



# Minot Soccer Association

## Outdoor Soccer Laws of the Game

### Adult League

#### **Rule 1: The Field of Play**

Minot Soccer Association will be using 2 small sided fields simultaneously.

#### **Rule 2: The Ball**

A FIFA approved outdoor ball shall be used. Game balls will be distributed to referee prior to the game and returned by the referee to the MSA officials following the game.

#### **Rule 3: The Players**

There is a limit of 14 players to each roster. Rosters may be coed. Each player must be on the roster at time of check in. Players may dual roster only if the teams are in different brackets. There will be 3 brackets: (A) Competitive Rec (B) Intermediate Rec and (C) Recreational. The game will be played with 9 players for A Division and 6 players for B and C Division on the field at one time, one of whom must be identified by contrasting jersey or training vest as the goalkeeper.

The game will not start with less than 7 players for A Division and 4 players for B and C Divisions. If a team is left with less than the required number of players, the game will be abandoned and scored as a forfeit.

#### **Rule 4: Players' Equipment**

Players on the same team must wear the same color of jerseys, shirts or training vests. If both teams share the same color jerseys, shirts or vests, the home team shall be required to change its color. The home team is the team listed first on the match schedule. Goal keepers must wear jerseys or training vests in a color or pattern that distinguishes them from field players. Players may not wear jewelry, accessories, metal zippers or anything which poses a danger to themselves or other players. Age appropriate shin guards must be worn which shall be entirely covered by socks.

#### **Rule 5: The Referee**

Each game will be controlled by either one or two referees charged with the responsibility to enforce these Rules of the Game. The decision of the referee or referees regarding the facts connected with play as well as interpretations of the rules is final.



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#### **Rule 6: Duration of the Match**

Games will consist of two (2) twenty (25) minute halves with a three (3) minute half time break. The referee or referees will keep game time. Except as otherwise determined by the referee, the clock will run continuously, with no stoppages for out of bounds or other restarts. Referees will have the discretion to extend game time following injuries and other extended stoppages of play.

#### **Rule 7: Start and Restarts of Play**

Teams must be in attendance and ready to play 15 minutes prior to game time. Failure to do so may result in forfeiture of the game.

**Kickoff:** A kickoff starts the match, starts the second half, starts each period of overtime and starts play after a goal has been scored. The home team will take the kickoff to start the match as well as the kickoff for the first overtime period. The visiting team will take the kickoff for the second half and the second overtime period. The ball is in play when it is kicked and clearly moves in any direction. A goal may not be scored directly on a kickoff.

**Out of Play:** The ball is out of play when it has wholly crossed the goal line or touch line and when play has been stopped by the referee.

**Dropped Ball:** If neither team has clear possession of the ball when play is stopped, play will be restarted by the referee with a dropped ball at the place where the ball was located when play was stopped. If the ball was in the penalty area when play was stopped, the ball will be dropped on a spot on the penalty arc closest to the location of the ball when play was stopped. A dropped ball must touch the ground before it can be played.

**Free Kick:** Prior to a free kick, the ball must be stationary. At the time of the kick, all players from the opposing team must be at least 10 yards from the spot of the kick.

**Throw In:** When the ball wholly crosses the touch line, play is restarted with a throw in by the opposing team of the player that last touched the ball. For throw ins, the ball must be at the touch line nearest to the point where the ball crossed the touch line going out of bounds. The throw in must be thrown within five (5) seconds. At the time of the throw in, all players from the opposing team must be at least 3 yards from the spot of the throw. A goal may not be scored directly on a throw in. When the ball wholly crosses the goal line other than between



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the two goal posts and under the crossbar, play will be restarted by a goal kick or a corner kick, depending upon which team last touched the ball. If the ball wholly crosses the goal line between the two goal posts and under the crossbar, play will be restarted by a goal kick.

