

## **MASON DIXON SOCCER LEAGUE INTRAMURAL LAWS OF THE GAME**

### **Notes**

The MDSL may modify the rules of play during the season in an effort to ensure fair play and deal with issues that arise during the season. Coaches will be notified in the event of a change to any law.

All references to the male gender in the Laws are for simplification and apply equally to both male and female participants.

Unless noted, the letter and spirit of the current FIFA Laws of the Game shall be applied in all MDSL matches.

[http://www.fifa.com/mm/Document/FootballDevelopment/Refereeing/02/79/92/44/Laws.of.the.Game.2016.2017\\_Neutral.pdf](http://www.fifa.com/mm/Document/FootballDevelopment/Refereeing/02/79/92/44/Laws.of.the.Game.2016.2017_Neutral.pdf)

### **Law 1 - The Field of Play**

The field of play shall be marked in accordance with USSF standards for grades K-12. Goals will be placed at the center of each goal line. Flag posts are not required for Intramural games.

### **Law 2 - The Ball**

Each team will be provided with at least one ball of sufficient quality to be used during a game. The home team will provide this ball to the referee prior to the beginning of the game. If asked, the visiting team will also supply a game ball. The sizes of the game balls shall be as follows:

Kindergarten - Grade 2 - Size 3

Grade 3 - 7 - Size 4

Grade 8 - 12 - Size 5

### **Law 3 - The Players**

The number of players allowed on the field may vary by age group.

The match is played by two teams. Prior to each season the division commissioner will specify the number of players to be on the field during a game for each age group. The

teams should begin play with an equal number of players on the field. One player on each team shall be designated as the goalkeeper. A match may not start or continue if either team consists of 2 fewer players than required for their respective age group. If a team cannot field enough players to meet this requirement, they will forfeit the game.

In Kindergarten, Grade 1 and Grade 2 games, no player is to play goalkeeper. Positions are also not to be defined, as all players should be encouraged to play offense and defense. **NO PLAYER SHOULD BE ENCOURAGED TO PLAY ANY POSITION, UNDER ANY CIRCUMSTANCES - INCLUDING BEING ON OFFENSE OR DEFENSE.**

### **Substitutions**

Each team will be given an unlimited number of substitutions. Substituted players may return to the match.

In the K - Grade 2 divisions, substitutions may occur **ONLY** at the following stoppages:

- i. Between quarters or at halftime
- ii. During injury timeout
- iii. After a caution \*

In grades 3 - 12, substitutions may occur regardless of possession, but only at the following stoppages:

- i. Throw-in
- ii. Goal Kick
- iii. Halftime
- iv. After a goal has been scored
- v. During injury time-out
- vi. After a caution or dismissal \*

\* - A player receiving a caution **MUST** be substituted for immediately following the caution and prior to the restart of play.

Substitutions will only take place with the permission of the referee. No one may enter or leave the field without the permission of the referee. If a substitute enters the field without the consent of the referee, the player will be cautioned and sent off the field until he can be properly substituted into the game.

All substitutions will take place at the halfway line. Failure to do so may result in a caution to the player entering the field.

Any player may change place with the goalkeeper as long as the referee is informed of the change and the change takes place during a stoppage of play. If players do not adhere to these provisions, the referee will caution both players involved.

#### **Law 4 - The Players' Equipment**

A player must not use equipment or wear anything that is dangerous to himself or another player.

**All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands etc.) are strictly forbidden and must be removed. Using tape to cover jewelry is not acceptable. Glasses, if in the opinion of the referee, are safe for the wearer and the other players on the field, may be worn, but must be secured using a head strap or other device. Medical alert bracelets or necklaces are also allowed, but must be taped to the chest or wrist.**

All players are required to wear the uniform provided by the MDSL. In the event that their uniform is unavailable, the player must wear a shirt that is the same color as the provided uniform. Players are permitted to wear long pants over or under their shorts. Players are permitted to wear long sleeve shirts or coats under their uniform jersey. Socks and appropriate footwear must be worn.

Each goalkeeper **MUST** wear a color that distinguishes him from the other players on the field.

Shin guards are required of all players. They must be covered completely by the sock, must be made of rubber, plastic or a similar suitable material and must provide a reasonable degree of protection.

#### **Law 5 - The Referee**

Each match is controlled by a referee appointed by the MDSL who has full authority to enforce the Laws of the Game and all MDSL modifications in connection with the match to which he has been appointed. **In K, 1 and 2 games, the coaches should act as referees and should call all fouls.**

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.

The referee may only change a decision on realizing that it is incorrect, provided that he has not restarted play or terminated the match

Players and coaches must, at all times, listen to the directions of the referee.

