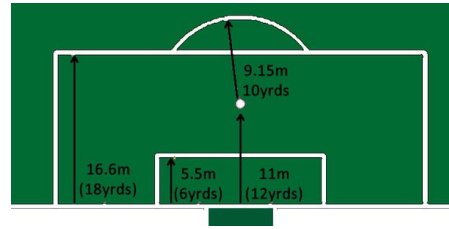




Middle School Soccer League Rules

1. Field and Equipment

- a. Boundary Line: Full Field (60-70 x 90-110 yards)
- b. Goal Area: 6 x 20 yards in front of each goal
- c. Penalty Area: 18 x 44 yards
- d. Center Circle: 10 yard circumference at the center of the field
- e. Ball Size: Size 5



2. Game Format

- a. The Tournament games will be played with **Two 25 minute halves with a 5 minute Half Time**
- b. Teams will change sides after half-time.
- c. Each team will play with **11 players on the field, one of whom must be a goalkeeper.**
- d. Parents and other spectators can only view the game from the sideline opposite of the Teams. Parents should not be behind the goal line or on the opposing team's side.

3. Player Equipment

- a. Shin guards are recommended but not mandatory for all players
- b. Footwear can be athletic shoes or soft-cleated shoes. **No metal cleats are allowed**
- c. Non-soccer equipment such as watches and jewelry must be removed prior to entering a game.
- d. MSCR issued reversible jerseys can be worn during Tournament Games

4. Referees

- a. Ref staff will be trained & recruited by MSCR Sports Staff—typically have two referees per field
- b. Decisions will be made to the best of the referee's ability according to these rules and will be based on the opinion of the referee who has the discretion to take appropriate action. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

5. Sportsmanship

- A. Respect the decision of coaches and officials.
- B. No expletives, disparaging comments or derogatory remarks.
- C. Treat opponents with respect.
- D. Whatever the outcome of the game is, be respectful. At the conclusion of the game, congratulate and shake hands with officials, coaches and opponents.

6. 11v11 Game Rules

*** Slide Tackling is NOT allowed in this Program***

a. Start/Restarts

i. Each half is started, as well as restarts after a goal is scored, by kicking the ball placed in the center of the field within the center circle. Players of the opposing team must be outside the center circle (10 yards away) when the kick is taken. The ball is in play when it has been kicked and moves in any direction. After kicking, the ball must touch another player before the kicker can play the ball again.

ii. When the ball goes wholly across any boundary, whether on the ground or in the air, the ball is awarded to the team opposite of the player who last touched the ball.

1. When a ball goes out over the sideline the ball is thrown in near the place on the line where the ball went out. After throwing, the ball must touch another player before the thrower can play the ball again. Upon delivering the ball, the thrower must adhere to these restrictions:

- a. Face the field of play.
- b. Have part of each foot on the ground on or behind the sideline.
- c. Hold the ball with both hands.
- d. Deliver the ball from behind and over the head.

iii. When play is stopped by the referee for a non-foul (e.g. injury) then the ball is restarted with a drop ball near the spot where the ball was when play was stopped. The ball is to be dropped to the team that had possession before play was stopped. Opposing team members should be at least 4 yards away when the ball is dropped. The ball is in play when it has touched the ground.

b. Goal Scoring

i. Goals can be scored from anywhere on the field, but the entire ball must pass beyond the line for a goal.

ii. A goal can be scored directly from the kickoff and other direct kicks (e.g. corner kicks, direct free kicks).

iii. A goal cannot be scored directly from an indirect free kick or throw-in. The ball must touch another player on the field of either team before going into the goal to count.

c. Penalty Kicks

1. If a direct free kick foul occurred inside the penalty area, a penalty kick is awarded and the ball is placed 12 yards from the goal line.

2. All players except the goalkeeper and the player taking the penalty kick must be outside the penalty area and the penalty arc.

3. The goalkeeper must have at least part of one foot on the goal line until the ball has been kicked.

4. The ball is in play when it has been kicked and moves forward.

5. The kicker cannot touch the ball again until it has touched another player on the field from either team.

iii. Indirect Free Kicks

1. Indirect free kicks are awarded for playing in a dangerous manner (e.g. slide tackling), preventing the goalkeeper from releasing the ball from their hands, impeding the progress of an opponent (obstruction), etc.
2. The kick is awarded to the opposite team and is taken from the spot where the foul occurred.
3. Players of the opposing team must be a minimum of 10 yards away from the ball when a free kick is taken.
4. The ball is in play when it has been kicked and moves in any direction.

d. Offside

I. NO OFFSIDES Rule in MSCR Soccer!

e. Goalkeeper Rules

- i. A goalkeeper may handle the ball only inside their own penalty area.
- ii. An indirect free kick is awarded to the opposing team if a goalkeeper, inside their own penalty area commits any of the following offenses:
 1. Handles the ball after they have released it from their possession and before it has touched another player.
 2. Handles the ball after it has been deliberately kicked to them by a team-mate.
 3. Handles the ball after they have received it directly from a throw-in taken by a team-mate.
- iii. The goalkeeper is considered to be in possession of the ball when their hands are touching the ball. Kicking or attempting to kick a ball when it is in the possession of a goalkeeper is considered dangerous play and is penalized with an indirect free kick.

f. Substitutions

- i. Substitutions are unlimited and can be accomplished on the fly as well as when the ball is out of play.
- ii. The player being substituted for must come off the field before the substitute may enter the field.
- iii. There is no stoppage time for substitutions. Play is continuous.

g. Additional Players (Mercy Rule)

- i. If a team is behind by 4 goals, a coach can add one additional field player. The additional player will be taken off the field if their team scores. An additional player can be added when 6 goals behind, and again at 8. If the losing team does not have additional players, then the winning team should consider taking a player off the field.