

MDSL INTRAMURAL RULES OF PLAY

1. Laws of the Game

- All matches will be played in accordance with the F.I.F.A. Laws of the Game with the exceptions listed below.

2. Spectator and Team Field Locations

- Players and coaches must locate on opposite sides of the field from spectators prior to the games starting.
- All players and coaches must remain near the player bench area while on the sidelines.
- Spectators may not approach the player/coach side of the field.
- Spectators must remain BETWEEN the 18yard lines on the opposite side of the field from players and coaches.
- No spectator may sit or stand between the 18yard lines and the end lines.
- No spectator or coach is permitted in the area directly behind the goals.
- Spectators must remain at least 6-8 feet behind the sideline.
- Spectators at no time may enter the field of play unless requested to do so by the referee.

3. Player, Coach, and/or Spectator Behavior

- All players, coaches and spectators are expected to conduct themselves in a manner consistent with the spirit and the Laws of the Game.
- Referees have been specifically instructed to run the matches according to this spirit and will act accordingly.
- DISSENT FROM PLAYERS, COACHES AND/OR SPECTATORS WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.
- Players must be encouraged to play all matches with intensity and desire.
- UNNECESSARY PHYSICAL PLAY, PARTICULARLY THAT WITH INTENT TO CAUSE INJURY, WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.
- Coaches are responsible for the actions of his team's players and spectators, as well as his own actions.

4. Pre-Game

- Team captains must report to the center of the field 5 minutes before game time to conduct a coin toss.
- The home team will call the coin toss. The home team is designated by which team is listed first on the game schedule.
- The team winning the coin toss will pick which goal to defend for the first half of the game.
- The team losing the coin toss will start the game with possession of the ball.

5. Duration of Games

The official match time will be kept on the field by the referee. The match time will be kept on a running clock, and there will be no stoppage of time for injuries. Intermissions will be 5 minutes each.

Time periods for divisions are as such:

- Kindergarten and 1st grade: 4 - 8 minute quarters
- 2nd grade thru 5th grade: 2 - 25 minute halves
- 6th grade thru 12th grade- 2- 30 minute halves (continued below)

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6. Substitutions

Divisions Kindergarten and 1st grade:

- Substitutions are allowed only for injury-

Divisions 2nd thru 12th grade:

- Substitutions are allowed by the team with possession during the course of play with the permission of the referee during the following times:
 - a. Your own Throw-ins
 - b. Goal kicks
 - c. After a goal is scored
 - d. The beginning of a quarter or a half
 - e. during cardings
 - f. during injury timeouts
- Only when prompted by the referee may substitutes enter the playing field.
- Substitutes should only enter the playing field from the 50 yard line.
- A referee may deny a request for substitution if, in the referee's judgment, that request is intended to delay the play of game.

7. Exceptions to the Laws of the Game

Kindergarten and 1st grade:

- Referee will act as line judge.
- No loss of possession for an improper throw-in. The referee will instruct the player as to proper technique and the player will continue to throw the ball in until done correctly.
- Off sides will NOT be called at this level.
- Up to two coaches at one time are allowed on the playing field, however they MUST remain outside of the 18yard box.
- Goalie Coaches are not permitted.
- No sliding or slide tackling permitted.

2nd Grade thru 12th Grade:

- Coaches must provide an impartial line judge if requested by the referee.
- Coaches and/or other officials and players may not enter the field of play at any time unless requested to do so by the referee.
- All matches will be played in accordance with the FIFA laws of the game(with the exception of any laws adjusted for mason Dixon intramural program and already stated in these rules)
- Off side will be called starting with 3rd grade up.
- 2nd grade- offside will not be enforced, but cherry picking will be called.
- No sliding or slide tackling permitted.
- Yellow card and red cards can be used and enforced by the referees for violation calls.
- Red Cards- player ejected from remainder of game and suspended for following game as well.
- If a player incurs 2 red cards in a season, the player will be removed from the team, without refund. Player will not be eligible to play in any more season games or end of season tournament.