

Moberly Area Soccer Association
Youth Soccer
Rules of Competition



General Rules of Competition

MASA League Rules of Competition

MASA adopts the **FIFA Laws of the Game** in its most current version with the exceptions and amplifications so noted within this document. Distribution of this document, which will be updated as deemed necessary by the standing MASA Board, will be to all league referees, coaches and board members of record at the start of each fall season or at the time of any upgrade of significance.

General Rules

- 1 **Pre-Game Inspections:** Pre-game inspections are to be conducted by the referee(s) and the following MASA guidelines will apply
 - 1.1 **Home Team:** The home team will be the team listed first on the schedule and shall yield to the visitors to make the call of the coin toss. The referee will be responsible to provide an approved game ball.
- 2 **Fan Area:** Fans are to remain on the opposite side of the field from the team benches and are not allowed to be on the goal line or behind the goal. If a fan refuses to comply with a request to move from a restricted area, they will be dismissed from the field.
- 3 **Technical Areas (Team Benches):** Both teams are to remain on the same side of the field with the fans on the opposite side of the field. The coach(es) and substitute players are to stay within the technical area during the game.
- 4 **Players & Equipment:** No jewelry of any kind may be worn. Any player observed by the referee to be playing while wearing jewelry must be substituted immediately.
 - 4.1 **Uniform:** All Players on each team must be in like uniform and colors.
 - 4.1.1 **Head Gear** -- If, in the judgment of the referee, head gear is unsafe for the player it shall not be allowed.
 - 4.1.2 **Goal Keeper** -- Goalie's will distinguish themselves with a different color jersey than their team, please use a pennie provided in your coaches bag.
 - 4.1.3 **Cleats** -- No cleats with exposed metal will be allowed as they are considered a danger to other players. Players are not allowed to wear non-soccer cleats. Cleats that have a cleat on the toe will not be allowed.
 - 4.1.4 **Shin guards** -- They must be worn by all players on the field.
- 5 **Sportsmanship:** Sportsmanship is a primary teaching in the MASA League. All spectators, coaches and referees are directed to be exemplary models of good sportsmanship and fair play. If reported otherwise by any member of the league, parent or fan in writing, an appointed committee will conduct a review and, if deemed appropriate, punitive action can be taken on the individual involved.
 - 5.1 **Cautions (Yellow Card)** -- A player having been cautioned must leave the field of play for a temporary dismissal until the next stoppage of play at which substitution could normally be allowed. The coach may substitute another player for the cautioned player during the "cool down" period.

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- 5.2 Disqualifications (Red Card)** -- Any player, coach, or bench personnel who has been disqualified (ejected) for misconduct shall be prohibited from participating in the next contest. Also, a disqualified coach may not attend the next contest.
- 5.3 Smoking:** Smoking of tobacco products **or vaping** will not be allowed on the field of play --extending to the sidelines, and the whole facility -- by players, coaches, referees, or fans.
- 5.4 Drug Use:** Any league member found using controlled substances in an unauthorized fashion, including alcoholic beverages, (including all venues at which league games are played) will be subject to suspension from the league by a majority vote of the executive committee of the MASA League.
- 6 Team Rosters:** U6 games will be played 5v5.
U8 games will be played 5v5.
U10 games will be played 7v7.
U12/U14 games will be played 7v7.
* All ages will play with a goalie.*
- 7 Gameplay Rules**
- 1 Goalie Throws/Kicks - U6 & U8:** Goalies will not take goal kicks. If the ball goes out of bounds on the goal endline, and a goal kick would normally be awarded, the goalie must instead throw the ball into play. Goalies are not allowed to dropkick the ball back into play. They must either roll it, or throw it in. A throw must not go past half without touching another player, or bouncing first. They have 6 seconds to get the ball back into play.
U10 and above: Normal goal kick rules apply.
- 1 Throwins:** Out-of-bounds will be restarted by a throw-in.
- 1 Substitutions:** Repeat substitutions are unlimited in league play but may only be made by rostered players at the following stoppages of play **only with the referee's permission:** a.) throw-in for the team possessing the ball, b.) following a goal by either team, c.) on a goal kick by either team, d.) open substitution when a referee stops a game for an injury, e.) at half time, and f.) for a cautioned player. *To lessen playing time lost to substitutions, MASA allows substitution by the non-possession team on throw-ins so long as the possessing team is substituting. If they are not, the substitutes must wait until the next appropriate time for substitution.*
- 1 Use of Head:** Intentional use of the players' head is allowed when playing the ball. Players U12 and older shall be permitted to head the ball in any match or competition. According to MYSA Rules - U12 players may practice heading the ball in an organized team practice or skill session, but coaches shall monitor this practice so that no single player heads the ball more than 25 times per week, regardless of setting. (If a player is playing up a division, u11 player playing in a u12 division, u12 rules apply).
- 1 Game Ball Sizes:** U6/U8 Division - size 3 ball.
U10/U12 Division - size 4 ball.
U14 Division - size 5 ball.

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- 1 **Penalty Kicks:** A penalty kick (PK) is awarded against a team which commits a foul inside its own goal box area, while the ball is in play. The following procedure is applied: (PK's will only be awarded in U12/U14 games).
 - 6.1 The ball is placed on the penalty mark
 - 6.2 The defending goalkeeper must remain on his/her goal line, facing the kicker and between the goalposts until the ball has been kicked.
 - 6.3 All other players must be located on the pitch, outside the penalty area, goalbox.
 - 6.4 The player taking the PK must kick the ball forward. The ball is in play when kicked & moves. The player taking the PK must not play the ball again until it touches another player.
 - 6.5 Time is extended to allow the PK to be completed.

- 7 **Appeals and Protests:** All *decisions of the referees* with regard to facts and the laws of the game *are final* and are to be respected. If there is reason for an appeal with regard to such matters, it will not be heard for the purpose of changing the outcome of the game. They will be dealt with when submitted in written form to the MASA Board within one week of the questioned interpretation for the purpose of referee development and law interpretation review. All other disputes will be settled by a board-appointed protest committee when submitted in writing within the week of occurrence.

- 8 **Inclement Weather:** 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.
 - 1 **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 League official or coach. 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 allclear will be determined by the Field Marshal.
 - 1 **Heat:** If heat is an issue, the referee will issue mandatory water breaks halfway through each half.
 - 1 **Cold:** If it is deemed too cold to play, then games will be cancelled.