



## Under 14 through 18 Programs

Division	Length of Half	# of Players Including Goalie	# of Players to Avoid Forfeit	Ball Size	Field Size
Under 14	30 Minutes	11	7	5	Full- F1, F2, F3, F11, Bain
Under 16	35 Minutes	11	7	5	
Under 18	45 Minutes	11	7	5	

### PLAYING RULES

The playing rules shall be those set out in the latest available edition of the F.I.F.A. Laws of the Game.

### EQUAL PLAYING TIME

ALL PLAYERS MUST PLAY AN EQUAL AMOUNT OF TIME IN A GAME.

### REFEREES

The referee is in complete control of the game and is the sole judge of all calls in the game. Coaches should not approach the referee except after the game. If you feel you need to get a situation clarified by the Referee – In – Chief, complete the Referee Comment Sheet in your workbook and submit it to your Convenor.

### COACHES

Coaches and players on the bench are not allowed on the field. Coaches must remain on their half of the field. Spectators MUST stay at least two (2) metres back from the sidelines during the game and are not allowed behind the goal. Spectators must be on the opposite side of the field from the player's bench, with the exception of sponsors and children with high medical needs.

### RED CARDS

Any player who is red carded during a game must leave the playing field and will serve an automatic one (1) game suspension unless notified of a longer suspension. The suspension is served at the next scheduled game. The player does not need to be there, however the coach must notify the referee before the game starts so it can be recorded. For more details on yellow/red cards see QWSC Constitution & Bylaws.

Any coach who is ejected from the game by the official will be subject to discipline by review.

### OUT OF PLAY

The ball is out of play when the whole of the ball has crossed the goal line, or touchline, whether on the ground or in the air.

### SCORING

Players may score on a goal kick, and on the opening kick of the game. There is no limit for goals scored per player in a game.



### **SUBSTITUTIONS**

Substitutions can be requested on goal kicks, after a goal has been scored, for injuries, at half time, or at either team's throw in.

Substitutions are only permitted after the referee has been asked and permission has been granted. Substitutions may be denied to speed the flow of the game or near the end of the half or game.

Substitute players are to enter at center only, and only after the referee has acknowledged them.

### **THROW-IN**

A goal may not be scored directly from a throw-in. On a throw-in when the ball is thrown back to the keeper, the keeper **MAY NOT** play it with his/her hands. No one is offside during a throw in. Opposing players must remain 2m back.

### **DIRECT KICKS**

Goals may be scored if the ball enters the net.

### **INDIRECT KICKS**

Goals cannot be scored on an indirect kick. The ball must come in contact with any player on the field before a goal can be scored. The referee will indicate an indirect kick by holding one arm in the air until a second player (keeper included) has touched the ball.

### **GOALKEEPER**

The goalkeeper can leave the goal area but he/she forfeits the right to touch the ball with their hands. Touching the ball outside the goal area with their hand results in a direct free kick from where the offence occurred.

The referee must be informed before the goalkeeper is changed.

The goalkeeper must wear a shirt or pinnie of a different color from the opposition and own team. The keeper may wear gloves. Only the keeper is allowed to wear a hat, soft peak only, on the field due to the sun shining in his/her direction.

### **CORNER KICK**

A corner kick is awarded when the whole of the ball has crossed the goal line, excluding that portion between the goal posts, having last been touched by a member of the defending team. All opponents must be at least 6 meters from the ball until it has been kicked. A goal may be scored directly from a corner kick.

### **LOPSIDED RULE**

A team **AHEAD** by four (4) goals must remove a player. An additional player must be removed if the spread increases to five (5). This pattern continues until the team leading in goals reaches the minimum seven (7) players required to play in a game. The leading team may return a player every time the opponents score.

### **SHORT-HANDED RULE**

If one team is playing short-handed, the opposing team will play with only one player more on the field.

### **GAME PROTESTS**

All protests and matters of dispute, within the jurisdiction of QWSC, shall be subject to the ruling of the Protest Committee.

Game protests shall be actioned within 48 hours by a Protest Committee of 3 QWSC Members formed at the direction of the House League Convenor. Protest Committee decisions on the protest are final.

Game protests must be received in writing to the Office Manager within 48 hours of the game, excluding Sundays. A twenty-five dollar (\$25.00) non-refundable fee must accompany all game protests.

The complainant will receive written, electronic notification of the decision by the Committee within 24 hours (excluding Sundays).



Copies of the protest and the decision are to be submitted at the next sitting of the Executive Committee and be entered into the minutes.