

Mockingbird Valley Indoor Soccer Club



MOCKINGBIRD VALLEY --- SOCCER CLUB

Official Rules Document

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Mockingbird Valley Soccer Club Rule Clarifications

Rule 1: The Field of Play

The field is defined as the area within the boards, goals, and net. Both fields are 195 by 80 feet.

The referees are responsible for helping to clear the field before each match begins. They are responsible for making sure that the field is clear of obstructions before and during a match. These obstructions include but are not limited to coaching and training equipment, practice soccer balls, player equipment and bags and any other objects that should not be on the field during a match. The referees are responsible for checking the goal nets to make sure they are secure and to limit the chance of a ball exiting the goal net during a match. Before and during a match referees are also responsible for securing all doors leading onto the field of play. This includes checking the player doors after substitutions. The referee is responsible for making sure that only eligible players are in the bench area during a game. Eligible players are defined as players currently listed on a completed roster form.

Rule 2: The Ball

The ball should be properly inflated according to the manufacturer's specifications which can be found on the ball. The referee is responsible for checking the pressure of the ball before the first match of the day. The official match ball should be carried onto the field before the match and the referees should carry the match ball off the field after each match. The ball should be the proper size based on age group:

- Size 3: All players 3-7 years of age
- Size 4: All players 8-11 years of age
- Size 5: All players 12 years of age and older

Rule 3: The Players

All players should remain in control of themselves at all times. This includes their actions towards other players (including teammates), referees, patrons, and MVSC employees; this includes verbal actions. Foul Language is not permitted at MVSC. Please see Rule 14: Fouls and Misconduct for dealing with foul language.

Rule 4: Players Equipment

All players shall be properly equipped before the match begins. Players are required to wear proper footwear. Indoor, tennis, running, and turf shoes are acceptable. Cleats are not permitted. Footwear that does not completely surround the foot (i.e. sandals) is not permitted. The player will also be required to wear shin guards with socks completely covering the shin guards. Watches,

metal bracelets, and jewelry should not be worn on the field. Hats and bandanas are not to be worn by any player. Sweatbands are acceptable. All players on the team are required to wear matching colored shirts and are required to bring an alternate colored shirt to wear if there is a conflict. Goalkeepers are required to wear a jersey that distinguishes them from the other players and referees. All players are required to wear clothing that is appropriate for indoor soccer. Players wearing clothing that is not acceptable will be asked to change. Any player with blood on their person or on their uniform will be required to leave the field to correct their equipment regardless of whose blood it is.

Rule 5: The Referee

The referee shall be fair and impartial. See Rule 1: The Field of Play for field requirements. The referee will provide a ball of the highest quality available for play. See Rule 2: The Ball for ball requirements. The referee will be properly equipped for the match. See Rule 6: Referee Equipment for requirements. The referee will be dressed professionally. This includes black shorts or pants and an appropriately colored referee jersey or t-shirt. Both referees on the field should wear the same color and type of shirt for a professional appearance. Dressing professionally also includes tucking in the referee jersey or t-shirt and wearing it properly. Referees should refrain from wearing anything that players are not permitted to wear (except a watch).

Referees are expected to communicate clearly with their whistle or voice, as necessary. Referees shall act in a professional manner toward players at all times. This precludes the use of profanity. Referees should never touch a player. Pushing, hitting or other contact is not permitted and will not be tolerated. Referees shall communicate with one another at all times. See Appendix A: Referee Signals for acceptable methods of referee communication. Referees are expected to be active on the field. Leaning against the boards is not permitted. Referees are expected to keep up with the play. This includes moving into the corner when necessary to monitor the goal line.

Referees will run an indoor two-man system. Both referees will share the officiating duties and responsibilities equally. Referees should always back one another and provide constant communication to both the other referee during the match and also to the participants of the match, as necessary.

Rule 6: Referee Equipment

Referee shall have the following equipment for all matches:

- Black shorts or pants
- Yellow, black or green referee jersey or t-shirt
- Whistle
- Blue, yellow and red card

Rule 7: Game Duration and Timeouts

All adult league and high school matches will consist of 2 equal halves of 24 minutes. The clock will not stop during the match except under the following conditions:

- A team uses a timeout. Teams are allowed (2) timeouts per match. The timeout can be used on a dead ball restart for their team, if the goalkeeper has clear legal possession of the ball with his/her hands, or after any goal scored.
- A serious injury. In the case of a player being injured on the field the clock shall be stopped to remove that player from the field in a safe manner. If the clock is stopped as a result of injury the injured player must leave the field and may be substituted. The team may also elect to play a player short until the injured player is able to return.
- A referee stopping the match for a foul or misconduct.

