

# MMSL – MID MISSOURI SOCCER LEAGUE

## U6-U19 RULES OF PLAY

REVISED 8/23/2023

### Game Protest Clarification

Protests pertaining to the game and its administration:

An Initial protest must be filed with the referee or site manager before or during the game and noted on the game card.

The opposition coach should be notified of the protest before or during the game.

What may be protested; Illegal player and/or coach – the protest should be followed up in writing to [director@bsaravens.org](mailto:director@bsaravens.org) within 48 hours from the end of the game.

Protest must include; Payment of \$100 (refunded if protest is successful), Details of the protest, A listing of the player/coach deemed to be illegal.

Who can File a protest; Only a coach or a listed team administrator can file a protest for the teams involved in the game.

Third Parties, i.e., coaches/administrators from other teams can not file a protest on a specific game. Referee decisions, right or wrong, are final if they pertain to the FIFA Laws of the Game, or as modified by MMSL. No protests are allowed for red cards/yellow cards for players or send offs for coaches. (Exceptions: See MMSL Discipline and Appeal Policy).

All rules will be in accordance with **FIFA** and **US Soccer** with the following exceptions:

### ***LAW 1 – The Number of Players***

1. All players on the roster may play in a match with unlimited entry and re-entry. MMSL allows for free substitution on any dead-ball situation at the discretion of the referee. “At the discretion of the referee” is to be interpreted as assisting the referee in carrying out

his or her mandate to “facilitate the continuous flow of the game.” Therefore, referees are expected to deny substitution by either team which would delay a quick restart, while allowing substitutions by either team when the flow of the game has been naturally interrupted.

2. Within a club, a player may be moved from one team to another for an individual match if the following conditions are met (The same rules apply for MYSA club pass players used on club or independent teams):

- a. Permission must be granted by the coach of the player’s primary roster using the **Permission to Secondary Roster form** and added to the official roster to be considered secondary on the team.
- b. No player can play down. Note: Playing down refers to both the age of the player and to guest playing on a team in a division lower than the rostered player’s team’s division.
- **Guest Players/Club Pass players may only play within their own club from their primary listed team.**
- Note: Teams playing in the Academy, US Youth National Leagues, ECNL, NPL and any league competing at a regional level are considered to be in the Premier Division of their own age group and higher.
- c. Exceptions:
  - i. During the fall season, boys who are in 8th grade who fall under the U15 age group due to their legal age can play with a U14 team as allowed by the MMSL. Trapped players will be taken on a case-by-case basis and must be approved in advance.
  - ii. During the spring season, girls who are in 8th grade and fall under the U15 age group due to their legal age can play with a U14 team as allowed

by the MMSL. Trapped players will be taken on a case-by-case basis and must be approved in advance.

- iii. Due to the recent birth year requirement, U15 divisions will be available for teams during both league seasons.
- iv. Players must return to their own age group in their eligible season.
- d. A maximum of up to six (6) guest players and club pass players can be added for U11-U19 (9v9-11v11) teams. A maximum of up to three (3) guest players and club pass players can be added for U9-U10 (7v7) teams.
- e. Match suspensions as a result of red cards under the conditions of 2(c)(i) and 2(c)(ii) will be served with the player's PRIMARY team. No matches can be played for any team by the suspended player until the suspension is served. If a player/team is in violation of this rule, the player will be deemed illegal and the match will be forfeited.
- f. If a club-pass player receives a red card, he/she must sit out for the highest division team he/she guest plays on in that current season.
- g. Players not playing in a particular match should be crossed off the game card.
- h. Players can only guest play from their primary roster.
- Note: All guest players must be added to the match card and have a player pass. The following information MUST be written on the game card: Player's full name, ID #, jersey #, division of primary team. (i.e.: Joe Smith, SM01012001, #15, D2) (i.e.: Joe Smith, SM01012001, #15, D2) All guest players must be under the same entity such as US Club or US Youth. The team may not be crossed over between the two entities. This could lead to a forfeit should the team have players from both entities.

