



Ohio Soccer Developmental League Rules

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Ohio Soccer Association

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A Program of:



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1.0 Team Applications and Admission

- 1.1. **Team Eligibility:** Entry is accepted on a team basis and teams and players must be currently registered with Ohio Soccer Association.
- 1.2. **Good Standing:** All teams must be properly registered competitive teams that meet the requirements for participation and are in good standings with Ohio Soccer Association or their respective state association.
- 1.3. **OSDL Selection Criteria:** The League Directors in collaboration with TAG will select remaining available positions based upon individual team history which may include participation in other tournaments or events.
- 1.4. **Structure (Levels of Play):** The OSDL will offer competition for boys and girls in age groups beginning with U8 and concluding with U18. Age groups will consist of two (2) divisions per gender with a minimum of four (4) teams and a maximum of ten (10) teams.
 - 1.4.1. The top division
 - 1.4.2. The second division
- 1.5. **Application Deadlines:** All applications for participation in OSDL must be received by the deadline as established by OSA for each playing season.
- 1.6. **Application Process:** Team applications to participate in OSDL must be completed via an on-line system established by the OSDL Administrator. Teams will register directly with OSDL.
- 1.7. **Fees and Other Expenses:** Each team playing in OSDL will pay the fees established by OSDL. The OSDL is not responsible for expenses incurred by teams through forfeits, travel, housing, coaching, uniforms, and other related team operating costs.
- 1.8. **Return of OSDL Fees:** OSDL shall return any fees paid to OSDL for any team that is not admitted to OSDL

2.0 Team Rosters

- 2.1. **Team Rosters:**
 - 2.1.1. Teams must be registered to the age group of the oldest player on the team. Teams may not be allowed to play up or across genders unless approved by the League Directors.
 - 2.1.2. A team roster can be changed at any time, but the Game Day Roster must be printed off prior to each game showing the active players for that game. Players who will not be in attendance may be crossed out on the Game Day Roster. Coaches/Managers may NOT write, type or print in anything additional on a Game Day Roster after it has been printed. Player names may not be manually added to a Game Day Roster after it has been printed.
- 2.2. **Player Eligibility:** All players must be registered with and in good standings with OSA.
 - 2.2.1. Player eligibility will be governed by the US youth Soccer National Championship Series rules. All players must be age appropriate for the age group they are playing in. Younger players may play in older age divisions, but older players cannot play in younger age divisions.
 - 2.2.2. A player's age group is determined by their birth year.
- 2.3. **Team Officials:** Team Officials shall refer to coaches, assistant coaches, managers and trainers.
 - 2.3.1. All teams' officials must be registered with and in good standings with OSA.
- 2.4. **Maximum Roster Size:** The maximum number of players allowed on the OSDL pool and maximum number of players allowed on a Game Day Roster is outlined below.

Age Group	Max Game Day Roster	Min to Start Game
9U-10U	14	5
11U-12U	16	6
13U-19U	18	7

- 2.5. **Player Passes:** Valid US Youth Soccer member passes will be used for OSDL play. All US Youth Soccer member passes must be valid for the current season, have a current player photo and be laminated.

3.0 Games – Operational Procedures

- 3.1. **Scoring Method:** The standings of teams within age groups are based upon the number of points earned. Teams earn points as follows:
- 3.1.1. Three (3) points for a win
 - 3.1.2. One (1) point for a tie
 - 3.1.3. Zero/No (0) points for a loss
 - 3.1.4. Minus three (-3) points for a forfeit
- 3.2. **Tiebreaker:** If two teams are tied based on points earned, the team’s final placement in the league standings will be determined in accordance with the following sequential criteria:
- 3.2.1. Winner of head-to-head competition (this criteria is not used if more than two teams are tied)
 - 3.2.2. Winner of most games
 - 3.2.3. Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus for (4) goals per game.
 - 3.2.4. Fewest goals allowed
 - 3.2.5. Coin Toss
- 3.3. **No Contest:** Games deemed to be “No Contest” will be recorded as a game played with a score of 0-0 and each team earning zero (0) points for the contest.
- 3.4. **Number of Games:** The scheduled number of games shall be determined by OSDL based on the number of teams in an age group division.
- 3.5. **Scheduling of OSDL Games:** Refer to the OSDL Scheduling Meeting document for more details.
- 3.6. **Rescheduling of OSDL Games:** Refer to the OSDL Reschedules and Cancellation document for more details.
- 3.7. **Inclement Weather:** The home club is responsible for notifying the league registrar and opponent as soon as possible if the scheduled fields are unavailable due to inclement weather (See OSA Policy on Lightning and Hazardous Weather). Weather can pop up at any time and the final decision to play may be made by the referee at the game site.

4.0 Rules of Play

- 4.1. **Laws of the Game:** All games will be played under the applicable rules of US Youth Soccer. Teams are responsible for obtaining and being familiar with the U.S. Soccer Official Administrative Handbook and the FIFA Laws as they govern play subject to change by the OSDL Directors and Administrators with or without notice.
- 4.2. **Game Length, Ball Size, Play Format & Field Size:** Field dimensions and play format must meet the FIFA Laws of the Game as modified by U.S. Soccer (PDIs).

