

MJSA Outdoor Season Rules

U14 to Adult

U14, U16 boys and Adult teams will play on a regulation size soccer field. (11 v 11)

U14, U16 girls will be playing 8 vs. 8 on the mini fields

MJSA rules that may differ from the international rules

The Ball: U14 and up play with a #5 ball

Substitutions: Unlimited substitutions are allowed; however, substitutions (max 3 players, on discretion of the referee) may only be made on throw-ins, corner-kicks, plus any goal-kick or kick-off. The coaches/players must first ask for and receive permission from the referee before any substitutions are made. Player substitutions during the game are at the sole discretion of the referee.

Pre-game training: 45 minutes for all ages (except Adult)

Duration of the game: U14 & U16: two 35 minute halves

Adult: two 35 minute halves

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

Off-sides: There are off-sides 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 meter. No one along or anywhere near the entire endline during the game please. The referee may, at their sole discretion, require all spectators to be along one sideline and both “team benches” to be along the other.

Referees:

Moose Jaw Soccer will attempt to assign an SSA Registered Referee and Assistant Referees for every 11 vs. 11 game. 8 vs. 8 games will be assigned one referee per game.

Referees will have (occasionally) a mentor or assessor at the pitch.

Please respect **all** decisions made by all officials.

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.

Starting Roster:

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

Forfeits: Teams not having seven players prior to kick off will forfeit the game. If an injury occurs to a team that only has seven 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.

Points for the MJSA standings will be awarded as follows:

Win 3 points

Tie 1 point

Loss 0 points

Refer to the International Rules of Soccer. Available online at: www.fifa.com under Regulations & Directories.

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