**CLUB PASS, STATE PASS and TRAPPED PLAYER CLARIFICATIONS:**

- You are considered a "trapped player" if you are in 8th grade or senior year of HS and the remainder of your age has moved on to freshman year or college. Missouri Youth Soccer Association and Illinois Youth Soccer Association consider you a "trapped player meaning you do not have team to register with the entire season.
- MISSOURI: Players must be released from their primary team if that team only plays in the fall or spring in the high school divisions. Players must then get a club pass or state pass player card for the one (1) season of trapped play.
- Players whose team is in high school can get a club pass player card (through the club) or a state pass player card (through the state). These players can only guest play in the U15/U14 age group as 8th graders or in the U19/U18 age group as seniors in high school/freshmen in college.
- Players may NOT have a primary/secondary card if playing as a trapped player.

3. Dual rostered players can be rostered on two different teams within the same club or on two different clubs. They will need to choose a primary team and a secondary team. Players can be primary or secondary at any division level regardless of which team is in a higher division (MO only). A player is not rostered as secondary unless placed on the roster. The signed form is not enough to cover secondary status.

Note: For a secondary player to go on a roster, the primary coach's permission and primary registrars permission must be given. Please refer to the club registrar for additional club requirements.

4. The maximum number of players on a game roster for a specific match is as follows:

AGE GROUP	GAME	ROSTER SIZE
U9, U10	7 v 7	No more than 14
U11, U12	9 v 9	No more than 18
U13-U19	11 v 11	No more than 22; only dress 18 per game.

5. The maximum number of bench personnel allowed in the coach area will be four (4). All bench personnel must have a current US Soccer Pass with picture. All other personnel will be viewed as spectators and must maintain the proper distance from the players. If a coach does not have an ID Card for this specific team, they must be written on the game card just as a guest player would be.

6. Players are allowed to play in a maximum of two (2) MMSL League matches per day.

7. Failure to comply with any of the above conditions may result in a forfeit of the particular match and disciplinary action for both player and coach.

8. If a coach is dismissed from the game for any reason and there is not another licensed coach available the game will be forfeited by the team without a coach.

### ***LAW 2 – The Player’s Equipment***

1. The jersey of each player, except the goalkeeper, must contain a visible number, unique from the other members of the same team.

2. Hard Cast: It is at the discretion of the referee whether a player with a hard cast may play in a game.

3. Footwear with molded soles, shorts, socks, protective shin-guards must be worn.

4. Normal glasses are considered dangerous equipment. If players need to wear glasses, athletic glasses are required. Players are not allowed to wear baseball caps or other head wear with hard bills or protrusions. Head wear with soft, non-abrasive material may be worn if necessitated by an injury or other medical condition.

5. The home team should wear white or light-colored jerseys. In the event of a color conflict and if/when asked to do so by a game official with regards to uniforms, the away team is responsible for changing jerseys. If the away team does not have an alternate jersey, the home team will be forced to change. Each team should bring two sets of numbered shirts; each set a different color.

6. The wearing of any form of jewelry (including, without limitation, watches) is not permitted during play.

### **LAW 3 – The Duration of the Match and Ball Size**

<b>AGE GROUP</b>	<b>BALL SIZE</b>	<b>DURATION OF MATCH</b>
U9, U10	4	2 X 25 min. halves
U11, U12	4	2 X 30 min. halves
U13, U14	5	2 X 35 min. halves
U15, U16	5	2 X 40 min. halves
U17, U18, U19	5	2 x 45 min. halves

1. Regular season matches ending in a tie shall remain a tie.
2. A game is considered final at half if it is cancelled for any reason.

### **LAW 4 – Playing Rules**

MMSL has adapted to the small-sided standards and birth year registration from U.S. Soccer. [Download the full PDF presentation: English | Español](#)

## 7v7:

1. For 7v7 games, there will be one (42) referees and no offside will be called.

~~2. For the 7v7 play, there will be a build-out line used to promote playing the ball out of the back in an unpressured setting.~~

### 7v7 build out line:

~~When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play by the goalkeeper.~~

~~Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line; however, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.~~

~~If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The opposing team must also move behind the build out line during a goal kick until the ball is put into play and leaves the penalty area and is touched by a teammate.~~

3.2. \_\_\_\_\_ A 7v7 game may not start if either team consists of fewer than five (5) players. The minimum number of players on a team required for a match to continue is also five (5).



~~4. Once the opposing team is behind the build-out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed).~~

~~5. After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line and play resumes as normal.~~

~~Note: Build-out line practical applications • Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build-out line • However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.~~

### **9v9:**

1. For 9v9 games, there will be two (2) referees and offsides will be called.
2. A 9v9 game may not start if either team consists of fewer than six (6) players. The minimum number of players on a team required for a match to continue is also six (6).

