

Attachment I: 8 vs. 8 Fall League and Game Rules

The guidelines given in the “Midland Soccer Club Adult Leagues Manual” apply to the Men’s Open Fall league. Additional guidance and exceptions are outlined below.

LEAGUE RULES

LEAGUE SEASON

Men’s 8 vs. 8 Open (anyone over 18) soccer league for fall will be a 10 game season.

LEAGUE ORGANIZATION

A league registrar will run this league (organize captain’s meeting, make sure league schedule is created, make sure scores are recorded and made available, resolve league discipline issues, etc.). The registrar has the initial decision on all issues regarding the league. Appeals can be made back to the Club Adult Committee, which has final authority for all decisions.

TEAM SELECTION

The final rosters for each team will be decided prior to the start of the season. A captain’s meeting may be held to confirm rosters and review league rules. Captains will be identified by league registrar and will come with a team already chosen. All registration is to be completed through the Midland Soccer Club registration system.

TEAM

Roster size will be a minimum of 11 and 14 maximum. Exceptions may be made with approval by the registrar.

Team shirts will be provided by each team. Team colors are to be approved by the registrar. No individual numbers are required on the shirts.

Each player will need to have a valid player card (updated from a previous Midland Soccer Club adult league or newly created) to play in a game. The card must have a sticker on the back to indicate it is valid for the current league year.

PLAYER RESTRICTIONS

For players to be eligible to play:

- Be age 18 during the calendar year
- Be on a team roster
- Be on only one 8 vs. 8 team

- Be wearing a team shirt
- Have a valid player card

In very limited cases, the league registrar may approve a player without a valid player card. This must be approved by the registrar prior to the start of a game, and the registrar shall note on the game sheet that the player was approved to play.

If a team uses an ineligible player it will forfeit all games where the ineligible player participated.

No jewelry, watches, or anything deemed dangerous by the official. If a player does not comply with these rules, he will be suspended for the game. Casts and braces must be made of soft materials or adequately covered. Metal spikes are not allowed.

LEAGUE SCORING

Each team is awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. A forfeit for any reason will result in the loss of three (3) points in the league standings. Teams that forfeit three (3) games during the season will forfeit their remaining games.

There are no playoffs for the Men's Open Fall League. A champion will be based on points accumulated during the season per the system given in the Midland Soccer Club Adult Leagues Manual.

A tie breaker procedure will be used to determine the champion whenever two or more teams have the same number of total game points. The tiebreaker cases will be applied in order, eliminating teams until one team emerges from this process.

- a. Greatest total game points accumulated in head-to-head competition between the teams tied. If more than 2 teams are tied, and the teams did not play each other the same number of times, go to rule b.
- b. Greatest goal differential (goals scored minus goals allowed) in head-to-head competition between the teams tied. If more than 2 teams are still tied, and the teams did not play each other the same number of times, go to rule c.
- c. Greatest goal ratio (goals scored divided by goals allowed) for all games played by each team.
- d. Greatest goal differential (goals scored minus goals allowed) for all games played by each team.
- e. If there is still a tie, the league champion will be determined by penalty kicks, administered by a referee at a date determined after the conclusion of the regular season.

GAME RULES

Any rule or play interpretation not covered in these rules shall be governed by the playing rules established by FIFA.

The game will be played on shortened fields (e.g. MSC Fields A, B, C) with one center referee per game. There will not be assistant referees.

START OF THE GAME

The home team must provide the game ball. The ball will be size 5.

The clock starts at the predetermined game time. If a team is not ready by 10 minutes past game start time, that team will forfeit the game.

Teams must have a minimum of six (6) players to start a game, or a forfeit is declared. A team must maintain at least six (6) players to continue at any time. Only designated team captains may speak to the official. Other team members not designated as captain that speak to the official may put themselves and their team in jeopardy of receiving a yellow or red card.

GAME CLOCK

The game shall consist of two (2) periods of 35 minutes each, with a five (5) minute half time. The clock will only be stopped if the referee has to discontinue the game for weather, misconduct of players/spectators, or if a player is seriously injured and needs to be helped off the field. **THERE ARE NO TIME OUTS.**

GAME SCORING

Overtime – No overtime in case of a tie.

If a game is stopped early, a game is considered to be played in full if the first half has been completed.

GAME PLAY

Substitutions are unlimited on goal kicks, between halves, when a goal is scored, and/or when there is an injury. A player that receives a caution may be substituted. Substitutions on throw-ins may be made by the team in possession of the ball. If the team in possession of the ball makes a substitution on a throw-in, the opposing team may substitute as well. A team must notify the referee of all substitutions. No player may come on to the playing field without permission from the referee.