Youth matches will be played as follows:

- 5 year olds: 5 minute quarters
- 6-7 year olds: 8 minute quarters
- 8-9 year olds: 10 minute quarters
- 10-13 year olds: 12 minute quarters

Rule 8: Substitutions

Teams may substitute any player freely during a match, including goalkeepers. Substitutions are valid under the following conditions:

- The substitute must remain off of the field until the player is within the touchline at his own bench area, or off the field of play before the substitution is made
- Once the substitute enters the field of play, the player must exit the field of play immediately
- If either the player or the substituted player participate in play and/or gain an advantage during the time that they are simultaneously on the field while the ball is in play a 2 minute penalty (blue card) shall be issued. The team receiving the penalty may decide who shall serve it. This is a team penalty and shall not accrue against anyone for the purpose of multiple accumulated time penalties
- Players are only allowed to enter and exit the field at their respective bench while substituting. Entering and exiting the field by any other entrance or opening is not allowed, except in the case of an injured player.

Any substitution occurring that does not meet the conditions set forth above shall be deemed illegal. In the event of an illegal substitution a two minute penalty (blue card) is awarded to the offending team. See Rule 9: The Start and Restart of Play for restart instructions.

Rule 9: The Start, Stoppage, and Restart of Play

All matches will begin with a kickoff. At the taking of a kickoff all players must be in their own half of the field. The defending players must be outside of the center circle until the ball has been put in play. Restarts will take place after the stoppage and the reason for the stoppage has been addressed. Starts and restarts requiring a whistle are kickoffs, corner kicks and free kicks when the referee indicates a whistle is required to restart. All other restarts may occur without a whistle. All restarts are direct kicks. There shall be no indirect free kicks. See below for the proper restart and restart location by situation:

- Ball out of play, side net: The kick shall be taken by any member of the opposing team from the team that last played the ball. The ball shall be placed on the dotted touch line directly under the spot where it went out of play. The exception is near the goal between the dots where there is no dotted touch line. If the ball goes out of play between these dots it is either a goal kick (played from the small goal box) or a corner kick (played from the nearest touch line dot) depending on which team last played the ball.
- Ball out of play, top netting: The kick shall be taken from the nearest red line, white dot on the half of the field where the ball went out of play. The kick will be taken by the opponent of the team that last played the ball.
- Three line violation: The restart shall be a free kick taken by the opponent of the offending team at the red line white dot from where the ball was played. A three line violation occurs when the ball is kicked from behind the red line and completely crosses over the center line and the other red line in the air before touching the field, the boards, the net, a player or a referee. If a team is playing short for any reason and has only a goalkeeper and three field players the red line rule is temporarily suspended until that team has at least four field players and a goalkeeper
- Foul outside of the penalty area: the kick shall be taken by the team that was fouled from the spot of the foul
- Foul inside a penalty area: If the foul occurs against a team in the defensive penalty area the restart shall be at the top of the arc outside the penalty area. If the foul occurs against a team in their offensive penalty area the restart shall either be a penalty kick or a kick from the top of the arc outside the penalty box. (See Rule 14: Fouls and Misconduct for different foul types.)
- All other stoppages during play: This includes any stoppages for injury, misconduct away from the ball, or any other time the referee stops play. The restart shall be a dropped ball at the spot where the ball was when play was stopped. If play was stopped inside one of the red lines, the dropped ball shall occur at the closest point on the nearest red line. The

only exception is a stoppage for a keeper change when the keeper has possession in his/her hands. The restart in this situation shall be a free kick from the top of the arc outside the penalty area.

- All other incidents when play has already been stopped: Play will resume with the original restart.

The ball, once played, may not be touched by that player until it touches another player on the field of play. If the ball is touched before touching another player it is a double touch violation and the restart shall be a free kick at the spot of the second touch.

Rule 10: The Ball In and Out of Play

The ball will be deemed out of play when:

- it completely crosses the goal line for a goal
- touches the side or top net for out of bounds
- passes through a hole in the net
- touches an illegal object or player on the field
- when the referee blows the whistle to stop play

The ball is in play at all other times.

Rule 11: Field Players

A field player is defined as any player that has not been designated as the goalkeeper. A field player ceases to be a legal player when the substitute enters the field of play. See below for the breakdown of minimum and maximum players by age group.

