

# 2019 MORGAN COUNTY COMMUNITY SOCCER LEAGUE

Revised January 1, 2019

## Rules and Regulations

This document provides an overview of soccer regulations and interpretations used by The Morgan County Soccer League. These rules have been adapted from The National Federation of State High School Association's (NFHS) Soccer Rule Book. This document does not address all rules and regulations. For further clarification of the rules and regulations, please refer to the NFHS rulebook.

### General Soccer Rules

1. Requirements for a player to be eligible to play in the Morgan County Soccer League:
  - a. Players must play with the local Morgan County School Community in which they live or attend school, unless released in writing.
  - b. This release must first be signed by the representative from the community in which the player lives followed by the representative from the community in which the player is going to play. Finally, the current year's Morgan Co. Soccer President must sign release. The release will be held on file for one year at the county office.
  - c. If a community does not offer a team in a specific age group then those players may go to another community to play.
  - d. Out of district players will be allowed on a team if needed to complete a team roster.
2. Any player, coach, parent, umpire or fan removed from a game for unsportsmanlike conduct will be suspended for a minimum of one game. This person will not be allowed anywhere on the premises of the next game. If this person persists in attending the above game, then the game will be a forfeit. After the second ejection, the person will not be allowed to attend any more games for the season or tournament and banned from park. If offence warrants, suspension will begin immediately.
3. If a coach knowingly plays an ineligible player he will be suspended from coaching for the remainder of the season.
4. No player will be allowed to play on more than one team. If a player is moved up to an older division team, they have to remain on that team for the entire season.
5. Complete rosters must be turned in by the due date before each season. No players will be added after this date unless a team drops below 8 in 6U & 8U or 10 in U10U & 13U. A card will be given to the coach to verify any additions.
6. MCPR can require age verification of a child at any time. If a birth certificate is not on file at the MCPR office, the child in question must present a birth certificate for proof of age.
7. All Games will be cancelled if the heat index is 100 or above, However there will be practices, (please no excessive running) at the Reps judgement.
8. MCPR will reschedule games for school function and life events. Game rescheduling shall be handled only by the MCPR with input by the reps and not by the coaches.
9. A complete roster must be turned in by all teams no later than July 10th.

**Teams:**

Team sizes and age divisions will be determined after final sign-up date. All teams are open boys and girls.

Teams are encouraged but not required to match the number of opposing players available to play on the field.

Teams may reserve players for substitution at their discretion; opposing teams are not required to match number of reserve players.

**Team Selection:**

After the final sign up date, the number and size of teams can be determined for each age group. All coaches and players must be in good standing with the Morgan Co. Parks & Recreation, participating Community Leagues, or other governing bodies.

Teams may recruit as many non-designated coaches and assistants as suitable. Teams may substitute coaches as suitable. However 1-Head coach and 1-Assistant coaches may only represent each team during the course of a game.

**Players:**

All players have to play in their correct age division unless needed to form a team. Three, four, and five year old players must play in their age division.

All players must play an equivalence of 25% of each game. This is not in effect for the Tournament. Exceptions are made by coaches in accordance with a player's injury, illness and excessive misconduct in practice and games.

All players must wear shin guards at practice and games. Shin Guards must be worn under the socks and completely covered.

Players' uniform must match as a team. Each player must wear a jersey with a number on the back. The goalie's jersey must be a color that distinguishes him/her from other players and the referee.

An athlete who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the activity until the bleeding has stopped. The wound is covered, the uniform and/or body is appropriately cleaned, and or the uniform is changed before returning to competition. That player shall leave the field but may be replaced. If the removed player is being replaced during a penalty kick situation, the substitute may not take the penalty kick.

Players will not be allowed to participate while wearing any type of cast or splint, jewelry or watches.

Appropriate foot wear must be worn. (Yes: regulation soccer shoes, gym shoes or sneakers – no: boots, hard soles, sandals, spikes or bare feet) Cleats must not have a single tip at the toe - if so, trim or sand off.

## **Coaches:**

Fair play and sportsmanship will be stressed throughout all practices and games. Coaches and assistants are responsible for the conduct of all players and supporting spectators. All are expected to behave in an appropriate manner, abide by the rules and convey good sportsmanship.

During games, all coaches are allowed in designated team areas only. These areas should always be separated from spectator's area. Spectators are not allowed to locate within the team areas. Coaches, players and spectators are not allowed to locate with the end lines or behind the goals during a game.

Coaches or other team members shall not enter the playing field unless requested by the referee.

Three coaches allowed on the same side of the field. One coach must remain at the player bench area.

## **Ask/Tell/Dismiss Policy:**

The following policy will be used when a Referee determines a Team Official is engaging in irresponsible behaviour. A referee may skip the Ask/Tell steps if the behaviour requires an immediate dismissal from the field of play.

