

MSI Rules for Fall 2024

Rec

1. One referee for all games.
2. No slide tackling in 3rd and 4th grade (7v7).
3. *Printed roster check for all 11v11 games. Ref can keep roster copy.
 - a. If the name is not on the list, that player cannot play.
4. Build-out lines for all 3rd and 4th grade (7v7) games (see below for details).
5. 3rd grade to 6th grade (7v7 and 9v9) play 30-minute halves.
6. 7th grade and up (11v11) play 35-minute halves.
7. Home team provides match ball and change of jersey if colors clash.
8. Substitution on a throw-in by either team only when the team in possession chooses to substitute.
9. Issuance of a yellow card, the player must leave the game immediately and sit out for 5 minutes.
10. No heading for 3rd to 5th grade.
11. To field a team, each side is required to have the following minimum number of players:

7 v 7	5 players
9 v 9	6 players
11 v 11	7 players

The start of the game may be delayed by the referee for up to 15 minutes to allow a team to obtain the minimum number of players. When both teams have at least the minimum number of players, the game must start, even if one side has fewer players on the field.
12. If a referee terminates a game because of field or weather conditions, it will be considered a complete game if the first half has been completed.
13. Within 48 hours of the game, the referee (center referee) should complete the game evaluation form.

Classic

1. One referee for all U9 to U12 games (7v7 and 9v9).
2. Three referees for U13 and up (11v11).
3. *Printed player pass check for all Classic games. Review passes in binder and return to teams.
 - a. If the player's pass does not match, that player cannot play.
4. Build-out lines for all U9 and U10 (7v7) games (see below for details).
5. U9 to U12 (7v7 and 9v9) play 30-minute halves.
6. U13 and U14/15 (11v11) play 35-minute halves.
7. U16 and up play 40-minute halves.
8. ***NEW for Classic** - Each team should have a Team Sportsmanship Liaison (TSL). The referee should meet with each team's TSL with the team's captains at the coin toss.
 - a. Referees should ask to talk to the TSL anytime they feel uncomfortable with comments from spectators.
9. Home team provides match ball and change of jersey if colors clash.
10. Substitution on a throw-in by either team only when the team in possession chooses to substitute.
11. Issuance of a yellow card, the player must leave the game immediately and sit out for 5 minutes.
12. No heading in U9 – U11.
13. To field a team, each side is required to have the following minimum number of players:

7 v 7	5 players
9 v 9	6 players
11 v 11	7 players

The start of the game may be delayed by the referee for up to 15 minutes to allow a team to obtain the minimum number of players. When both teams have at least the minimum number of players, the game must start, even if one side has fewer players on the field.

14. If a referee terminates a game because of field or weather conditions, it will be considered a complete game if the first half has been completed.
15. *Within 48 hours of the game, the referee (center referee) should complete the game evaluation form.

7v7 Specific Rules for Rec and Classic:

Build-out Lines

Build-out lines are indicated by **pylon markers** placed on the touchline, halfway between the goal line and the halfway line.

Rules during open play:

1. When the goalkeeper gains possession of the ball, players from the opposing team must retreat behind the build-out line. The referee and opposing team's coach should give reminders.
2. The six-second count for the goalkeeper does not begin until players have retreated behind the build-out line.
3. The referee may issue an indirect free-kick for the team in possession if the opponent is persistent in refusing to retreat behind the build-out line. Continued infractions can be considered misconduct (yellow card).
4. Once the goalkeeper releases the ball and it is touched by a second player, opponents may cross the build-out line, and play continues normally.
5. If the ball crosses the build-out line before being touched by a second player, play continues normally.
6. The goalkeeper is NOT required to wait for opponents to retreat. If the goalkeeper decides to play the ball earlier, it is in play and all players may continue normally.
7. The goalkeeper may NOT punt or drop-kick the ball over the build-out line. Play is resumed with a roll, throw, or normal play with the feet. All such actions put the ball into play.
8. If a goalkeeper punts or dropkicks the ball over the build-out line, an indirect free kick should be awarded to the opposing team from the spot of the offense. Referees can have the discretion to give a team a warning and stop play to return the ball to a goalkeeper after a punt and allow them to restart the game with a pass or roll the ball into play.
9. If the punt or dropkick occurs within the goal area (not penalty area), the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Rules during goal kicks:

1. When a goal kick is awarded, all members of the opposing team must retreat behind the build-out line. The referee and opposing team's coach should give reminders. Persistent refusal to retreat behind the build-out line can be considered misconduct (yellow card).

2. The team in possession has no restrictions on their positioning. They may be on either side of the build-out line as well as in their own penalty area. The ball does not have to leave the penalty area before it is touched.
3. The opposing team may cross the build-out line once a second member of the team in possession has touched the ball.
4. If the goal kick travels beyond the build-out line without being touched by a second player, play resumes normally.

Offside: In 7v7 soccer, a player is not considered offside until they are beyond the build-out line and in an offside position.

Miscellaneous: The build-out line is not applied to any other restarts (throw-ins, free kicks) aside from goal kicks.

Goalkeeping

Goalkeepers may not punt the ball from their hands. After one warning, an offending punt will result in an indirect free kick to the opposing team from the spot of the offense.

***Points of Emphasis for Referees**

- MUST do a roster check in Rec and Classis
- Classic – No Pass, No Play, No Exceptions
- Classic now has TSL's, use them
- Must complete game report