**Goal Kick:** When the ball goes out of bounds, over the goal line, other than between the two goal posts and under the crossbar, and is last played by an opponent, play is restarted by a goal kick. There is a 5 second limit on each goalkeeper's possession of the ball (control of the ball with hands and feet) within the goalkeeper's defensive side of the field, regardless of whether within the penalty area or outside of the penalty area. Opposing players may not enter the penalty area. Play restarts as the ball crosses out of the penalty arc (whether in the air or on the ground). A goal may not be scored directly on a goal kick.

**Corner Kick:** If the ball wholly crosses the goal line, other than between the two goal posts and under the crossbar, and is last touched by the defending team, play is restarted with a corner kick. Prior to the corner kick, the ball must be placed at the intersection of the goal line and the touch line and be stationary. Once stationary, the ball must be kicked within 5 seconds. At the time of the corner kick, all players from the opposing team must be at least 10 yards from the spot of the kick. The ball is in play when kicked and the kicker cannot play the ball a second time until it has been touched by another player. Corner kicks are direct free kicks.

### Rule 8: The Method of Scoring

A team scores a goal when the whole of the ball legally passes over the goal line between the two goal posts and under the crossbar. The team scoring the greatest number of goals during a game is the winner. If both teams score the same number of goals, the match is a draw (unless tournament rules otherwise require). A goal may be scored directly from a direct kick; a goal may not be scored directly on a throw in, an indirect kick, kick off or goal kick.

### Rule 9: Fouls and Misconduct

**Indirect Free Kick:** An indirect free kick is awarded to the opposing team if a player commits any of the following fouls:

- a) Holds an opponent
- b) Handles the ball (except the goal keeper inside his/her own penalty area)
- c) Slide tackles an opponent (automatic yellow card)



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An indirect free kick is also awarded to the opposing team if a player commits any of the following offenses in a manner the referee considers careless, reckless or using excessive force:

- a) Kicks or attempts to kick an opponent
- b) Trips or attempts to trip an opponent
- c) Jumps at an opponent
- d) Charges an opponent (even with only the shoulder)
- e) Spits at or Strikes or attempts to strike an opponent; or
- f) Pushes an opponent

An indirect free kick is taken from the spot on the floor where any of the above referenced fouls occurred. Prior to the indirect kick, the ball must be stationary. Once stationary, the ball must be kicked within 5 seconds. At the time of the indirect kick, all players from the opposing team must be at least 10 yards from the spot of the kick.

**Indirect Free Kicks:** An indirect free kick is awarded to the opposing team if the goal keeper:

- a) Receives the ball from a teammate with his hands
- b) Posses the ball more than 5 seconds in his defensive half, regardless of whether control is gained or maintained by the goal keeper's hands, feet or both. An indirect kick awarded as a result of an infraction taking place within the penalty area is taken from the spot on the penalty area closest to where the infraction was committed. Prior to the indirect kick, the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds. At the time of the indirect kick, all players from the opposing team must be at least 10 yards from the spot of the kick.

An indirect kick is also awarded to the opposing team, to be taken at the spot on the ground where the infringement occurred, if in the opinion of the referee, a player:

- a) Plays in a dangerous manner
- b) Obstructs an opponent
- c) Prevents the goalie from releasing the ball
- d) Commits any other offense not previously mentioned in Rule 9, for which play is stopped in order to caution or dismiss a player. Prior to the indirect kick, the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds. At the time of the kick, all players from the opposing team must be at least 10 yards from the spot of the kick.



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**Cautionary Offenses:** A player will be cautioned (yellow card) for the following offenses:

- a) Unsportsmanlike conduct
- b) Dissent by word or action
- c) Persistent infringement of the rules of the game
- d) Purposely delays restart of the game
- e) Fails to respect the 10 yards when the opposing team is taking a corner kick, or any free kick or fails to respect the 3 yards for throw-ins.
- f) Except for substitutions, enters, reenters or leaves the field without the referee's permission. For a cautionable offense, the opposing team is awarded an indirect kick from the spot on the floor where the infraction occurred. If the infraction occurred within the penalty area, the indirect kick is taken from the spot on the penalty box closest to location where the infraction was committed.