First, when irresponsible behavior arises, the referee should **ASK** the person to modify his or her behavior. Second, if the behavior does not return to an acceptable level, the referee should inform the person that their actions will not be tolerated and **TELL** him or her to stop. Third, if the unacceptable conduct continues, the referee should take the final step in the process and **DISMISS** the person from the field of play and its immediate surroundings (out of sight and sound).

## **Referees:**

Recommend number of referees: 6U – 1 Center Referee. 8U – 2 Referees. 10U and 13U – 1 Center Referee and 2 Assistant Referees. Duals (two center referees) are allowed.

Referees that are 16 and 17 years old have to be paired with an adult (18 and older) in 8U's and older age divisions.

Referees will be the official time and score keepers of each game. A referee's decision is final and appeals will not be accepted.

## **Completed Game:**

During the regular season, if conditions make it impossible to finish any game, the head referee shall declare it a completed game if one complete half or more of the game has been played. The score at the time of the suspension of play will be the final score, ties included. Otherwise it is a suspended game and its resumption will be determined by MCPR and/or the league President or Vice President.

**Mercy Rule:**

If a team is ahead by 7 goals at the end of the 3<sup>rd</sup> period, the game will be considered complete and the final score recorded by the referee. Teams may play the 4<sup>th</sup> quarter for practice, however, any goals scored will not be recorded by the referee.

**Rest Break:**

At an appropriate time, mid way through each half, the referee will halt the game for a two (2) minute rest break. At halftime, the referee will halt the game for a five (5) minute rest break. During these breaks, coaches may substitute players.

**Forfeits:**

Teams have a 10 minute grace period from the time the game is scheduled to start. After this time, if a team has an insufficient number of players to play the game, the game will be forfeited to the opposing team. During regular season games, both coaches may agree to “borrow” opposing players to allow the play to proceed.

#### **4 and Under Division:**

Players must be 3 or 4 years old, as of September 1<sup>st</sup>.

Roster Size: 7 Players are recommended

Minimum players to start a match: 3 per team

Maximum players on field: 4 per team

No Goal Keeper position.

The Offside Rule will not be applied.

No player will be used primarily in a defensive position. All players are encouraged to participate in the flow of play.

No score will be kept for each match.

No end of season tournament.

Slide tackles are not allowed.

Heading the ball is strongly discouraged, but allowed.

Match will be two halves of 16 minutes.

Size 3 ball.

Match will be played on a 6U field, if available

Field will be 20 yards wide x 35 yards long.

Goal size is 4' x 6'.

If a 6U field is not available, cones will be used to designate an acceptable size field and "pop up" goals will utilized.

One coach from each team is allowed on the field to instruct players.

A referee is not required for this division.

When taking a Goal Kick, the defending team must be at or behind the midfield line.

The defending team must be 10 feet back during throw-ins.

### **6 and Under Division:**

Players must be 5 or 6 years old, as of September 1<sup>st</sup>.

Roster Size: 7 Players are recommended

Minimum players to start a match: 3 per team

Maximum players on field: 4 per team

No Goal Keeper position.

The Offside Rule will not be applied.

No team will intentionally obstruct the goal with an excess number of players.

Slide tackles are not allowed.

Heading the ball is strongly discouraged, but allowed.

Match will be two halves of 16 minutes.

Size 3 ball.

Field will be 20 yards wide x 35 yards long.

Goal size is 4' x 6'.

One coach from each team is allowed on the field to instruct players during the regular season.

The referee will not issue Yellow or Red cards in this division. Player issues will be addressed by the referee, with the player's coach included in the discussion. Any player asked to temporarily leave the match may be replaced by a substitute player.

When taking a Goal Kick, the defending team must be at or behind the midfield line.

### **8 and Under Division:**

Players must be 8 years old or under, as of September 1st.

Roster Size: 10 Players are recommended

Minimum players to start a match: 6 per team

Maximum players on field: 7 per team

The Offside Rule will not be applied.

No offensive player will setup in the penalty box to provide a scoring advantage, excluding throw ins or corner kicks.

Slide tackles are not allowed.

Heading the ball is discouraged, but allowed.

Match will be two halves of 20 minutes.

Size 3 ball.

Field will be 35 yards wide x 50 yards long.

Goal size is 6.5' x 12'

The referee will not issue Yellow or Red cards in this division. Player issues will be addressed by the referee, with the player's coach included in the discussion. Any player asked to temporarily leave the match may be replaced by a substitute player.

### **10 and Under Division:**

Players must be 10 years old or under, as of September 1<sup>st</sup>.

Roster Size: 12 Players are recommended

Minimum players to start a match: 7 per team

Maximum players on field: 9 per team

Slide tackles are not allowed.

Match will be two halves of 24 minutes.

Size 4 ball.

Field will be 40 yards wide x 70 yards long.

Goal size is 6.5' x 18.5'

Yellow Carded players must leave the field and can be replaced by a substitute player. The yellow carded player can return to play at the next approved substitution.

A player that receives a Red Card will be ejected from the remaining portion of the current game. The player must also sit out the first half of the next scheduled game.

### **13 and Under Division:**

Players must be 13 years old or under, as of September 1<sup>st</sup>.

