

MSDSL CONDENSED VERSION of RULES for GAME OFFICIALS and TEAMS 2010 SPRING SEASON
We are providing Game Officials and Teams with the following condensed version of the MSDSL Rules as they pertain to the playing of matches. The complete MSDSL Rules are available at www.msdsl.com

MATCHES--OPERATIONAL PROCEDURES

Reporting of Scores – Match Day

Site Coordinators shall collect game reports in a manner as determined by the MSDSL Commissioner. The winning coach (or “home” team in case of a tie) is responsible for emailing the game score to msdslscores@gmail.com.

Reporting of Scores – One Off Matches

In situations where single games are played (i.e. Self Scheduled Games, also known as One Off Matches), the winning team (or “home” team in case of a tie) is responsible for mailing the game reports to MSDSL, 5849 Enterprise Dr, Lansing MI 48911, and emailing the game scores to msdslscores@gmail.com.

Scheduling of MSDSL Games

All MSDSL Match Day games will be scheduled by the MSDSL Commission or designee. Once the MSDSL publishes the season schedule, no game can be rescheduled without the written permission of the MSDSL Commissioner. In the event that games are postponed, the MSDSL Commissioner shall have final authority in rescheduling the games.

Match Schedule and Rest Periods

All matches will be played as scheduled, unless weather conditions dictate. It is the intent of the league to play only two matches per day; every effort will be made to provide for an appropriate rest between matches.

Inclement Weather – Match Day

The Host Club is responsible for notifying the MSDSL Commissioner as soon as possible if the scheduled fields are unavailable due to inclement weather. The MSDSL Commissioner will be responsible for notifying all clubs regarding game postponement due to inclement weather. All reasonable efforts must be made to complete the match on the scheduled dates. Suspended matches will not unreasonably delay the start of additional matches scheduled on the same field.

Host Club Responsibilities

The host club will be responsible for the condition of the grounds, proper field markings, proper equipment (nets and corner flags, game ball for One Offs), and access to lights (if applicable).

RULES OF PLAY

Laws of the Game

Unlimited substitutions will be permitted. Substitutions may be made by either team:

- a) Prior to a throw-in, **ONLY** if the offensive team is also substituting
- b) Prior to a goal kick,
- c) After a goal,
- d) After an injury, (1for 1) after the referee stops play,
- e) At halftime,
- f) After a Yellow card, the carded player(s) may be substituted, and if substituted, the opposing team may substitute players (1 for 1)

Match Length, Ball Size, Playing Format and Minimum Number of Players Needed to Start the Match

Age Group	Length of Half	Ball Size	Format	Min # of Players
U-13 Y	35 min.	size 4	11v11	7
U-11 and U-12	30 min.	size 4	8v8 or 9v9	6
U-9 Y, U-9 and U-10	25 min.	size 4	6v6	5

Field Size

Fields for all age groups should meet the USYS requirements. The MSDSL recommended field size for each format is:

11v11: 105 by 65 yards
9v9: 85 by 55 yards
8v8: 80 by 50 yards
6v6: 50 by 30 yards

Official Match

A match shall be considered official after the second half has commenced (the second half must start). If less than one half is completed and the match is abandoned, the entire match must be replayed, subject to MSDSL review.

If a match is abandoned in the second half of play due to inclement weather, the final score will be the score at the time the match is abandoned. If a match is abandoned for any other reason including but not limited to gross misconduct, the MSDSL Commission will decide the disposition of the match score following review of all information available including but not limited to Referee Game Reports, reports for MSDSL staff, etc.

Forfeits-Lack of Appearance

A 15-minute delay in the start of a game due to a team’s lack of appearance is permitted for scheduled matches before the game is abandoned. Failure to appear for a scheduled match will result in a forfeit.

Anchored Goals

The coaches and match referee should inspect the integrity of the goals to ensure they are secure and suitable for play. Matches shall not begin until both goals have been firmly secured.