Age Group	Length of Game	Min Field Size	Goal Size	Ball Size	Players	Game Day Roster	Min Players to Start	Drop Line
9U & 10U	25-minute halves	65x45	6x18	4	7v7	12	5	Yes
11U & 12U	30-minute halves	80x55	6x18	4	9v9	16	6	No
13U & 14U	35-minute halves	100x65	8x24	5	11v11	18	7	No
15U & 16U	40-minute halves	100x65	8x24	5	11v11	18	7	No
17U & Older	45-minute halves	100x65	8x24	5	11v11	18	7	No

4.3. Official Game:

- 4.3.1. A game shall be considered official after one (1) full half of play is completed (the second half does not have to start). If less than one (1) half is completed and the game is abandoned, the entire game may be replayed, subject to OSA official review.
- 4.3.2. Any game that is abandoned because of inclement weather after the start of the second half will be considered a complete game.
- 4.3.3. Referees may abandon games for lack of crowd control, poor team behavior or other unsportsmanlike circumstances.
- 4.3.4. If a game is abandoned for any other reason included but not limited to gross misconduct, OSDL will decide the disposition of the game score following review of all information available including but not limited to Referee Game Reports, reports of OSDL Staff, etc.

4.4. Substitutions:

- 4.4.1. Unlimited subbing is allowed for all age groups within OSDL.

4.5. Build Out Line: Per the U.S. Soccer's PDIs, build out lines will be used at the 9U-10U age group.

4.6. Home Team Responsibilities:

- 4.6.1. The home team is responsible for the condition of the field and the field markings.
- 4.6.2. The home team is responsible for ensuring that the goals are anchored, nets are secured and provides corner flags and game ball.
- 4.6.3. In the event a referee declares a home field unplayable due to dangerous surface conditions, excluding weather-related cancellations, improper markings, or missing corner flags, the game will be rescheduled.
- 4.6.4. The home team will pay the referee fees for the cancelled game.
- 4.6.5. The rescheduled game will take place at the home field of the original visiting team, unless mutually agreed to by both parties. Both teams will share the referee fees for the rescheduled game.

4.7. Game Day Player Passes:

4.7.1. Players

- 4.7.1.1. Each team must bring their US Youth Soccer member passes for any participating player.

4.7.2. Team Officials

- 4.7.2.1. All team officials must have a current US Youth Soccer/OSA I member pass to be on the sidelines.

4.8. Playing an Ineligible Player: A club that plays ineligible players shall be subject to disciplinary action, including but not limited to forfeiture of the game, fees, suspension of the team's coach from OSDL, or expulsion of the club from OSDL.

- 4.9. **Availability of Team Rosters:** Upon request, copies of official OSDL team rosters must be provided to the opposing team coach/manager prior to the start of each game.
- 4.10. **Uniform Color Conflicts:**
 - 4.10.1. The home team, listed first on the OSDL schedule, is to wear light/white color jerseys and socks and the away team, listed second on the OSDL schedule, is to wear dark color jerseys and socks.
 - 4.10.2. The referee shall define what constitutes light and dark color jerseys and socks.
- 4.11. **Team Bench Supervision:** A coach must supervise an OSDL team at all times in the team bench area. Coaches are required to provide the referee with a pass, as provided by OSA, certifying that the coach is currently rostered with the team/club. If by send off or emergency, at team does not have a coach to supervise the OSDL team during an OSDL game, then the game shall be abandoned.
- 4.12. **Parent Code of Conduct:**
 - 4.12.1. Abuse of any kind being verbal or physical will not be tolerated before, during or following any games.
 - 4.12.2. Parents are not to talk to referees or players in an negative manner at any point of an OSDL game. Reported incidents of parents engaging a referee or player before, during, or after a game in an inappropriate manner including and not limited to shouting, using foul and or threatening language, and using physical force will be reviewed by OSDL.

5.0 Match Control

- 5.1. **Payment of Referees:**
 - 5.1.1. Referees and Assistant Referees appointed under the provision of these OSDL Rules shall be paid at the beginning of the game. Each team is responsible for payment of one half (1/2) of the OSDL required fees of the game officials. Referee fees will be determined by prevailing referee fees in the State and/or Midwest Region.
 - 5.1.2. If fields are closed and/or games are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled match only.
 - 5.1.3. In the event that there is only one Assistant Referee, only Assistant Referee payment is made. The other Assistant Referee fee may be paid to a club assistant referee if they are registered USSF official.
- 5.2. **Termination of Games:** Referees may terminate matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of his/her players, parents and supporters. Upon request by the Game Officials, coaches are responsible to assist in the control of parents, fans and spectators. The Referee will report the termination of any match to OSDL within 24 hours.
- 5.3. **Referee Match Report:** In the event that a player is removed from a game for a red card, the Referee must file with OSA a red card report within 12 hours of the game. In the event that a player is removed from a game for a suspected concussion, the referee must note the incident on the game day roster. Filing shall be defined as providing pertinent game information via email.

6.0 Send Offs and Discipline

- 6.1. **Send Offs:**

- 6.1.1. Any player or coach given a red card will be suspended for the team(s) next OSDL game. Suspensions should carry over to the following OSDL season.
- 6.1.2. If a player or coach is ejected two (2) times in a season, the individuals will be suspended for the next three (3) OSDL games.
- 6.1.3. Any player or coach who is deemed guilty of violent conduct on or off the field of play will be suspended for the next two (2) games in which the player or coach is scheduled to participate.
- 6.2. **Disciplinary Actions:** All disciplinary measures imposed by OSDL, excluding violent conduct red cards, shall be limited to an individual or team's participation in OSDL. The OSDL will record the issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters and immediately distribute this information to OSA. Furthermore, OSA has the right to impose additional sanctions regarding any matters arising from participation in OSDL.
- 6.3. **Violation of Rules:** Any violation of the rules herein will be subject to disciplinary actions by OSDL.