



Outdoor Recreational Guidelines

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Rule 1 – Playing Time

All house league players within the Club must be given a minimum of 50% of playing time in each house league and finals game. This is the responsibility of the coaches, and the intent of this rule is that house league coaches balance playing time amongst all their players equally.

Rule 2 – Number of Players

In house league, during the entire playing season, including Club tournaments, teams will play an equal number of players (i.e.: if one team can only field nine players, both teams will field nine players).

Rule 3 – Substitutions

Substitutes are allowed in house league soccer as per Long Term Player Development Recreation Matrix (LTPD) or as modified by the Club to facilitate maximum participation (refer to Appendix A):

U4 – U5	N/A
U6	Unlimited & On the Fly
U7- U8	Unlimited & On the Fly
U9 – U12	Unlimited & On Any Stoppage**
U14 +	Unlimited & On Any Stoppage **

Refer to Appendix A

At the discretion of the referee, a team can substitute when a player is injured

Rule 4 – Duration of Games

Refer to Appendix A

Playing time for the outdoor season shall be as follows:

U4- U5	25-minute skills
U6	2 x15 minute halves
U7 – U8	2 x 20-minute halves
U9 – U10	2 x 25-minute halves
U12	2 x 35-minute halves



U14	2 x 40-minute halves
U18	2 x 45-minute halves

Each game under the U7 division and up, are given a 10-minute warm up, 5-minute half-time, and 5-minute end of game cool down.

Rule 5 – Ball Sizes

Refer to Appendix A Size 3 shall be used for U4-U8, Size 4 for U9-U12, and size 5 for U14 - Adult.

Rule 6 – Footwear / Dangerous Apparel

All players must wear shin guards, or they will not be permitted to play. All players must wear their team uniform with numbers printed on the back of the jersey.

All players U6 and older must wear soccer shoes. Players must comply with The OSA Guidelines regarding FIFA Law 4 – Players Equipment. Players must not wear jewelry and if, in the opinion of the referee, they are wearing dangerous footwear, jewelry accessory, or medical device (such as, but not limited to, a cast, splint, or brace) which may cause injury to other players or themselves, they will not be allowed to play. Medic Alert bracelets must be taped.

Rule 7 – Point Scoring

As per LTPD matrix, no scores are kept up to U12 (Refer to Appendix A). In house league for U14 and up, points are awarded as follows: Win = 3 points Tie = 1 point Loss = 0 points

Rule 8 – Forfeit of Game

A team will forfeit a game for any of the following reasons:

- a) Failure of a team to appear for a game.
- b) If a team delays the start of a game by fifteen (15) minutes or more.
- c) If a team has less than the number of players, accordance to the LTPD Matrix (Appendix A), or unless caused by injury during the game.

Rule 9 – Game Sheets

The home coach is responsible for supplying the game sheet, which is to be completed and signed by both coaches and the referee and submitted to the office by the referee.



Rule 12 – Rescheduling / Postponement

There will be no changes to scheduled game dates unless authorized by the Milton Magic FC (MILTON MAGIC FC) office.

There will be no postponed games except when:

- a) Ordered by the referee; or
- b) In the absence of a referee, both coaches agree that weather conditions and/or field conditions are unsafe

In the event neither team fields the minimum number of players, no points shall be awarded, and the game shall not be rescheduled.

In the event of a cancelled game, it will be rescheduled at the discretion of Milton Magic FC in consultation with the Town of Milton regarding field availability

Rule 13 – Tournament / Playoff / Tie Breaker

Note: In accordance with LTPD, there will be no recorded standings for U7-U12.