Player Passes/Rosters/Lineup Game Cards

Each team must bring their laminated US Youth Soccer member passes signed by a league official and a MSDSL Lineup and Referee Report. No more than the following number of players may be dressed for each match:

11v11: 18 players
9v9: 15 players
8v8: 14 players
6v6: 11 players

Challenge of Player not in Possession of Player Passcard/Playing of an Ineligible Player

Procedure and Penalties :

- a) If a player does not present a player passcard to the referee prior to the game, they are open to “challenge” by the coach of the opposing team. Each coach shall inform the opposing coach concerning all players without passcards.
- b) The player(s) being challenged shall give their name, signature and birth date to the referee who shall note this on his referee report. The referee shall make this information available to the challenging coach prior to the match.
- c) The challenging coach may then contact the Commissioner post-match for verification that the challenged player(s) is properly registered. If the records show the player(s) to be properly registered, the matter is finished.
- d) If the player(s) is not properly registered, the team shall automatically forfeit that match and the coach will face further disciplinary action by the BOD, such as suspension of the team’s coach and expulsion of the team and club from the league.

Uniform Color Conflict

When there is a conflict in uniform color subject to the referee’s discretion, the team listed first on the schedule should wear white and the team listed second on the schedule should wear dark.

Players: casts and jewelry

Any article of clothing, medical brace, cast, or personal effect deemed unsafe by the referee will be removed before the player is allowed to participate in the match. Casts may be wrapped and padded to the satisfaction of the referee. The referee’s decision is final in regards to the safety of all equipment worn by a player.

Coaches:

Coaching from inside the team’s respective Technical Area is permitted. Coaches may not leave their team’s Technical Area or enter the field of play without permission from the Referee. Referees are able to caution or send-off coaches; all bookings should be documented on the game report.

6v6 Provisions

For all 6v6 matches, the following rules are adjusted:

- Re-starts/free-kicks: all free-kicks outside of the penalty area will be indirect. All re-starts from inside the penalty area will conform to FIFA rules, including penalty kicks, which will be marked eight (8) yards from the goal line.
- Pass-back: goalkeepers may NOT handle passes from their own team, as per FIFA rules.
- Goal Kicks (UY matches only): goal kicks may be taken from the goalkeeper’s hands as a punt or drop-kick.
- Punting: there is NO restriction on punting by goalkeepers in the run of play.

MATCH CONTROL

Team Bench and Spectators:

Both teams will occupy one touchline, while spectators will occupy the opposite touchline; spectators should sit on the half across from their team’s bench on the opposite touchline. If both coaches agree, each team may sit on opposite touchlines along with their spectators; in this case, the team bench should be on one half while spectators may sit on the other.

Three Person System

All 8v8, 9v9 and 11v11 matches must be officiated by the three-person FIFA/USSF Referee System. In the event the assigned referee fails to appear (within 10 minutes of the match time); a certified official must be found to officiate the match. The Referee may appoint replacements for Assistant Referees who fail to show up by the match time. In the event certified USSF officials are not available, the Referee may appoint Club Assistant Referees. Club Assistant Referees shall be limited to decisions only on touchlines and possession as specified by FIFA/USSF Referee Guidelines.

Game Officials

Game officials will be assigned under the authority of the MSDSL working with certified referee assigners.

Payment of Referees

Referees and Assistant Referees appointed under the provisions of these MSDSL Rules shall be paid at the beginning of the match. Each team is responsible for payment of one half of the MSDSL required fees of the match officials.

- (a) Referee fees for 11v11 shall total \$86 (\$36 for Referee and \$25 for each Assistant Referee)
- (b) Referee fees for 8v8 and 9v9 shall total \$70 (\$30 for Referee and \$20 for each Assistant Referee)
- (c) Referee fees for 6v6 shall total \$26 (\$26 for Referee)

Termination of Matches

Referees may terminate matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of his/her players. Upon request by the Game Officials, coaches are responsible to assist in the control of parents, fans, and spectators. The Referee will report the termination of any match to the MSDSL Commissioner within 24 hours. The MSDSL Commission shall ascertain the facts and determine appropriate disciplinary action that may include:

- (a) Reprimand,
- (b) Forfeiture of game as appropriate;
- (c) Suspension from future MSDSL matches or
- (d) Recommendation to the MSYSA of a more severe penalty.

If play is stopped at any time due to one of the teams (by action of players, coaches, administrators, spectators) adjudged to be at fault, it shall be at the discretion of the MSDSL Commission whether the game is to be replayed or declared a forfeit.