

Middlesex Youth Soccer League Rules for 11 v 11 Soccer

During a match, conformance will be with all FIFA Laws of the Game except as otherwise noted:

Law 1 - The Field of Play: Conform to FIFA

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 100 yards maximum 130 yards

Width: minimum 50 yards maximum 100 yards

Field Markings: The field of play should be distinctly marked with lines of not more than five (5) inches wide. The field is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of ten (10) yards is marked around it.

The Goal Area: A goal area is defined at each end of the field by two lines drawn at right angles to the goal line, six (6) yards from the inside of each goal post. These lines extend into the field of play for six (6) yards and are joined by a line drawn parallel with the goal line.

The Penalty Area: A penalty area is defined at each end of the field by two lines drawn at right angles to the goal line, eighteen (18) yards from the inside of each goal post. These lines extend into the field of play for eighteen (18) yards and are joined by a line drawn parallel with the goal line.

Flagposts: Conform to FIFA

The Corner Arc: Conform to FIFA

(A quarter circle with a radius of one (1) yard from each corner flag will mark the corner arc.)

Goals: Conform to FIFA

Goals must be placed on the center of each goal line. Goals should be eight (8) feet tall and eight (8) yards wide. All goals must be secured to the ground.

f) Proper field markings, regulation corner flags and nets are mandatory and are the responsibility of the HOME team. If one or more of the above conditions are not met, the referee has the power to declare the field unplayable. If a postponement results, the Age Director shall be notified and shall make a decision regarding forfeit or replay.

Law 2 The Ball: Conform to FIFA

A size five (5) ball will be used for all under-14 and above matches.

The ball may not be changed or replaced during the match without the permission of the referee.

Law 3 Number of Players: Conform to FIFA

A match is played by two teams each consisting of not more than eleven (11) players one of whom is the goalkeeper. A match may not start, or continue, if either team consists of fewer than seven (7) players, including a goalkeeper, who are able to play.

Substitutions: Conform to FIFA except:

a) In all age groups, an unlimited number of players may be substituted. Any substituted player may re-enter the match during subsequent substitutions.

b) All substitutes should enter and leave the field at the halfway line. Players on the field may be replaced by a substitute under one of the following conditions:

prior to any throw-in provided that the team in possession of the ball substitutes, and that the substitutes are located properly at the halfway line.

prior to a goal kick by either team,
after a goal by either team,

at half-time
at the time of a caution, the cautioned player may be substituted.

c) Substitutions may only be made with the referee's consent and only if the substitute players are ready to enter the game.

d) An injured player must be replaced if the referee stops the play for the injury. In such a case, the opposing team may have an equal substitution.

Law 4 The Player's Equipment: Conform to FIFA except as noted:

The required equipment of a player is:

- a) a jersey or shirt with a visible number
- b) shorts
- c) stockings
- d) shin guards
- e) footwear

g) The HOME team must change shirts, or wear pinnies, if both teams are wearing the same or similar (in referee's opinion) color shirts.

h) Shin guards are to be made of a suitable material in order to provide a reasonable degree of protection and must be covered entirely by the stockings during the match.

i) The footwear shall be soft soccer cleats or sneakers.

j) Each goalkeeper shall wear colors that distinguish him/her from the other players and from the referee.

k) The following articles are not to be worn or allowed during a match:

- . • jewelry of any type,
- . • all casts (even if padded), or
- . • any other equipment the referee determines is dangerous

Law 5. Referees – Conform to FIFA

a) A currently registered USSF referee shall be used for all matches (Grade 8 or higher). The referee, who has full authority to enforce the Laws of the Game, controls each match.

b) If the assigned referee has not appeared for the game within 15 minutes of the scheduled start time, the game may be played, as scheduled, with a referee agreed upon by the two coaches involved. Such substitute referee shall be paid the fee in accordance with Rule 32, provided that he/she submits a Referee Report.

c) Referees will be allowed to leave the field fifteen minutes after game time if one team cannot field seven (7) players

Law 6 Linesmen (Assistant Referees) Conform to FIFA U.S.S.F. registered referees or club linesmen/women

During the Spring Season, linesmen (assistant referees) will be assigned by the MYSL referee assignor for the following matches:

a) All regular season under-16 and above matches (Grade 8 or higher)

b) All post season matches, under-12 and above, that will determine:
The League Champion or
The team advancing to MTOC

(Grade 9 or higher may be assigned to U12 and U14 games.)

All other matches, either in the Spring or Fall seasons, may use linesman (assistant referees) at the discretion of the referee.

Law 7 Duration of the Match

a) The length of the match shall be determined by the age group:
Under-14 -divided into two (2) equal halves of thirty-five (35) minutes each.

Under-16 -divided into two (2) equal halves of forty (40) minutes each.

Under-18 -divided into two (2) equal halves of forty-five (45) minutes each.

Under-19 -divided into two (2) equal halves of forty-five (45) minutes each.

b) The half-time interval shall be five (5) minutes.

c) The allowance for time lost in either period is at the discretion of the referee.

d) There will be no overtime in regular season matches.

Law 8 - The Start and Restart of Play: Conform to FIFA

- a) Before the match, each coach will hand to the referee two copies of the team's certified roster which must indicate each player's name, date of birth and shirt number and during the Spring season, identification card for themselves and each player properly stamped by the appropriate Commissioner. The referee shall legibly print/write his name on and pass on one copy of the team's certified roster to the opposing coach.

If either team fails to submit copies of the certified roster or identification cards before the match, the game will not be played.

Prior to the beginning of play, the referee shall summons a captain(s) from each team to the center of the field for the coin toss. The visiting team shall call the coin toss. The team that wins the coin toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team that wins the coin toss takes the kick-off to start the second half of the match.

A kick-off is a way of starting (or restarting) play. All players shall be in their own half of the field. All players of the opposing team shall be at least ten (10) yards from the ball until it is in play. With the ball stationary on the center mark, the referee shall give a signal to start play. The ball is in play when it is kicked and moves forward.

The kicker shall not touch the ball a second time until it has touched another player. A goal may be scored on a kick-off.

Law 9 – The Ball In and Out of Play: Conform to FIFA.

Law 10 – The Method of Scoring: Conform to FIFA.

Law 11 – Offside: Conform to FIFA.

Law 12 – Fouls and Misconduct: Conform to FIFA

Law 13 – Free Kicks: Conform to FIFA

Law 14 – The Penalty Kick: Conform to FIFA

Law 15 – The Throw-In: Conform to FIFA.

Law 16 – The Goal Kick: Conform to FIFA.

Law 17 – The Corner Kick: Conform to FIFA