**Sending Off Offenses:** A player is sent off (red card) for the following offenses:

- a) Serious foul play
- b) Violent conduct
- c) Spitting at another player or the referee
- d) Denying the opposing team an obvious goal scoring opportunity by an offense for which a direct kick or penalty kick would be awarded
- e) Denying the opposing team an obvious goal scoring opportunity by handling the ball (not applicable to defending goalie)
- f) Using offensive, insulting or abusive language
- g) Receiving a second caution (yellow card) in the same game

If a player is sent off for offense (f and g) above, play is restarted with an indirect kick by the opposing team taken from the place where the infraction occurred. If the infraction occurred within the penalty area, the indirect kick is taken from the spot on the penalty box closest to the location where the infraction was committed. For the sending off offenses (a) through (e) above, play is restarted with an indirect kick, unless the infraction occurred within the penalty area, in which case a penalty kick is awarded. When a player is sent off, the player may not reenter the game and must leave the complex. A replacement player may not enter on to the field. Players and coaches receiving red cards will sit out the remainder of the game and the following game. Coaches receiving red cards will be removed from the playing.

- ***Each Yellow card infraction by a player will result in a 1 point team loss to their overall team's point standings.***
- ***2 yellow cards received in the same game will result in a Red card. This infraction will result in a 1 point loss for each yellow card and a 2 point loss for the Red card for a total loss of 4 points to their team's overall point standings as well as ejection for remainder of game and suspension from the next game.***



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- ***Straight Red Card infraction will result in a 2 point loss to the team's overall point standings and ejection from current game and suspension from the next game.***
- ***2 Red Cards received in the league will result in ejection from the remainder of the league as well as being band from all MSA leagues in the future.***

#### **Rule 11: Penalty Kick**

A penalty kick is awarded against a team for any offense occurring inside the penalty area for which a direct kick (under USSF laws) is awarded. The ball is placed on the penalty mark, the goal keeper must remain on the goal line until the ball is kicked and the remaining players must be outside the penalty area and at least five (5) yards from the spot of the kick. The ball is played when it kicked and moves in any direction and the kicker cannot play the ball a second time until it has been touched by a second player. If a player on the defending team infringes, the kick is retaken if no goal is scored. If a teammate of the kicker infringes, the kick is retaken if a goal is scored.

#### **Rule 12: Offsides**

A player will be in the offside position when nearer to his/her opponents goal line than the ball unless a player is in his/her own half of the field of play or the player is not nearer to the opponents goal line than at least 2 opponents. Note: The position of any part of the player's head, body or feet will be the deciding factor.

A player shall not be penalized for being in an offside position if the ball is received directly from a goal kick, corner kick or throw in. A player in an offside position receiving the ball from an opponent who deliberately plays the ball (except from a deliberate save) is not considered to have gained an advantage.

#### **League Scoring:**

Teams are awarded 3 points for a win, 1 point for a tie, 0 points for a loss, 1 point per goal will be awarded up to 5 goals and 1 point for a shutout. Forfeits are recorded as a 1-0 loss.

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- ***Straight Red Card infraction will result in a 2 point loss to the team's overall point standings and ejection from current game and suspension from the next game.***
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In preliminary play, the tiebreaker procedure will be based on:

1. Winner of head-to-head competition
2. Goal spread (goals scored minus goals against) with maximum 5 goal spread per game
3. Fewest goals allowed
4. Coin flip

In the final tournament competition, games that end in a tie will be followed by two (2) five minute overtimes. These will be played to completion (not "golden goal"). If the match remains tied following the overtime periods, the teams shall go to a penalty kick shootout with penalty kicks taken in accordance with USSF procedures.

Due to the number of teams in the league, one team may be randomly selected in pool play to play an additional game that will not be counted towards pool points. Depending on the number of teams signed up for the league, either the two teams accumulating the most points will play each other for the championship and the two teams accumulating second most points will play for 3<sup>rd</sup> place.

#### **Miscellaneous:**

There shall be no protests of game results.

MSA reserves the right, and league officials and referees shall have the authority, to remove any disruptive coach, player or spectator from the facility.