Adult and high school leagues:

- Teams are required to field a minimum of 3 field players and 1 goalkeeper. If the team cannot meet this requirement the game is forfeited.
- Teams are allowed a maximum of 5 field players and 1 goalkeeper on the field.
- There are no requirements for the number of bench players.

Rule 12: Goalkeepers and Passbacks

The goalkeeper shall have the use of his/her hands to play the ball within the penalty area. A goalkeeper can legally use his/her hands to play the ball if the ball was last touched by a player from the other team, or the ball was played back to the goalkeeper by a member of their own team after their team gained possession inside the red line and the ball did not pass across the red line during

that possession. The goalkeeper is permitted to use his/her feet to move the ball into the penalty area to pick up the ball, provided that his team gained possession inside the red line, or the ball was last played by a member of the opposing team inside the red line. The goalkeeper is permitted to bounce the ball when it is in his/her possession. The goalkeeper is permitted to slide inside the penalty area. This slide must be wholly inside the penalty area to be considered legal. Any part of the goalkeeper leaving the penalty area during a slide will be considered a foul and the opposing team will be awarded a free kick from the spot outside the penalty area where the goalkeeper crossed the penalty area line.

Goalkeeper Possession:

The goalkeeper is considered to be in possession of the ball by controlling it with any part of his (one) hand or (one) arm. Bouncing the ball is not considered a release of possession. Due to the nature of indoor soccer and the high frequency of shots in close proximity to goalkeepers, officials will err on the side of caution when enforcing the goalkeeper possession rule.

Rule 13: Method of Scoring

A goal will be awarded to a team when the ball completely crosses their opponent's goal line while in play. Play shall restart with a kickoff for the opposing team.

"Mercy" Rule

A team losing by 6 or more goals is permitted to field one (1) additional player for every 6-goal increment in score by which the opponent leads. (Maximum of two (2) additional players)

Rule 14: Fouls and Misconduct

A foul occurs if a player does any of the following:

- Holds an opponent
- Deliberately handles the ball
- Sliding
- Kicks an opponent
- Trips an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Plays in a dangerous manner
- Obstructs an opponent
- Prevents the goalkeeper from putting the ball back in play when in his/her hands

All fouls result in a direct free kick. Any foul committed by the defending team in their own penalty area results in a penalty kick. All fouls committed in the penalty area which would result in an indirect free kick outdoors (dangerous play, obstruction/impeding, misconduct) shall result in a direct free kick taken from the spot at the top of the arc or penalty area.

Clarifications on certain fouls:

Encroachment: Players will be penalized for encroachment. Encroachment is defined as failing to respect the required distance during the taking of a free kick. Players have the right to take a quick free kick if they so choose. If the referee must become involved for any reason the free kick shall become ceremonial.

Obstruction: Players shall be deemed guilty of obstruction if they deliberately prevent an opponent from playing the ball without being within playing distance of the ball themselves.

Dangerous Play: Players shall be deemed guilty of playing in a dangerous manner for any action that puts themselves or others at risk of injury. This includes high kicks, lowering their head below a reasonable level during a play while other players are present and playing the ball or attempting to play the ball while playing on the ground and other players are present. In the case of simultaneous dangerous plays (example: a defender commits a high kick while an attacker lowers their head to play the ball) the player putting themselves at risk shall be penalized. In the example, the player lowering their head is penalized for dangerous play. The decision to penalize a player for playing in a dangerous manner rests solely with the referee.

Tackling:

The fact that a player has played the ball in the course of a tackle is irrelevant if the player has carelessly, recklessly, or with excessive force, committed any prohibited actions in the course of his challenge.

It is entirely possible for a player to be guilty of a foul even though he made contact with the ball before making contact with the opponent, if the player's challenge was unfair or dangerous in nature. **EXAMPLE:** A player tackles the ball away from an opponent from behind. His foot first touches the ball, but then follows through after touching the ball by kicking into the ankles of the opponent. The player may be judged as guilty of a foul because his challenge was careless or reckless, even though he "got" the ball.

Application of the "Advantage" Clause:

The referee shall refrain from penalizing offences when doing so would result in an advantage being gained by the offending team. There is, however, no advantage when Serious Foul Play has occurred.

