

# Marin Interleague Soccer Alliance Playing Rules 2017

These Playing Rules supersede all playing rules:

## **Point System:**

The Marin Interleague Soccer Alliance (MISA) shall operate under a point system. The point system shall award (3) points for a win, (1) point for a tie and (0) points for a loss.

In case of a tie in the standings within a group:

1. "Goals Allowed" The number of goals a team allows
2. "Goals For" The number of goals scored by a team
3. "Coin Flip" In the event that two teams are still tied entering the playoffs, a division winner shall be determined by a coin flip. The time and place of the coin flip shall be determined by the MISA BOD, and shall be conducted by the MISA Chairperson.

## **Standard Playing Rules:**

MISA shall play under the standard FIFA laws of the game. The MISA Board of Directors reserves the right to amend rules as necessary to maintain a fair and safe playing experience for all players.

## **Game Time, Field Sizes:**

**Fifth/Sixth Grade (U12)** play two 30 minute halves | 10-min. halftime | Size 4 ball |  
Numbers of players - 9v9|

**Seventh/Eighth Grade (U14)**, play two 35 minute halves| 10-min. halftime | size 5 ball |  
Number of players 11v11|

**Ninth/Tenth (U16)**, play two 40 minute halves| 10-min. halftime | size 5 ball |  
Number of players 11v11|

**Eleventh/Twelfth (U19)** play two 40 minute halves | 10-min. halftime | size 5 ball |  
Number of players 11v11|

- Overtime shall only be played during playoff or championship games.
- Based on the FIFA laws of the game, MISA shall play a maximum of two Golden Goal overtime periods. In the event that there is no winner at the end of the of the Golden Goal period, the game shall be determined by kicks from the Penalty mark.

**Substitutions:**

Players may be substituted at the following times:

1. Prior to a throw-in, in your favor. If the team in possession of the ball substitutes, the other team may substitute players as well.
2. Prior to a goal kick, by either team.
3. After a goal, by either team.
4. After an injury, when the referee stops play, by either team.
5. At half time.
6. When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of the game.
7. The number of substitutes shall be unlimited. A substitute shall not enter the field of play until he/she has been given a signal to do so by the referee.

**Number of Players:**

Based on the FIFA laws of the game, each team shall play with no less than seven, and nor more than 11. Teams need not play with fewer than 11 (play numbers down) as it will unfairly penalize the team with the correct number of players.

**Game Ball:**

Three game balls shall be furnished by the Home Team.

**Heading Not Allowed (FIFTH/SIXTH GRADE LEVEL ONLY):**

Heading will not be permitted in the Fifth/Sixth Grade (Under 12) level. If team A heads the ball, team B will be given an indirect free kick. If the heading foul occurs inside the 18 yard box, the opposing team will be awarded an indirect free kick at the top of the 18 yard box.

In all cases, the center referee should notify the player that heading is not permitted in the Fifth/Sixth (Under 12) grade age level. The referee shall not take additional action such as a yellow or red card, however the referee at his/her discretion may elect to warn the coach, asking that coach to remove the player from the field if the heading offenses continue.

**Player's Responsibility Relating to:**

***A Players First Yellow Card:***

A cautioned (receiving first yellow card) player shall leave the field and may be replaced. Should the team with the cautioned player elect to play shorthanded, the cautioned player may not re-enter nor be replaced until the next legal substitution opportunity. *For clarification, the cautioned player must leave the field, and may return at the next legal substitution.*

***A Players Second Yellow Card (Red Card), Red Card:***

A player who receives a second Yellow card, or a Red card must leave the field. The team with the Red carded player may not substitute for the ejected. The player must leave the technical area, and field of play if a parent or guardian is present.

**Coaches/Staff Responsibility Relating To:**

At the referee's discretion, a Yellow Card or Red Card may be issued to a coach or staff member. Additionally, a referee may warn a coach, or send off (eject/disqualify) a coach using the traditional verbal method.

A coach or staff member may be cautioned or disqualified either for team misconduct or for bench misconduct that cannot be attributed to a specific individual, or his own misconduct. At the referee's discretion, a Yellow or Red Card may be issued to

A coach who is disqualified must leave the vicinity of the playing area immediately and is prohibited from any contact, direct or indirect, with the team during the remainder of the game. Failure to comply shall result in termination of the game.