

## 10.0 The Game

- 10.1 In U9 and U10 divisions, the game shall not start should there be less than five (5) players.
- 10.2 In U11 and U12 divisions the game shall not start if there are less than six (6) players available to each team at the kick-off.
- 10.3 In U13 and older divisions, the game shall not start should there be less than seven (7) players available to each or either team at the kick-off.
- 10.4 Game duration will consist of 2 equal halves as per Appendix A.
- 10.5 The League shall use the following ball sizes:
  - a) U8: size 3
  - b) U9-10-11-12; size 4
  - c) U13 and older: size 5
  - d) Open: size 5
- 10.6 Player substitutions shall be permitted with the consent of the referee.
- 10.7 Substitutions may be allowed during the following stoppages in play: A goal kick; any kick-off; a team's own throw-ins, (the other team may substitute if the first team does); or for an injured player only.
- 10.8 In Grassroots Divisions substitutions may be made at any stoppage of play with the exception of penalty kicks.
- 10.9 No Substitution is allowed for any player(s) ejected for a red card offence.
- 10.10 All Substitutions must enter the field at the halfway line.
- 10.11 All substituted players must leave the field without delay.
- 10.12 [U8 Festival Game Rules](#) are as identified in the [SWDSL Festival Rules Document](#).