



**ONTARIO  
SOCCER**  
EST. 1901

# Differences Between 9v9 & 11v11 Games

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Supersedes all previous versions

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## Introduction

The purpose of this document is to explain the differences between the Laws of the Game in the 9v9 to 11v11 game. This is not a full replacement for the Laws of the Game, but rather a supplement for Referees. For any aspect of the law not covered by this document, please refer to the current edition of the IFAB Laws of the Game.

## Law 1: The Field of Play

### Field Markings

The field and goal dimensions outlined below shall be considered as desirable guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest. It is understood and agreed that clubs/teams may be unable to provide the desired fields, equipment, etc. Flexibility is understood and allowed.

### Dimensions

The field of play must be rectangular. The touch line must be longer than the goal line. Recommended field dimensions are as follows:

Width	Length
42 m – 55 m	60 m – 75 m

### The Goal Area

Two lines are drawn at right angles to the goal line, four and half (4.5) metres from the inside of each goal post. These lines extend into the field of play for a distance of four (4) metres and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

### The Penalty Area

Two lines are drawn at right angles to the goal line, thirteen (13) metres from the inside of each goal post. These lines extend into the field of play for a distance of thirteen (13) metres and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made nine (9) metres from the midpoint between the goalposts and equidistant to them.

### Penalty Arc

An **optional** arc of a circle with a radius of 9.15 meters from each penalty mark is drawn outside the penalty area.

### Goals

The size for goals is as follows:

Width	Height
5.48m (18 ft)	1.8m (6 ft)



## Law 2: The Ball

Size 4 or 5 light balls can be used

### Requirements for size 5 light balls:

Requirement	Circumference
Shape	Spherical
Composition	Leather or Suitable Material
Weight	350-370g
Circumference	68-70cm
Pressure	8.5 lbs/sq. in – 15.6 lbs/sq. in 0.6 – 1.1 atmosphere

## Law 3: The Players

The minimum, maximum number of players and roster size for a 9v9 game shall be:

Minimum number of players	Maximum number of players	Maximum Roster Size
6	9	16

### Substitutions

Unlimited substitutions may be made throughout the game. All substitutions are only allowed at the discretion of the referee, who shall be advised of all substitutions.

The rules of the competition must state in which stoppages (e.g., goal kick, corner kick, throw-in) substitutions are allowed.

## Law 7: The Duration of the Match

### Periods of Play

The match shall consist of two 35-minute halves.

### Half-time Interval

Must not exceed 10 minutes.



## Law 16: The Goal Kick

### Procedure

- The ball is kicked from any point within the goal area by a player of the defending team
- The ball is in play when it is kicked and clearly moves
- All opponents must be behind the retreat line and cannot cross the retreat line until the ball:
  - Is touched by a second player of the team taking the goal kick **OR**,
  - Leaves the field of play **OR**,
  - Crosses the retreat line.

If the kicker chooses not to wait for the opposing players to “retreat”, and takes the goal kick quickly, the opponents are permitted to challenge for the ball without going back to the retreat line.

### Retreat Line

The retreat line will come into play when the ball has gone out for a goal kick or when the goalkeeper has the ball in their arms. The retreat line shall be marked at the 1/3 yards of the field. The use of field markers outside the field of play to indicate the retreat line is recommended.

The ball is in play once it is kicked and clearly moves. All opponents must be behind the retreat line and cannot cross the retreat line until the ball:

- Is touched by a player of the team releasing the ball **OR**,
- Leaves the field of play **OR**,
- Crosses the retreat line.

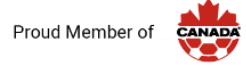
If the goalkeeper chooses not to wait for the opposing players to “retreat”, and releases the ball quickly, the opponents are permitted to challenge for the ball without going back to the retreat line.



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