For all other age groups, MMSL will abide by the Laws of the Game by FIFA- **Please [click here for Fifa Rules](#)**

### **U.S. SOCCER CONCUSSION GUIDELINES**

In accordance with U.S. Soccer's recommendation on specific changes to rules on heading for certain age groups deliberate heading is not allowed in U11 age group games and younger. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. **Please [click here](#) to refer** to U.S. Soccer Concussion Guidelines.

Click here for more information on **Player Development Initiatives** for 4v4, 7v7 and 9v9 games.

For all other age groups, MMSL will abide by the Laws of the Game by FIFA- **Please click here for Fifa Rules**

## **ADMINISTRATIVE RULES/POLICIES**

### **Discipline and Ethics**

1. All coaches, players, referees, team officials and spectators shall be subject to the MMSL discipline and appeals policies. Red cards for the initial suspension are not able to be appealed. Please refer to the Discipline and Appeals Policy.
2. No wagering of any kind will be tolerated, and such violations could lead to a maximum penalty of expulsion for the league. A report could also be sent to MYSA and/or IYSA, KYSA.
3. No player shall receive any compensation for services rendered to a team or receive any promises of compensation.
4. There will be no drinking of alcoholic beverages, smoking or vaping in the player/coach area.

### **Registration**

1. All registration shall be in accordance with current US Soccer, USYSA, US Club, MYSA, or other US Soccer member youth rules unless otherwise specified by the MMSL Board of Directors.

2. All players, coaches, and managers must have a US Soccer member youth pass card and/or US Club cards (photo ID) to participate in MMSL. Digital cards may be accepted on game day. Managers may not sit in as a coach unless all coaches requirements have been met. (i.e. coaches license, background check, CDC and Safesport)
3. Player registration and necessary paperwork as required by the MMSL league must be completed prior to the start of the first league match. Failure to do so will be an automatic forfeit of the matches until registration has been completed, except when delay is caused by MMSL.
4. Eligibility of players shall be in accordance with the current US Soccer, USYSA, US Club, MYSA, or other US Soccer youth member regulations, unless otherwise specified and approved by the MMSL Board of Directors.
5. Age limit definition shall be in accordance with current US Soccer/USYSA, US Club Soccer regulations except as modified by the MMSL Board of Directors.
6. Proof-of-birth shall be in accordance with the current US Soccer youth member regulations as directed by the MMSL Board of Directors.
7. All coaches and managers signing the official team roster must be registered with US Soccer/USYSA/MYSA/US Club Soccer or other US Soccer affiliates.
8. It is the sole responsibility of the coaches to advise each league in which they participate of any schedule changes to prevent match conflicts. MMSL will not be responsible for advising any other league of the schedule or changes to the schedule. MMSL will not bear the sole responsibility of rescheduling games for other leagues' conflicts with scheduled MMSL games.

## **TEAMS AND DIVISIONS**

1. Decisions concerning a team's admittance into the league shall be at the sole discretion of the MMSL administrators.
2. Teams will be accepted into the league and may be classified into divisions based on the prior season's record, if any, and the requested level (gold, silver, bronze) at the discretion of the MMSL.
3. Ownership of a team:
  - a. A club team belongs to the club administrator on file with the MMSL office and an independent team belongs to the coach/manager listed on the team application. This person has the right to assign all rights of "ownership" to another person, subject to MMSL approval.
  - b. Teams forfeiting three (3) or more games, regardless of the reason, may not be accepted back into the league the following season. They will also bear the responsibility for all fees with respect to each forfeited game which include field costs and full referee payments.
  - c. Any team dropping out of the league will not be reimbursed for games missed may not be allowed back the following season.
  - d. Any coach/manager associated with the team can be suspended for up to one year from playing in the MMSL league for a breach of rule 3b.

### **MMSL LEAGUE STANDINGS**

- 1. Standings will be determined by awarding three (3) points for each win, one (1) point for each tie and zero (0) points for a loss.
- 2. If the teams have played an uneven number of games in an unfinished season, a win loss percentage will be determined based on the number of games played

(not the number of games scheduled) and manually adjusted via GotSoccer to show correct standings.

