

# Middle Tennessee Soccer Alliance

## Rules and Regulations

Revised November 2009



### I. REGISTRATION / ROSTERS

1. **All players must be registered with Tennessee State Soccer Association (TSSA).** Each team must provide a TSSA roster and a government issued ID or TSSA player card for every player who is to participate in a match. Matches will not be conducted without a TSSA roster from each team
2. All leagues are open to male and female players and are considered coed. Since there is no female requirement, they are not referred to as such.
3. All teams in 11v11 divisions must have a minimum of 16 players on their roster. We strongly recommend teams carry 20+. Maximum roster size is 25.
4. Roster additions will not be permitted once playoffs begin.
5. Players cannot transfer between teams in the same division after the second week of play.
6. A player cannot play for more than one team in the same division.

### II. MATCHES

1. 11 v 11 Leagues:
  - a. 90 minute matches consisting of (2) 45 minute halves
  - b. 3 USSF certified referees
  - c. Scores, goal scorers, bookings, and sending-offs are recorded
  - d. Season end awards are given to winning teams, Golden Boot, and sportsmanship winners in all leagues
2. 7 v 7 leagues:
  - a. (2) 22 minute halves

### III. DEVIATION FROM FIFA RULES

1. Substitutions
  - a. Unlimited substitutions are permitted during own team throw-in, goal kicks, halftime, injury, and after a goal is scored
  - b. A player who has received a yellow card may be substituted before the restart of play
2. Slide tackling:
  - a. is permitted in OPEN LEAGUE games only and will be decided on a per match basis by the captains before the start of the match. Slide tackling may be revoked at any time, either at the request of a team or by the referee.
  - b. is not permitted in the OVER 30, OVER 40, or COED LEAGUES
  - c. a legal slide tackle committed in a match where slide tackling is not permitted shall result in an INDIRECT FREE KICK

### IV. STANDINGS

1. Points
  - WIN = 3 points
  - DRAW = 1 point
  - LOSS = 0 points
2. Goal Differential (GD)
  - a. Maximum of +/- 3 per game
  - b. EXAMPLE = X defeats Y 5-1. X gets +3 and Y gets -3 for the match

### V. TIE-BREAKING PROCEDURES

1. To determine place in league standings
  - a. Goal Differential
  - b. Head to head
  - c. Head to head GD (if teams played more than 1 match against each other)
  - d. Goals Allowed
  - e. Shutouts
  - f. Coin Toss
2. Overtime rules for postseason play
  - a. Two (2), ten (10) minute overtime periods to be played in full
  - b. Kicks from the penalty mark

## **VI. EQUIPMENT**

1. All players are required to wear shin guards at all times.
2. Soccer footwear (cleats, turf, or flats) is required. Baseball, American football, or other inappropriate footwear is not permitted.
3. Watches and jewelry are not permitted.
4. In the event of a jersey color conflict, the two teams are urged to contact each other and work out a solution. If a solution cannot be worked out, the team listed FIRST (on the left) will be required to change jersey colors.

## **VII. PRE-GAME CHECK-IN**

1. Each team must present a TSSA roster to the referee at every match.
2. If a team does not have at least 7 rostered players at the field at game time, they will be allowed a 10 minute grace period from the scheduled kick-off time. One minute will be subtracted from each half for every two minutes the start of the game is delayed. If, after the grace period, seven players are not at the field and ready to play, then the game will be declared a forfeit.
3. Any team caught using players who are not rostered members of that team will automatically forfeit the match in question, the captain and team's actions will be subject to disciplinary review, and they may be suspended or fined for their actions. **ILLEGAL PARTICIPATION WILL NOT BE TOLERATED.**

## **VIII. PLAYER CONDUCT, CARDS, and SUSPENSIONS**

### **1. PLAYER CONDUCT**

- a. The conduct of players, referees, and spectators should be that families can watch the match and observe adults playing the game of soccer with good sportsmanship
- b. Offensive language and obscene gestures are not acceptable

### **2. CARDS**

- a. **YELLOW CARDS:** See section III.1.b of this document
- b. **RED CARDS:** Player is sent off for the remainder of the match, and may not be replaced, and is suspended for the next scheduled match with the same team

### **3. DISCIPLINARY REVIEW AND ACTION**

- a. Players are assigned disciplinary points in the following manner:
  - i. Yellow card = 1 point
  - ii. Red card = 2 points
    1. Red card as a result of a second yellow card = 2 points for that match
    2. Straight Red card while already on a yellow card = 3 points for that match
- b. Upon accumulating 4 points, a player is suspended for the next scheduled match
- c. A Red card suspension does not satisfy a suspension for accumulated points
- d. Once a player reaches 4 points, they are suspended for each additional 3 points accumulated and they may be subject to a fine or further suspension beyond one game.
- e. The most serious offenses may warrant further suspension beyond the mandatory 1 game suspension and the player may receive a \$50 fine subject to review by the Discipline Committee. These offenses include, but are not limited to the following:
  - i. Red cards issued for violent conduct or verbal abuse
  - ii. Assault and battery or attempted assault and battery
  - iii. Making threats, on the field, at the field site, or in the parking area
  - iv. Intentionally spitting at or on another player, game official, or spectator

## **IX. FORFEITS**

1. Teams must have a minimum of 7 players to begin a match, as described in Section VII of this document
2. If a team cannot field a team within the parameters of Section VII of this document, that team will forfeit the game. Such games will not be rescheduled
3. If a team determines they will not be able to field a team before the day of the game
  - a. The captain must notify BOTH the league President and their league commissioner no later than 12:00 noon, the Wednesday prior to the scheduled game in order to be eligible to reschedule the game.
  - b. The rescheduled game must be played no later than 2 weeks following the originally scheduled date.
    - i. If the game canceled falls less than 2 weeks before the conclusion of the regular season, the makeup game must take place no less than 4 days prior to the beginning of post-season play.
    - ii. If there is no post-season play, the game must be made-up prior to the final scheduled game of the season
    - iii. The teams are responsible for rescheduling the make-up game
    - iv. The teams must give no less than 3 days notice in order to secure fields and referees. Fields and referees may not be available. As such, there are no guarantees of being able to play the game on the desired date.
    - v. If the game is not played within this time period, the team initially canceling the game will forfeit
    - vi. The team canceling the game is responsible for all referee fees for the make-up game
4. The score of a forfeited match will be recorded as 2F-0 with the following exception:
  - a. If the team causing the abandonment of the match is trailing by a margin greater than 2, then the score at the time of abandonment will stand
  - b. If both teams are determined to be equally at fault, the match will be declared either:
    - i. Double forfeit (F2-0)
    - ii. Score at time of abandonment will stand