OFFSIDES

Off-sides will be enforced and called by the center referee.

GOAL KEEPING / GOAL KICKS

From goal kicks the ball must be put into play on his own half of the field (the ball must either touch the ground or any player prior to crossing the half line). This rule also applies to throws or drop kicks by the goalkeeper. Violation of this rule will result in a direct kick for the opposing team at the location where the ball crossed the half line. If a goalkeeper puts the ball on the ground he may kick the ball to any location on the field.

A goalkeeper is not allowed to slide outside of the penalty box to clear the ball from a player (classified as a slide tackle).

SPORTSMANSHIP AND PENALTIES

A player shall not spit at, kick, strike, attempt to kick or strike, trip, jump at, push, throw elbows, or use their arms to gain an advantage with an opponent. A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at an opponent. A player shall not hold, push, or impede an opponent with hands or arms extended from the body.

A player shall be penalized for intentionally handling, carrying, striking, or propelling the ball with a hand or arm. If a player handles the ball on an obvious (by the judgement of the referee) goal-scoring play, the goal will count, and the player will be issued a yellow card. Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball. This shall not be penalized.

A player shall not charge into a goalkeeper in the penalty area. An official shall eject any player who flagrantly fouls the goalkeeper in possession of the ball. Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands, or when bouncing it to the ground, or when releasing the ball into play. Outside the penalty area, the goalkeeper has no more privileges than any other player does. When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.

All high kicks above the waist in a dangerous manner will be prohibited and declared a foul. Obstruction will not be tolerated. Obstruction is the intentional act by a player, not in possession of the ball or attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle. The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball, or dropping the ball for a kick, or attempting to throw the ball.

Below is the list of penalty, direct, and indirect kicks:

1. Direct free kick: A direct free kick is awarded to the opposing team if a player commits one of these offenses. A direct free kick is taken from where the offense occurred.
 - a. Kick or attempts to kick an opponent
 - b. Trips or attempts to trip an opponent
 - c. Jumps at an opponent

- d. Charges an opponent
 - e. Strikes or attempts to strike an opponent
 - f. Pushes an opponent
 - g. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
 - h. Holds an opponent
 - i. Spits at an opponent
 - j. Handles the ball deliberately
2. Penalty Kicks
- a. A penalty kick is awarded if any of the above offenses is committed by a player inside his own penalty area, regardless of the position of the ball, provided it is in play.
3. Indirect Free Kick: An indirect free kick is taken from where the offense occurred. The referee signals when the shot is taken, and can only be a goal if the ball touches another player before it enters the goal. An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the four offenses.
- a. Takes more than six (6) seconds while controlling the ball with his hands before releasing it
 - b. Touches the ball again with his hands after it has been released from his possession and has not touched any other player (exception is if a goalie is bouncing the ball)
 - c. Touched the ball with his hands after it has been deliberately kicked to him by a teammate
 - d. Touches the ball with his hands after he has received it directly from a throw-in taken by a teammate
4. An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee, commits the following offenses.
- a. Plays in a dangerous manner
 - b. Impedes the progress of an opponent
 - c. Prevents the goalkeeper from releasing the ball from his hands
 - d. Commits any other offense, not previously mentioned

Slide tackling is allowed. Excessive and aggressive attempts at slide tackling will result in a warning, then subsequent yellow or red card depending on the referee's judgement.

PLAYER/TEAM CONDUCT

The officiating will be done by a referee who is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players, or coaches can result in an ejection or forfeiture of the game. Spectators must also remain in the designated area (the stands or area separate from the teams). The referee shall have the power to make decisions on any matters or questions not specifically covered in the rules. Only a protest of player eligibility or rules interpretation will be accepted. Referee judgement

cannot be protested

Team captains are responsible for the conduct of their players and spectators. The team captain will receive a yellow card if there is misconduct among the spectators associated with his team. Acts of unsportsmanlike conduct including unnecessary roughness, arguing with referees, fighting, abusive language directed towards referees/opponents will result in the player(s) involved being ejected from the game. Any player ejected from the game will automatically be suspended for one contest. Excess violent behavior (for example, punching another player) can result in additional suspension based on an evaluation of the referee report by the Adult Committee.

Any player being ejected twice in a single season must meet with the league registrar before he may return to play. Team captains from other teams will be consulted on their opinion if that player should be allowed to return.

Consequences of these actions will result in a yellow card, red card, ejection from the game, suspension from the game, and/or forfeiture of the game/season.