- **Ex:** Team A (scheduled for 10 games) played only 9 games with a 3(W)-0(T)-6(L) record totaling 9 points – to find the winning percentage, divide the number of points earned by the max points for games played (27 points for this example) equaling a 0.333 winning percentage. The percentage shall be rounded to the nearest thousandths (3 decimal places).
- **Ex:** Team B (scheduled for 10 games) played 10 games with a 2(W)-2(T)-6(L) record totally 8 points – to find the winning percentage, divide the number of points earned by the max points for games played (30 points for this example) equaling a 0.267 winning percentage. The percentage shall be rounded to the nearest thousandths (3 decimal places).
- 3. League Tie Breakers:
  - Head to Head
  - Goal Differential
  - Most wins
  - Note: If three or more teams are tied, head to head is eliminated.

## **OTHER ADMINISTRATIVE RULES**

1. Home teams must wear white or light colored jerseys. If a conflict occurs while the home team has the designated color, the visitors must change.
2. Each team manager must complete and give to the referee the line-up card indicating the jersey number, name, and player ID number of each player participating in the game.

**Note:** All guest players must be added to the match card and have a player pass. The following information MUST be written on the game card: Player's full name, ID #, jersey #, and division of primary team. (i.e.: Joe Smith, SM01012001, #15, D2)

3. The player pass of each player, manager, and coach participating and a copy of the roster must be in the possession of the coach or manager at each league game. A team must produce the player cards and/or roster. Digital cards may be approved by a MMSL representative.

4. Games shall start on time. If a game is delayed due to the tardiness of a team, players, coach or manager, a maximum of fifteen (15) minutes of "grace" time shall be awarded. After fifteen (15) minutes, if the team is still not able to start the game, it shall be declared a forfeit. Forfeits shall be recorded with a score of 2-0. In the case of a double forfeit, no scores will be posted but games will count against final standings as a loss.

5. Suspension of games due to weather and/or field conditions considered dangerous to the players shall be at the discretion of the referee or site manager. If the first half of the game has been completed, the game is official.

6. If a game does not restart after a delay in the first half and the game is then cancelled, it will then be rescheduled by the league scheduler and played as a full game.

7. All coaches and substitutes should remain a minimum of two (2) yards away from the touch line. Spectators should remain a minimum of six (6) yards from the touch line.

8. Teams should be situated on the same side of the field and confined to an area equal to the diameter of the center circle. Team fans will be located on the opposite side of the fields as their team, when possible.

9. A carded, licensed coach is required on the sideline at all league games for the entire game. If a carded, licensed coach is not present for any portion of the game, the game will be forfeited.

10. Teams responsible for a forfeit for not having enough players, no carded, licensed coach, refusing to play, or abandoning a game shall be assessed all applicable fees for both teams.

11. Scheduled MMSL games take precedence over all other commitments except MYSA and IYSA Cup games.

12. Teams requesting special consideration for absence due to out-of-town tournaments must make the request in writing to the MMSL office by the conflict deadline established by the office.

13. If a game needs to be moved, a fee will be assessed based on sliding scale for all games moved after the first two weeks after schedules are released. The opposing team must agree before a game is moved. If the opposing team does not agree to a reschedule the game stays as scheduled.

14. All park rules where games are played shall be respected and obeyed.

15. Each coach/manager shall acquaint himself/herself, as well as players, parents, and spectators, with the rules, discipline and appeals policies, constitution, and by-laws of the association. A plea of ignorance is not sufficient grounds for appeal or protest.

16. Any matters not provided for in these rules shall be determined by the MMSL Board of Directors. The MMSL Board of Directors may change these rules at its sole discretion.

17. All league fees will be due by the announced due date for all divisions. Teams that have not paid league fees by the published due date will not receive any points for ties or wins until paid. The team will start receiving points again once league fees have been paid.

18. All delinquent invoices by the end of the season will be sent to the team's state office.

#### 19. Game Day Delays, Postponements and Reschedules

It is imperative that games start on time. It is the responsibility for team coaches to communicate if they are going to arrive at a venue late.

The MMSL director holds the authority to delay or postpone a game. The only exception is the assigned referee. The assigned referee can delay or postpone a game if unfavorable weather and/or adverse conditions beyond the control of participating teams which would make the playing of the game impractical or dangerous for players, other participants, or spectators. If the center referee delays or postpones a game due to unsafe field conditions, the MMSL Director is to be notified immediately.

