

# Midland Soccer Club

## 8 vs 8 Men's & Women's soccer league for Fall

**Summary:** Men's 8 vs. 8 Open (for anyone age 18 and over in current year) soccer league will be a 10 week season. The game will be played on shortened fields (fields A, B, C, etc.) with one center referee per game. Team rosters will be finalized the week before first games start during a general captain's meeting in order to provide competitiveness in the league. Games will be played primarily with: 6:00 pm start time.

**\*\*\*Women's Senior will follow the same regulations as the Men's Open with the exceptions of all female players must be 25 years old or older.\*\*\***

### Summary of rules:

League Rules: Summary of league is below (more detailed list of league rules in Attachment I)

- Men's 8 vs. 8 Open (anyone over 18 in current year) soccer league will be a 10 week season starting late August and ending in October.
- A league registrar will coordinate this league (organize captain's meeting, make sure league schedule created, scores recorded and made available, etc.)
- The game will be played on shortened fields (fields A, B, C, etc.) with one center referee per game.
- Roster size will be 12 maximum.
- Price per player will be \$100.
- Team t-shirts (no numbers are necessary on the back) will be provided by each team with team colors assigned by the league registrar. Alternatively, teams can purchase recreation league jerseys (green / white reversible) instead of t-shirts.

Game Rules: Summary of the game rules are below (more detailed list of league rules in Attachment I)

- Games will be 2 – 45 minute halves.
- Each player will have a player card (either player cards will be used from previous leagues or new ones created for new players) with a Fall 2014 sticker (showing payment of player fees)
- Each player must be wearing team colored shirt, shin pads, socks and regular cleats.
- Roster sheets must be provided to referees by captains at the beginning of each game.
- Team must start the game with a minimum of 6 players or forfeit the game.
- Unlimited substitutions are allowed with referee permission but only from the half line.
- Standard yellow / red card rules apply with following additional rules:
  - Off-sides is enforced

## **Attachment I: 8 vs. 8 fall league and game rules**

### **League Rules**

#### **LEAGUE SEASON**

Men's 8 vs. 8 Open (anyone over 18) soccer league for Fall will be a 10 week season.

#### **LEAGUE ORGANIZATION**

A league registrar will run this league (organize captain's meeting, make sure league schedule created, scores 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 for resolution who has the final authority.

#### **TEAM SELECTION**

The final rosters for each team will be decided the week prior to the start of the season during a captain's meeting. Captains will be identified by league registrar and will come with a team already chosen of minimum 6 players. The remaining team roster will be chosen through selection at the captain's meeting. The league registrar will set up and run the meeting for team selection.

#### **TEAM**

Roster size will be 12 maximum.

Team t-shirts (no numbers are necessary on the back) will be provided by each team with team colors assigned by the league registrar. Alternatively, teams can purchase recreation league jerseys (green / white reversible) instead of t-shirts.

Each Player will need to have a player card (updated from a previous Midland Soccer Club adult league or new one created) to play in a game.

#### **PLAYER RESTRICTIONS**

For players to be eligible to play:

- Be age 18 during calendar year
- Be on a team roster
- Be on only one 8 vs. 8 team
- Must be wearing their 8 vs 8 team shirt
- Have a player card with a sticker showing they have paid the registration fees for the fall league

If your team uses an ineligible player they will forfeit all games that were affected by his or her play.

No jewelry, watches, or anything deemed dangerous by officials. If you do not comply you will be suspended for that game. Casts and or braces must be made of soft materials. Anything deemed dangerous by officials and you will not be allowed to play. Metal spikes are not allowed.

## **LEAGUE SCORING**

Each team is awarded three points for a win, one point for a tie and zero points for a loss or forfeit for league standings. Teams who forfeit three (3) games for any reason will forfeit their remaining games.

### **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 (MSC fields A, B, C, etc.) with one center referee per game.

## **START OF THE GAME**

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

The clock starts at the predetermined game time. If any team is not ready by 10 minutes past game start time the forfeit rules come into effect.

Teams must have a minimum of 6 players to start the game or a forfeit is declared. Team rosters will consist of twelve (12) players. A team may start with no fewer than six (6) players and must maintain at least six (6) players to continue play at any time. A team that does not field at least six eligible players at the designated starting time will forfeit the game.

Only designated team captains may talk to the officials. Other team members not designated to talk to the officials may put themselves and their team in jeopardy of receiving a yellow or red card.

## **GAME CLOCK**

The game shall consist of two 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/fans 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.

Mercy Rule - If one team is ahead by ten (10) goals at anytime during the second half, the game is over.

Should a game need to be called early, a full game is considered to be played should the first half be completed.

## **GAME PLAY**

Substitutions are unlimited on throw-ins, goal kicks, between halves, when a goal is scored, and/or when there is an injury. A team does not need to be in possession of the ball to substitute a player. A team must notify the referee on all substitutions. No player may come onto the playing field without permission from the referee.

## **OFFSIDES**

Off-sides **will** be called during games.

## **GOAL KEEPING**

From Goal Kicks, Throws or Drop Kicks, the goalkeeper or player must put the ball into play on his/her own half of the field only (the ball must either be touched by a player or touch the ground on the goalkeeper's half). Violation will result in a direct kick for the opposing team at the spot where the ball crossed the half.

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

## **SPORTSMAN SHIP 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 the 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 (official's judgment) 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 the 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. (NOTE: 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 as a foul. Obstruction will not be tolerated. Obstruction is the intentional act by a player, not in possession of the ball or not 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 these offences
  - 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 the opponent
- i. Spits at an opponent
- j. Handles the ball deliberately

A direct free kick is taken from where the offence occurred

## 2. Penalty Kicks

- a. A penalty kick is awarded if any of the above offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

## 3. Indirect Free Kick: An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences

- a. Takes more than 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 if a goalie is bouncing the ball)
- c. Touched the ball with his hands after it has been deliberately kicked to him by a team-mate.
- d. Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate.

## 4. An indirect free kick is also awarded to the opposing team if a player in the opinion of the referee...

- 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 offence, not previously mentioned

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. The indirect free kick is taken from where the offence occurred

Slide-tackling is allowed. Excessive and aggressive attempts at slide-tackling will result in a warning then subsequent yellow or red card depending upon the official's judgment.

## **PLAYER/TEAM CONDUCT**

The officiating will be done by an official 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 ejection or forfeiture of the game. Spectators must also remain in the designated area (the stands or area separate from the teams). The officials 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. Official's judgment is not protestable.

Any spectator causing misconduct will only hurt the team(s) he/she is associated with. The captain of that team(s) will receive a yellow card if he/she cannot control his/her spectators. Captains are responsible for the conduct of their players and fans. Only the captain is allowed to address an official during play. Acts of unsportsmanlike conduct including unnecessary roughness, arguing with officials, fighting, abusive language directed towards officials/opponents will result in 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, etc.) can result in a game suspension as per the referee report.

Any player being ejected twice in a single season must meet with the league coordinator 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 game and/or forfeiture of the game/season. (NOTE: 2 yellow cards = red card; red card = ejection from the game; ejection from the game = suspension from next game).