Sliding and Playing from the Ground:

Sliding is considered to be an attempt to play the ball that involves a launching of the body forward, foot-first, plus contact with the ground of any part of the body other than the feet. This will result in a 2 minute penalty regardless if it is an attempt to win the ball or scoring/saving a goal. Simply lunging toward the ball from a static position is not considered sliding and/or playing from the ground. In general, playing the ball from the ground is not considered dangerous unless the act prevents the opponent from making a fair challenge for the ball. The decision as to whether a situation involving a player on the ground is considered dangerous is made solely at the discretion of the referee.

Deliberate Handling of the Ball

The offence known as "handling the ball" involves deliberate contact with the ball by a player's hand or arm (including fingertips, upper arm, or outer shoulder).

"Deliberate contact" means that the player could have avoided the touch but chose not to, that the player's arms were not in a normal playing position at the time, or that the player deliberately continued an initially accidental contact for the purpose of gaining an unfair advantage.

Moving hands or arms instinctively to protect the body when suddenly faced with a fast approaching ball does not constitute deliberate contact unless there is subsequent action to direct the ball once contact is made.

Likewise, placing hands or arms to protect the body at a free kick or similar restart is not likely to produce an infringement unless there is subsequent action to direct or control the ball. The fact that a player may benefit from the ball contacting the hand does not transform the otherwise accidental event into an infringement. A player infringes the Law regarding handling the ball even if direct contact is avoided by holding something in the hand (clothing, shinguard, etc.).

The rule of thumb for referees is that deliberate handling occurs if the player plays the ball, but not if the ball plays the player.

The referee should punish only deliberate handling of the ball, meaning only those actions when the player (and not the goalkeeper within his own penalty area) strikes or propels the ball with his hand or arm (shoulder to tip of fingers).

Any use of the shoulder in playing the ball is considered as using the hand. This can mean that even though the player leaves his hand/arm close to his body, he may have moved the body so as to strike or propel the ball with the arm or hand, and the referee must watch for actions of that sort. Propelling the ball forward using the front part of the shoulder is considered handling, even when the main area of contact between ball and body is the chest.

Translation: Not all contact with ball and hand is a 'handball'

(This text was adapted from the USSF's Advice to Referees on the Laws of the Game)

Rule 15: Cards and Penalties

Referees shall carry cards at all times. There are 3 types of cards:

- Blue Card: Player shall leave the field for 2 minutes and may not be substituted
- Yellow Card: Player shall leave the field for 4 minutes and may not be substituted
- Red Card: Player must leave the facility and his/her team shall play without a player for 5 minutes
- All cards result in the clock being stopped

A blue card shall be issued for the following offenses:

- Too many players on the field (see Rule 8: Substitutions)
- Persistent Infringement (PI). Persistent Infringement occurs when a player repeatedly infringes the official rules or when a team repeatedly fouls the same player from the opposing team. In the second situation the last player to commit the foul shall receive the penalty
- Boarding
- Slide tackling, Goalkeeper sliding out of the box
- Encroachment, Dissent or other actions that do not warrant another category of offense.
- Goalkeeper endangerment
- Delaying the restart of play
- Leaving the bench area to enter the field illegally
- Penalty Kicks

Blue cards are considered “soft” penalties. This means that if a goal is scored by the opposing team during the penalty that penalty is over and the player is permitted to return to the field. In the event blue cards are issued to one player from each team at the same time, regardless of the infraction, the penalties are considered “hard” penalties and the full length of the penalties shall be served regardless of who may score during that time. (Example 1: If two players push one another, both are issued a blue card. These are “hard” penalties. Example 2: A player from Team A boards a player from Team B. Play is stopped and the player from Team B runs to the player from Team A and pushes that player. Both players are issued a blue card, the Team A player for boarding and the Team B player for pushing. Both of these penalties are “hard” penalties.)

A yellow card shall be issued for the following offenses:

- A second blue card
- Provoking an altercation. This includes making physical contact with another player short of fighting either by direct contact or by indirect contact (example: two opposing players get in one another’s face and make contact with the chest or shoulders.)

- Flagrant Fouls. This includes fouls mentioned as receiving a blue card and were committed in a reckless manner.

Yellow cards are always considered “hard” penalties. The full time must be served by the offending player.