If a game is stopped due to inclement weather or some other extenuating circumstance, and one half of the game has been completed, the game will be considered complete. MMSL organizers will make decisions based on weather/field conditions for each association date and post this status on the [BSAravens.org](http://BSAravens.org) site. MMSL reserves the right to reduce the number of scheduled games and/or the time/duration of games and/or postpone or delay games and/or cancel the event. No refunds will be given for weather cancellations, however every effort will be made to reschedule any games affected. The M3 may choose to use an alternate "rain date" day for these games.



No Show occurs when a team willfully does not show up at a game and there has been no association-approved, written agreement for a change of the scheduled game.

Any team unable to attend a scheduled game because of accident, weather or an 'act of God' should immediately notify the opponent and the MMSL organizers.

In the event neither team is prepared to play at the scheduled field and time plus the game is not played, the M3 will decide the game to have been forfeited by both teams.

**20. Refunds for Cancelled Games.** All refunds will be issued in the form of a credit to be applied to future league fees. There will be only one exception to this general rule. U18 and U19 teams whose players are graduating to college will receive a check for game cancellations. These checks will be issued to the individual or entity that signed the check paying for their last league fees. Other teams receiving credits for cancelled games must meet two qualifications. These are:

- a. A team must qualify as a "returning team" as defined in "Teams & Divisions."
- b. A team must play two consecutive league sessions or at least one session in the next soccer year.

If either of these conditions is not met, then that team will not be eligible to receive credit. For example, if a team disbands, no credit will be issued for game cancellations. If a team elects to leave MMSL and play in another league, there will be no credit. Teams that play a fall session and play only tournaments in the spring but return for the following fall session will receive their credit from the previous fall session.

21. All clubs will register the following with the league: their club's name, teams represented by that club, a list of coaches and managers within that club, and the officers of that club authorized to use the club's name in matters of this league. Any team registering with MMSL using a club name or form of the club's name but not authorized

by the club will be denied use of the name and possibly admission into the league. It is the responsibility of the club to notify the league of any changes in information that may occur during the current season.

22. All administrative fees are non-refundable.

MMSL abides by FIFA, US Soccer Rules and Guidelines and US Youth Soccer.

### **Inclement weather policy**

The safety of the players, coaches, management, and spectators are of primary concern during any weather event that occurs during a match. By following these few basic guidelines, the safety of everyone shall be greatly increased. Ultimately, the referee has final say over delaying a game due to weather, and waiting to stop play may result in serious injury or loss of life. Act responsibly when dealing with such events during games.

Lightning delays will be determined by a strike within 10 miles on the league's weather application, and/or a visible strike witnessed by the referee or other M3 official. When games are called for a lightning delay, all players, spectators, and officials must immediately take shelter in a building or in their cars until the all-clear is given. The all-clear will be determined by the M3's weather application.

Please obey the rules established by M3.

Remain calm to prevent panic by young players. Protect the safety of all participants by stopping activities quickly so that participants and spectators may retire to a safer place. No place outside is safe during storms and the best place is a fully enclosed, constructed building or car.

The cold temperature guidelines are provided below:

<b>Age</b>	<b>Cold Index with Wind Chill</b>	<b>Play/No Play</b>
All ages	< 20 degrees	No Play

The warm temperature guidelines are based on wet bulb globe thermometer readings and are provided below:

<b>Age</b>	<b>Heat Index</b>	<b>Play/No Play</b>
High School divisions	>92 degrees	No Play

All other ages	>90 degrees	No Play
High school divisions	90.0 – 92.0 degrees	Mandatory water breaks
All other ages	87.0 – 90.0 degrees	Mandatory water breaks
High school divisions	87.0 – 89.9 degrees	Water breaks upon request
All other ages	84.0 – 86.9 degrees	Water breaks upon request
High school divisions	82.1 – 86.9 degrees	Watch players carefully
All other ages	82.1 – 83.9 degrees	Watch players carefully
All ages	< 82 degrees	Normal Play

These are guidelines but the M3 is ultimately responsible for the decision on whether or not to play games. Cold weather factors such as rain, sleet, snow, and ice and could influence the decision on whether or not to play games. In addition, please be aware of any heat exhaustion symptoms such as cramping and fatigue. The Refs may give water breaks during games which have heat conditions.