

# MJSA 2009 Outdoor Season Rules

## U12 to Adult

U14, U16 and Adult teams will play 7 vs.7 widthwise on a regulation size soccer field.

U16 Girls will play 6 vs.6 widthwise on a regulation size soccer field.

U12 teams will play 8 vs.8 on the mini fields.

### **Part I: MJSA rules that differ from the international rules**

The Ball: U12 play with a #4; U14 and up play with a #5

Substitutions: Unlimited substitutions are allowed; however, substitutions (any number of players) may only be made on possessional throw-ins, possessional corner-kicks, plus any goal-kick or kick-off. Always at the sole discretion of the referee.

Pre-game training: 30 minutes for all ages (except Adult)

Duration of the game: U12, 14 & U16: two 25 minute halves

Adult: two 30 minute halves

Half-time break for all age-groups is 5 minutes

Offsides: There are offsides for U12 to Adult.

Sidelines:

Both “team benches” must be on the same side of the field; which side to be determined by the referee. One “team bench” shall be on each side of midfield, well away from the halfway line. All substitutes, coaches, and spectators must stay well back of the actual sideline and never closer than one metre. No one along or anywhere near the entire endline during the game please. The referee may, at her sole discretion, require all spectators to be along one sideline and both “team benches” to be along the other.

Referees:

Moose Jaw Soccer will assign an SSA registered referee for every game.

Weather:

Weather decisions are made at game time and on site by the referee in consultation with the two coaches. The safety of the participants is the most important consideration. Games are not played in lightning. Games shall not be started or continued in lightning. Slightly inclement conditions at kickoff time should not prevent a game from being played. Players should come prepared for the weather: wind pants, bunnyhugs, jackets, gloves, toques, and blankets on cold windy evenings; water bottles and sun screen on hot sunny days; mosquito repellent when needed.

**Starting Roster:**

- Each team must have at least five players on the field at the start of the game.
- Should a team only have four players the game is then considered a forfeit and the two teams will combine with one another to play a game.

**Forfeits:** Teams not having five players prior to kick off will forfeit the game. If an injury occurs to a team that only has five players the following rules shall apply. If the injury is minor and the player would be able to return to the game then the game shall continue and the injured player will join the game again when they feel ready. If the injury is serious and the player cannot rejoin the game then that team would need to forfeit the game. (U12 and up)

Points for the MJSA standings will be awarded as follows:

Win	3 points
Tie	1 point
Loss	0 points

**Part III: The International Rules of Soccer. Available online at: [www.fifa.com](http://www.fifa.com) under Regulations & Directories.**

**No jewelry with the exception of medic alert bracelets which must be covered with a wrist band.**