game. However, a team is allowed to have less than five players once the game has started. If a team cannot field five (5) players by the end of the fifteen (15) minute grace period, it will forfeit the game by a score of 2-0. In order to play in any game, a player must be dressed and on the field at the start of the second half.
- 1.3. Goalies are to kick the ball from the goalie's line if the ball is out of play on either side of the net and throw the ball if retrieving the ball by hand. Kicking the ball from the hands is not allowed due to the size of the field.
- 1.4. Throw-ins are in effect.
- 1.5. Penalty shots shall be taken from the mid-point between the box and the semi-circle with everyone else outside the box. There are no rebounds on a penalty kick.
- 1.6. There will be two points for a win, one point for a tie, and zero for a loss in the regular season and the playoffs. There will be neither overtime play nor shoot-outs in the regular season.
- 1.7. The offside rule is in effect only inside the box.
- 1.8. Cleats and shin-pads are mandatory.
- 1.9. Shorts are mandatory. Pants are not allowed. Team jerseys must be worn during all regular season and playoff games.
- 1.3. Changing on the fly is in effect, as in hockey. The exiting player must be either over the sideline or out of play before the entering player comes on. Players must enter and exit the field at the team bench. Keep in mind that when a change is made, it should be when the play is out of that area or a penalty can be called.
- 1.11. Corner kicks, headers, goal kicks, goalie's ball, free kicks are the same as in regular soccer play.
- 1.12. The play-offs will consist of a six game mini-season, scheduled in a round-robin fashion. There will be neither overtime play nor shoot-outs in the first five play-off games. In the sixth game if there is a tie at the end of regulation, a thirty minute overtime period will be played and the winner of the game will be the team scoring the first goal. The champion of the regular season and the playoff champion, shall be determined as follows:
 - 1) Most points,
 - 2) Most games won,
 - 3) Best goal difference
 - 4) Least number of yellow & red cards.



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- 1.13. Spares Rule - Once a Spare player has been assigned to a team at the beginning of a game, he is eligible to play the entire game, even if regulars show up late. A Spare can be requested by the team captain when **less than 9 regular players will be present**. If another team needs the Spare player, a change can be made upon mutual agreement of the captains of the two affected teams OR as decided by the Board. This will allow the short teams to have **up to two substitutes** on the bench.
- 1.14. Spares List - At the beginning of the season a Spares List will be created and distributed to the Spares Coordinator. The list can be updated throughout the season as deemed necessary. The Spares List will be maintained by the Board throughout the season.
- 1.15. Red Card rule - Upon receiving a red card or two yellow cards in a single game, the offending player will be ejected from the current game. The offending player's team will play short-handed for 15 minutes. When the 15 minutes is over the offending player's team can replace the red-carded player. Two yellow cards in a single game are considered a red card.
- 1.16. Suspension rule - A 1st red card in a single season will result in a single game suspension. A 2nd red card during a single season will result in a two (2) games suspension. Etc.
- The fine for a Yellow card is \$10 and the fine for a red card is \$20. **After every third yellow card the yellow card fee increases by \$5 (\$10 each for 1 to 3, \$15 each for 4 to 6, etc.).** All fines must be paid to the Directors before that player's next game.
- A 3rd (6th, 9th, etc.) yellow card in a single season will each result in a single game suspension. A suspended player may not play until all pending suspensions have been served. Cards and suspensions are carried **out on the next regular season or playoff game. Unserved suspensions will carry over to the next summer season.**
- 1.17. Verbal abuse, of any kind, against an opponent, a teammate or the referee shall be grounds for a yellow card. Additionally, the three Directors can impose a three (3) game suspension for verbal abuse (including swearing).
- 1.18. Ball Contact with Tree Branches or Leaves - The ball shall remain in play if it contacts tree branches or tree leaves, unless the referee judges that either the ball has changed its path or its speed, in which case play shall stop and resume with either a corner kick or goal kick depending on which team last touched the ball. *(In the cases when the referee judges that the ball shall remain in play, he shall clearly indicate this to the players before the ball contacts a player, any part of the goal or the playing surface.)*
- 1.19. The player who has been fouled - free kick or penalty shot - shall take the kick. If this player cannot take the free kick or penalty shot due to injury, one of his teammates on the field will take the kick and the injured player must leave the field for 10 minutes.
- 1.20. Cooling off period: If a player is behaving in an unsportsmanlike manner, is overly aggressive, or is displaying inappropriate behavior, the referee may send the player off the field for a cooling off period of 10 minutes. The player can be replaced while cooling off so his team does not play short.
- 1.21. For all throw-ins and corner kicks, a maximum of three (3) players per team are allowed in the box. The defending team's goalie is not included in this three (3).
- 1.22. Goalie playing restriction: No goalie can cross the center line during play.
- 1.23. **Player Absence – A player not informing the captain of an absence before a game will incur a \$5 fine which must be paid to the Directors before their next game. Absence fines are to be donated to a recognized charity. A player indicating they will be absent for a game may not then play in that same game IF nine players (including at least one spare) are present.**



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2. REFEREES

- 2.1. Referees will call time-outs, penalties, free kicks and enforce the play-safe rule. There is to be no roughing, no pushing, no tripping and NO CONTACT.
- 2.2. If there is contact the referee will blow his whistle and award a free kick against the offending player.
- 2.3. The advantage rule is in effect at the referee's discretion.
- 2.4. The "play-safe" rule will be in effect where if the referee deems necessary a stoppage in play for any reason, say an injury or to slow down the game, if play is getting out-of-hand or too rough, or even if the referee sees that the players are exhausted, he could blow his whistle and stop play and/or call time out.
- 2.5. Abuse of the referee will not be tolerated and is subject to expulsion from the league.
- 2.6. The "No Contact" rule is in effect at all times. The referee may call a penalty if he deems a contact that is worthy of a penalty. The following are considered a major foul, and a yellow card will be given to the offending player.
 - Slide tackling;
 - Charging the player with the ball and contact;
 - Intentionally tripping the player with the ball;
 - Intentionally pushing/hitting another player or referee;
 - Verbal abuse of another player or the referee;
 - Fighting;
 - Holding, grabbing, throwing or kicking the ball at another player;
 - Reckless play on a continuous basis;
 - Intentionally hurting another player;
 - Any deliberate action and conduct contrary to good sportsmanship and fun of the game.

3. DISCIPLINE

- 3.1. Fighting is an automatic game suspension and another game at the discretion of the Disciplinary Committee.
- 3.2. The Board of Directors reserves the right to release a player from the DRSA due to continuous reckless and unsportsmanlike behavior. No refund would be paid to any player who is released from the DRSA.
4. The Board of Directors in March of every year shall meet to prepare for the upcoming summer season. One task for the Directors is to select four (4) summer season members who will be responsible to select the four teams. These four members shall review the teams up to and including the 8th game and make any necessary changes. If an agreement cannot be reached, then the Directors will be asked to intercede.