

MPRD Adult Soccer Game Day Rules

Objectives

To provide adults with a recreational soccer leagues in a family environment.

MPRD will play all games according to official FIFA laws with the following amendments to allow for changes to game length, player numbers, substitutions, and safety.

Sanctioning

This is an SCASA sanctioned league. All players must have membership in the South Carolina Adult Soccer Association. Each team will have a set roster which will include the player id numbers and pictures.

Officials

All officials working these matches will hold a current USSF badge. They will report all scores in the ArbiterSports system and make notations of cautions, ejections and injuries under "Comments."

Town Soccer Facilities

There will be a facility supervisor at each game identifiable by a NEON YELLOW t-shirt or sweatshirt. They are Rec Department employees, and as such, represent the final authority for each situation not handled by the referee.

- Cheryll Woods-Flowers Complex (Patriots Point) – 85 Patriots Point, Mt. Pleasant
- Park West Complex – 1251 Park West Boulevard, Mt. Pleasant
- Carolina Park Complex – 767 Airport Rd, Mt. Pleasant

Game Day Roster

A game day roster must be given to the referee prior to kick-off. The roster must include Player Name, Picture, Jersey Number and SCASA Player ID Number. If an ineligible player participates, all games that player was part of will be forfeited and the player will be charged \$25/game. In addition, the captain/player who turned in the game day roster will also be suspended from the next match.

Game Length and Player Numbers Adjustments

Each match will consist of two 35-minute halves and a 5-minute half time break.

Games will be played with a running clock

- Regular season games will not have an overtime period. They may end in a tie.
- Post season games must have a winner. If there is a tie at end of regulation, the teams will play 2 full five-minute overtime periods with a 2-minute break. If in the event there is still a tie, the teams will follow FIFA procedure for KFTM.

A minimum of 7 players is needed to start a match.

A team may play a maximum of 6 males on the field (including goalkeeper) at any given time. No limit on female players.

Player Safety

- No Slide Tackling (a tackle to get the ball from an opponent by sliding on the ground feet first) – restart with an IFK for infractions or DFK if player fouled opponent in the process of sliding.
- No unnecessary hard play will be allowed by any man or woman.

Substitutions

Unlimited substitutions at any stoppage at the approval of the referee as per FIFA law. Substitutions may be disallowed if they prevent a quick restart by an opponent. If, in the opinion of the referee, the substitutions are used as a time-wasting tactic, a caution may be issued to the player who fails to enter the field in a timely manner. The cautioned player must then wait until the next opportunity to take the field.

Injuries, Cautions and Ejections

All injuries, cautions, and ejections will be reported to the facility supervisor.

If a **player is cautioned** during the match, **a substitution must be made for that player**. If extra players are not available, then the team must play down until the next substitution opportunity.

Ejections will require the completion of a USSF Game report and Supplemental to be sent to the Assignor, Area Referee Administrator and Recreation coordinator within 48 hours of the match.

Team Bench Area

Teams must be separated by halfway line and each team member must always stay in their technical area. This is the area on their side of the half between the circle and the penalty area. Spectators are not allowed to be on the same side of the field as team benches.

Game Uniforms

Players must wear matching jerseys with numbers printed on the back that is not a duplicate of a teammate's number (No magic markers painted, or taped numbers will be allowed). Players must also wear athletic shoes or cleats, and manufactured shin guard covered by socks. *Any player attempting to play with other than manufactured shin guards will be issued a straight red card and the team will play down. In the event of similar jerseys, the Rec Department will provide the home team with pennies.

No player can wear:

- Shoes with a toe cleat
- Jewelry - **Players may not cover with tape or band-aids.**
- Substitute jerseys

Forfeits & Match Adjustment

Game time is scheduled forfeit time. If a game starts late then each half will be shortened equally to adjust to the allotted field time usage and allow any other games to start on time.

If a game is suspended due to weather or other circumstances, the league may reschedule. However, games that play one half are counted as official and will not be rescheduled.