



U7 U8 U9

ECDSL DEVELOPMENT FESTIVAL RULES

The ECOSA District Soccer League (ECDSL) will focus on Player, Coach and Match Official development for teams from U7 - U9.

All ECDSL teams will play in a 5v5 (including a keeper) District Festival environment.
District Festivals involve Club teams from within the ECOSA district.
No inter-district play is allowed unless neighboring districts are unable to offer their own Festivals.
Travel within the district should be no more than 60 minutes each way.

No scores or standings are maintained.

Game Leaders or Small Sided Referees will be assigned to the games.

Maximum Competition Days per season are 16 (U7) & 22 (U8&U9)

*One festival (Competition Day) per week is permitted.

Practice-to-match Ratio (1:1 or 2:1)

U8 & U9 Teams may enter festivals outside of ECOSA following the one competition day per week rule.

U7 Teams may not enter festivals outside of ECOSA.

Maximum Match duration is 40 minutes.

Maximum Match Time per player per festival is 60 minutes

*Two 20-minute matches (straight play no ½ time) will be played during festivals that occur on a weeknight

**Up to three 20-minute matches (straight play no ½ time) will be played at a weekend festival day with a minimum rest of 20 minutes between matches.

Boys and girls may play on the same team and will enter the boy's division.

Maximum Roster size is 10 Ideal Roster size is 8.

Coaches are encouraged to allow players a fair amount of time in each position and equal playtime.

A Size 3 soccer ball will be used for all ages

Field size will be: 25-30 meters wide X 30-36 meters in length (82-98 feet wide X 98-118 feet in length)

Goal Size will be: 1.52 m x 2.44 m (5'x 8')

Retreat Line = Halfway line in all divisions.

There is no offside.

Minimum Coaching Qualifications Required: Fundamentals + MED + RIS + MH + EAP

*Learn to Train is encouraged.



U7 U8 U9

ECDSL DEVELOPMENT FESTIVAL RULES

ECDSL Soccer Festival Playing Rules

1. All free kicks are indirect.
2. After the scoring of a goal the game is restarted at the center.
3. When the Goalkeeper has the ball, in his/her hands, or at a goal kick, the opposition players are to retreat to the halfway line until the ball is touched by another player other than the goalkeeper. The Match Official will assist in moving the play along to ensure not too much time is taken.
4. To encourage play from the back, the goalkeeper can either throw the ball or pass the ball from the ground. No drop kicks/punts.
5. Players, including goalkeepers, can be substituted at any stoppage in the game.
6. When the ball leaves the field of play, along the sideline, the game is restarted by passing the ball into play. A goal cannot be scored directly from the ball being passed in.
7. When the ball leaves the field of play, along the end line, the game is restarted by a Modified Corner kick - **five (5) yards along the touchline** from a **Pass-In**.
8. If one team is short players, please move players from opposing team. Game will still be played.
9. Coaches, please fill out your game sheet, sign it, ensure all your players are listed with their jersey and OS # before the start of the game and hand it to the Referee.
10. Teams will set up their bench on one side of the field & spectators on the opposite side of the field,
11. Coaches are strongly encouraged to use league games as player development opportunities. In cases of lopsided scores coaches are reminded to instruct players to complete more passes and maintain possession instead of running up the score.
12. Along with player development, this league is also important for Match Official Development and coaches are reminded to help with this by encouraging the younger match officials and refraining from excessive questioning or complaints. When possible, Referee Mentors will be present during games and they will also be supporting & developing new and younger match officials. "NO REF=NO GAME"
13. No Slide Tacking and No Heading of the Ball is allowed