Standings (U13-U21)

- a) In tournaments and end of season playoffs, where it is necessary to establish places for purposes of deciding divisional winners and runners-up or wild card places, positions shall be decided as follows:
 - a. Most points.
 - b. If tied, goals for/against difference.
 - c. If still tied, goals against.
 - d. If still tied, result of game(s) between the tied teams.
 - e. And, if still tied, board decision

Overtime & Penalty Kicks

- a) In the event of a tie at the end of regulation time in:
 - a. An end of season playoff game.
 - b. Tournament game(s)
- b) The winner shall be determined by:
 - a. Two five (5) minute overtime periods, alternating ends of field, with the first team to score declared the winner (“golden goal”).
 - b. If still tied at the end of the overtime:
 - i. Penalty kicks using a set of five (5) players from each team, who will take one kick each. Players may only be selected from among those on the field at the end of the second overtime period.



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ii. Penalty kicks continuing in the same sequence as for the first kicks until the game is decided.

For the above two points (i. & ii.), the winning team is decided by “sudden death” – the first team to go ahead on goals when both teams have taken an equal number of kicks is the winner.

c. If the game is abandoned while still tied, the game will be replayed.

Rule 14 – Practices

Technical practice sessions for players in house league will be scheduled by the Club for U7-U12.

Coaches of U14-U18 will be provided training on drills and techniques by the Club Technical staff, where player attendance is optional. Coaches will also be provided training fields for their own team run practices.

Rule 15 – Special Request Forms

MILTON MAGIC FC allows one (1) player request per child per season. If a player is already requested by another, they in turn cannot request a third player. Sorry, no player chains are permitted.

The Special Request Form needs to be completed online and submitted by BOTH families and submitted to the MILTON MAGIC FC Office prior to the deadline date as found on the website.

Coach requests are not accepted by MILTON MAGIC FC.



APPENDIX A

Appendix A
MYSC Outdoor House League Matrix

Division	Birth Year	Playing Format	Min # of Players	Max # of Players	Ball Size	Substitution	Offside	Retreat Line	Kink-in / Throw-ins	Corner Kicks	Penalty Kick	Scores	Game Duration	Referee	A/R
BU7 GU7	2009	5 v 5	3	5	3	unlimited (on fly)	No	Yes 1/2	Pass / Dribble In	No	No	No	10 min warm-up 2x20min	Game Leader	No
BU8 GU8	2008	5 v 5	3	5	3	unlimited (on fly)	No	Yes 1/2	Pass / Dribble In	No	No	No	10 min warm-up 2x20min	Game Leader	No
BU9 GU9	2007	7 v 7	5	7	4	unlimited (stoppage *)	No	Yes 1/2	Kick-In	Yes	Yes	No	5 min warm-up 2x25min	Yes	No
BU10 GU10	2006	7 v 7	5	7	4	unlimited (stoppage *)	No	Yes 1/2	Kick-In	Yes	Yes	No	5 min warm-up 2x25 min	Yes	No
BU12 GU12	2005/2004	9 v 9	7	9	4	unlimited (stoppage *)	Yes	Yes 1/3	Thow-in	Yes	Yes	No	5 min warm-up 2x35min	Yes	No
BU14 GU14	2003/2002	11 v 11	7	11	5	unlimited (stoppage *)	Yes	No	Throw-in	Yes	Yes	Yes	5 min warm-up 2x40min	Yes	Yes
BU18 GU18	1998-2001	11 v 11	7	11	5	unlimited (stoppage *)	Yes	No	Throw-in	Yes	Yes	Yes	5 min warm-up 2x45min	Yes	Yes

*** Substitutions:**

All substitutions are at the discretion of the referee:
a) After a goal by either team
b) At a goal kick by either team
c) At the beginning of the second half
d) On a team's own throw-in
e) At the referee's discretion for injury

Substitution Procedure:

- the referee must be informed before any proposed substitution is made
 - the substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee
 - the substitute only enters the field of play at the halfway line and during a stoppage in the match
 - the substitution is completed when a substitute enters the field of play
- Any of the other players may change places with the goalkeeper, provided that:
- the referee is informed before the change is made
 - the change is made during a stoppage in the match