Dissent from players, coaches, and spectators will not be tolerated and will result in cautions and/or dismissals.

### **Law 6 - Assistant Referees**

Assistant referees are not required in MDSL Intramural games.

At the request of the referee, each team must provide an parent volunteer to assist the referee. The parent volunteer will only indicate whether or not a ball has exited the field of play. Parent volunteers may not coach, or instruct players on either team and may not signal offside or that a foul or misconduct has occurred.

### **Law 7 - Duration of the Match**

The suggested game lengths are:

Age Group	Duration
K & Grade 1	8 minute quarters
Grade 2	12 minute quarters
Grade 3-4	25 minute halves
Grades 5-7	30 minute halves
Grades 8-12	35 minute halves

If an age group will be playing a schedule that requires double headers, the suggested length will be reduced by 5 minutes. The official time will be kept on the field, by the referee. The match time will be kept on a running clock unless a significant event calls for time to be stopped (e.g. serious injury, weather). There will be no allowance for time lost. Only a penalty kick may extend the duration of a half.

Halftime will be no more than 5 minutes in length.

Breaks between quarters will be no more than 2 minutes in length.

There will be no extra-time or overtime play during the regular season.

### **Law 8 - The Start and Restart of Play**

At the request of the referee, each team will send captains to midfield. The visiting team will call the coin toss according to the referees direction. The team that wins the toss will select which goal they would like to defend. The other team will take the kick-off to start the match.

The team that wins the toss takes the kick-off to start the second half. In age groups playing quarters, the team losing the toss kicks off the first and second quarter. The team that wins the toss will kick-off the third and fourth quarters.

In the second half, the teams will switch sides and attack the opposite goal. In age groups playing quarters, the teams will only switch sides at half-time.

Kick-offs will be used to start or restart play:

- a. at the start of a match
- b. after a goal has been scored
- c. at the start of the second half
- d. at the start of each quarter (if applicable)

Kick-offs are to be taken in accordance with the FIFA Laws of the Game.

If, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the MDSL or FIFA Laws of the Game, the match is restarted with a dropped ball.

All dropped balls are to be taken in accordance with the FIFA Laws of the Game.

### **Law 9 - Ball In and Out of Play**

The ball is out of play when it has wholly crossed the goal line or touch line whether on the ground or in the air, or the referee has stopped play. The ball is in play at all other times.

### **Law 10 - The Method of Scoring**

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

The team scoring the greater number of goals during a match is the winner. If the teams score an equal number of goals, the game is a draw.

For Grade 3 games and above, if a team takes the lead in a game by 5 goals, they must play with one fewer player than their opponent until they are no longer winning by 5 or more goals. This process will repeat for all additional goals scored by that team. The team will regain one player each time their opponent scores a goal until the two sides are back to within 4 goals of one another.

### **Law 11 - Offside**

Offside shall not be called in Kindergarten - Grade 2 matches.

The MDSL shall enforce Offside in accordance with Law 11 of the FIFA Laws of the Game in all other age groups.

### **Law 12 - Fouls and Misconduct**

MDSL defines slide tackling as any player sliding on or falling to the ground in an effort to kick the ball away from a player in possession of the ball. A direct free kick shall be awarded to the opposing team if a player slide tackles or attempts to slide tackle an opponent. Players who slide tackle shall be Cautioned.

All players who receive a Caution must be removed from the field of play at that time.

### **Law 13 - Free Kicks**

All free kicks in MDSL intramural matches shall be taken in accordance with the FIFA Laws of the Game.

### **Law 14 - The Penalty Kick**

All penalty kicks in MDSL intramural matches shall be taken in accordance with the FIFA Laws of the Game.

### **Law 15 - The Throw-In**

All throw-ins are to be taken in accordance with the FIFA Laws of the Game. In Kindergarten - Grade 2, a foul throw-in will not result in loss of possession, but must be

retaken. In Grades 3-4, a foul throw must be retaken and a second foul throw-in will result in loss of possession. In all other age groups, any foul throw will result in loss of possession.

### **Law 16 - The Goal Kick**

In Kindergarten, First Grade and Second Grade, opponents must remain in their own half of the field until the ball has been touched by a second player on the kicking team.

In 3/4 the opposing team must remain behind the build out line until the ball has been touched by a second player.

In either case, if an opposing player violates the rule, and becomes actively involved in play, an indirect kick shall be awarded at the spot of the foul.

In all other age groups, goal kicks are to be taken in accordance with the FIFA Laws of the Game.

### **Law 17 - The Corner Kick**

All corner kicks are to be taken in accordance with the FIFA Laws of the Game.