Roster Size: 12 Players are recommended

Minimum players to start a match: 7 per team

Maximum players on field: 9 per team

Match will be two halves of 30 minutes.

Size 4 ball.

Field will be 40 yards wide x 70 yards long.

Goal size is 6.5' x 18.5'

Yellow Carded players must leave the field and can be replaced by a substitute player. The yellow carded player can return to play at the next approved substitution.

A player that receives a Red Card will be ejected from the remaining portion of the current game. The player must also sit out the first half of the next scheduled game.



## **Season End Tournament:**

All regular season rules are in effect, unless noted in this section.

The 6U rule of allowing a coach on the field during play is suspended for the tournament.

The Season End Tournament will be conducted in two sections: Group Play Round and Final Four Round

### **Group Play Round:**

Every team will play a minimum of two matches during the Group Play round.

Each Age Division (6U, 8U, 10U, 13U) or Group within an age division (6U West, 8U East, etc.) will be split into two Groups, A and B.

Regular season final rankings will be used to set the Group Play round.

The recommend Group Play schedule is:

#### **6 Teams:**

1v6, 1v5, 2v4, 2v6, 3v5, 3v4

#### **7 Teams:**

1v7, 1v6, 2v6, 2v7, 3v4, 3v5, 4v5

#### **8 Teams:**

Group A – Teams 1, 3, 6, 8

Group B – Teams 2, 4, 5, 7

1v8, 3v6, 1v6, 3v8

2v7, 4v5, 2v5, 4v7

#### **9 Teams:**

Group A – Teams 1, 3, 5, 7, 9

Group B – Teams 2, 4, 6, 8

1v9, 3v9, 1v7, 3v5, 5v7

2v8, 4v6, 2v6, 4v8

Group Play is based on Points: Win is 3 points, Loss is 0 points. No tournament match can end in a Tie.

Tie breaker rules for Group Play standings are: 1) Head to Head 2) Goals scored minus goals allowed 3) Fewest total goals allowed 4) Most goals scored in group play 5) Final regular season ranking

If a Group Play Match ends in a tie, Kicks from the Mark (KFTM) will determine the match winner (See KFTM rules section).

### **Final Four Round:**

If a match ends in a tie, a 5 minute overtime period will be played. If the match is tied after the overtime period, Kicks from the Mark (KFTM) will determine the match winner.

The Top 4 Teams for each Age Division will play in the Final Four Round.

If an age division was split between East and West, the Group Winners will participate in this round; for example – 6U East Group A winner, 6U East Group B winner, 6U West Group A Winner, 6U West Group B winner.

If an age division was split into Groups but not between East and West, the Top 2 teams from each Group will participate in this round; for example – 10U Group A Winner, 10U Group A Runner Up, 10U Group B Winner, 10U Group B Runner Up

Each of the final four teams will play a knockout match.

The recommend schedule for the Knockout Matches:

#### Age Division not split into Groups:

1 vs 4

2 vs 3

#### Age Division with East/West Groups:

East Group A Winner vs West Group B Winner

East Group B Winner vs West Group A Winner

#### Age Division with Groups:

Group A Winner vs Group B Runner Up

Group B Winner vs Group A Runner Up

The Winner of each match will play in the Championship Match for 1<sup>st</sup> or 2<sup>nd</sup> Place.  
The losing teams will play in the 3<sup>rd</sup> Place Match.

### **Kicks from the Mark (KFTM):**

Both teams must have an equal number of players that are eligible to take kicks. If one team has more players than the other, the Coach of the team with more players must “reduce to equate” and identify which players will not be available.

For example, if Team A has 8 players and Team B has 7 players, the Coach of Team A must exclude 1 player from KFTM. Excluded players must be identified to the referee.

A Player may only make 1 attempt in each round of KFTM, unless the number of eligible players requires a second attempt in a round.

All eligible players (chosen prior to KFTM) must make 1 attempt before any player can take a second attempt.

After all eligible players have made 1 attempt during KFTM, players may kick in any order for remaining attempts. Eligible players are not required to make more than 1 attempt during KFTM, unless it would force a player to take a 2<sup>nd</sup> attempt during a round.

Each round will consist of 5 kicks per team, unless the match concludes during a round. The first round of kicks will be alternating between each team. If at any time a team has scored more goals than the other team can make up, the match will be concluded; for example, if one team is up 3-0, with 2 kicks remaining per team.

The second and further round of kicks must include remaining eligible players for each team, prior to a player attempting a second kick.

If during the second round, a team scores and the other team does not make their corresponding goal, the match will be declared final. For example, Team A makes their first kick, Team B makes their first kick. Team A misses their second kick, Team B makes their second kick. Team B will be the winner of the match.

The third and further rounds will be conducted as the second round; alternating kicks, winner if a team scores and the other doesn't match, no player can make more than 1 attempt per round, etc.

6U Kicks from the Mark will be taken at the 30 Foot Line, no defenders from the opposing team.