A red card shall be issued for the following offenses:

- Striking or attempting to strike
- Spitting at another player or the referee
- A blue or yellow card after already receiving a yellow card
- Fighting
- Slide tackling using excessive force. Excessive force is defined as a player who has far exceeded the necessary use of force and is in danger of injuring an opponent or has acted without regard for the opponent’s safety
- Contact with an official
- Using foul, insulting or abusive language
- Leaving the bench to engage other players during a fight or confrontation
- Denying an obvious goal scoring opportunity by handling the ball
- Denying an obvious goal scoring opportunity by committing a foul which would result in a free kick or penalty kick

Red cards are always considered “hard” penalties. The full time must be served by the offending team. Any player receiving a red card must leave the facility before play shall be allowed to continue. If a player refuses to leave, the game will be terminated and the offending team will forfeit the game. The length of the suspension is an administrative decision and will not be determined by the referee.

Rule 16: Penalty Kicks

If a penalty kick is awarded the ball shall be placed at the penalty mark (the furthest red dot). A single player shall be designated as the kicker. During the taking of the kick the keeper is permitted to move laterally along the goal line but shall not move forward until the ball has been kicked. The referee shall whistle for the penalty kick to be taken. During the taking of a penalty kick, all players other than the goalkeeper and the designated kicker shall remain behind the red/yellow line in that third of the field. If a player encroaches before the kick is taken or if the goalkeeper moves forward before the kick is taken the referee shall take the following action:

- If the goalkeeper moves forward before the kick is taken and a goal is scored: Award the goal. Restart with a kickoff for the opposing team.
- If the goalkeeper moves forward before the kick is taken and a goal is not scored: Retake the kick.

- If the goalkeeper does not move forward and an attacking player encroaches before the kick is taken and a goal is not scored: Stop play, award a free kick for the defending team from point where the attacking player encroached.
- If the goalkeeper does not move forward and an attacking player encroaches before the kick is taken and a goal is scored: Retake the kick.
- If the goalkeeper does not move forward and a defending player encroaches before the kick is taken and a goal is not scored: Retake the kick.
- If the goalkeeper does not move forward and a defending player encroaches before the kick is taken and a goal is scored: Award the goal. Restart with a kickoff.

Time shall be extended for the taking of a penalty kick. If a penalty kick is awarded before time runs out the kick shall be taken even if there is no time left on the clock. If the infraction results in a card being issued or if a player sustains an injury the appropriate stoppage shall take place.

Rule 17: Match Conclusion and Tiebreakers

Official time is kept on the scoreboard. The match is concluded when there is no time remaining in the last period of play. All regular league games and youth games will end in a tie with no overtime.

Determination of League/Division Winner

In the event that teams in the same league/division finish the season tied on points, their places will be determined by statistical superiority in the following criteria, in this order:

1. Results of head-to-head matches
2. Goal difference in head-to-head matches
3. Number of wins
4. Goal difference for the entire season
5. Goals scored against the team for the entire season
6. Goals scored by the team for the entire season
7. Coin toss

Appendix A: Co-ed Rules

The additional policies for coed Leagues are as follows:

- There shall be a minimum of two females on the field at all times excluding the goalkeeper. In the event a team can only field one female that team shall play with one fewer male until such time as another female arrives.
- All free kicks in the offensive half of the field shall be taken by a female player.
- Penalty kicks may either be taken by a female at the closest red mark or by a male at the furthest.
- A male player shall not tackle a female player in her defensive half of the field.
- Male players shall allow a female player in control of the ball (at the discretion of the referee) to completely cross the midfield line without any interference of any kind. Any male player failing to permit this shall be guilty of an infraction. The referee shall stop play and award a free to the attacking team in the offensive half. A team wishing to take a quick kick by a male player shall be permitted to move the ball to their defensive half for this purpose.
- The ball must be touched by a female player in the team's offensive half before a male player may score. The referee shall indicate this touch has taken place by calling "live" in such a manner that all players and the other referee may hear.
- A goal scored when the ball is not live is invalid. The restart shall be a goal kick or a corner kick depending on who last touched the ball.

Acceptable gender ratios are as follows:

Males to Females

3 to 2
2 to 3
2 to 2

- Games will be played at a ratio of 3 male players to 2 female players unless it is agreed on by both teams before the game to be played differently.
- Teams will remain the same numerical strength, regardless of goal differential. This does not include when a player is ejected for a Red Card.
- There will be 5 players on the court from each team at one time but teams will be allowed to start a game with a minimum of 4 players. In all cases, one of the players on the court at all times must be designated as a goalie and the only one allowed to handle the ball.

Appendix B: Adult League Payments, Injuries, Red Cards

For Adult Leagues, a deposit of \$75 is required by the league deadline for consideration of acceptance into the league. The remaining balance is due prior to the team's second game. See the General Manager for additional information.

All participants in a match are required to have signed the roster for that team.

All injuries where it is known that the injured player is going to the hospital (especially when an ambulance is called) must have an injury report completed. Some of the information should be available on the team's roster, but the rest should be obtained before the injured player leaves the facility.

All referees issuing red cards shall complete a red card report. The other referee shall complete a supplemental report with their description of the incident. These two reports shall be completed independent of one another, that is, each referee shall complete the appropriate report by themselves without input from the other referee. The length of any suspension is an administrative decision and is not determined by the referee(s). Referees may be asked for input regarding the length of suspension but the use of that input is at the sole discretion of management. A player who receives a red card must sit out not only the night the red card was given, but also any other nights during that suspension. For example, if a player receives a red card (1 week suspension) on a Monday night, they are not permitted to play any games during that week until the following Tuesday.

Fighting will not be tolerated at MVSC! If a punch is thrown by any player either initially or in retaliation, the individual will be suspended for 12 weeks minimum. The suspension will be determined by management.

Mockingbird Valley Indoor Soccer Club Rule Clarifications

As part of our effort to be the best indoor soccer facility in Greater Louisville we would like clarify some rules:

Substitutions:

- Valid substitutions are allowed when the player being substituted for is within the team bench area and inside the touchline.
- Any team whose players seek to gain an advantage during the substitution procedure shall receive a blue card.
- Players may only substitute in the team bench area. A player entering or exiting the field from any other location shall be in violation of the substitution procedure. Injured players are the exception.

Goalkeepers

- Goalkeepers may use their hands when the ball has been passed to them from a team mate provided the ball was brought into their defensive third of the field by the opposing team or touched by the opposing team in their defensive third of the field.
- Goalkeepers are allowed to dribble into the penalty area and pick up the ball
- Goalkeepers are allowed to dribble the soccer ball while it is in their possession

Player Equipment

- All players shall wear shin guards. Shin guards are to be of a suitable material to offer a reasonable degree of protection and must be age appropriate. Shin guards not meeting this definition shall not be permitted. Any player without appropriate shin guards shall leave the field and may not return until properly equipped.
- All players are required to bring the same colored shirt and the same color alternate for a game. Players on the home team (first team listed on the schedule) will be required to change if there is a color conflict
- Goalkeepers are required to wear a jersey that distinguishes them from the other players and referees. Mockingbird Valley Soccer Club does not provide shirts or vests for players or goalkeepers; it is the responsibility of the teams to provide a goalkeeper jersey
- Jewelry, including watches and bracelets, shall not be worn by any player during a match. Any player seen wearing jewelry will be asked to leave the field to remove it and will not be permitted on the field until that has been corrected.

Injuries

- Any injured player that requires a stoppage of play shall leave the field of play. That player shall not return to the field of play until after play has resumed.

Penalty Kicks

- All players are required to be behind the red/yellow line at the taking of a penalty kick.

Blue/Yellow/Red Card clarification

- In the event that the goalkeeper is given a blue card any player from that team may serve the penalty thus allowing the goalkeeper to remain in the match. In the event the goalkeeper is given a straight Yellow Card, he/she shall sit out the four minutes. If the infraction is a result of a second Blue Card, someone from the team may sit out thus allowing the goalkeeper to remain in the match.
- All red cards are "hard" and the team shall serve the full 5 minutes.

Roster Check

- Player / Team Rosters Rule - A player is **only** eligible to play for one team per division in any/all MVSC Adult Leagues. A player MAY be rostered to a maximum of two (2) teams for any one given MVSC Adult League night, provided that both teams are in separate divisions of competition (i.e. a player eligible to play in the MVSC "Over 40" and "Over 30" League on Thursday evenings may participate on an "Over 40" team/roster AND an "Over 30" team/roster, but only one team in each division/league). If a player is on more than one team roster for any one MVSC Adult League evening and participating during the mini tournament, said they must choose one team to play with for the entire evening of the MVSC Mini Tournament. At NO time is a player allowed to participate on two (2) or more teams/rosters within the same competition division and/or Adult League evening.
- Roster check –Roster checks must be presented to the referee or management when a player in question begins competition within the match being played. If it is found that a player is in violation of the team roster rule the player will be disqualified from the match. Should a "Roster Check" be called by a team and/or any of its players against a previous opponent, and it is found that an ineligible player has already participated with a team; said team will be required to forfeit their result against the team who raises this issue.