



# Michigan Yemen Sports Association

المؤسسة الرياضية اليمنية الأمريكية في ولاية متشجن

<http://www.mysayouth.com/>

## 15<sup>th</sup> Annual Winter Indoor Soccer League Rules (2018 – 2019)

FIFA rules apply if not modified within....

The following rules are to ensure fair play for all participants. Each player must understand these rules prior to their participation in the League. Please direct any comments, questions and/or concerns to MYSA management.

- The cost for participating in this year's league is \$1,500
  - \$800 is due at time of registration, BEFORE Sunday September 30<sup>TH</sup>, 2018
  - \$700 is due by Saturday December 8<sup>TH</sup>, 2018
  - § If the total fee is not paid by Saturday December 8<sup>TH</sup>, 2018, that will result in a disqualification from the league.
- There will be three different divisions:
  - 1<sup>st</sup> Division
  - 2<sup>nd</sup> Division
  - Over 30 Division
- After the regular season ends, each division will have its own playoff's schedule: The 1<sup>st</sup> seed team will play the 8<sup>th</sup> seed team, and then the 2<sup>nd</sup> seed team will play the 7<sup>th</sup> seed team, and so on. The playoffs will be based on the number of teams.
- The regular season winner of each division will receive a trophy. The playoffs champion and the runner-up will receive a trophy and medallions. There will also be awards for MVP, top scorer, best goalkeeper and best sportsmanship team.
- **Over 30:** You can have only one goalie that is under the age of 30, all the other players must be at least 30 years of age or older. The goalie CAN NOT take any free kicks or penalty shots.
- **Over 30:** Players in the over 30 division can play in either the 1<sup>st</sup> division OR the 2<sup>nd</sup> division, they are CAN NOT play in all 3 divisions.
- **Over 30:** Players in the over 30 division must have their ID present at every game. Any player in the over 30 division maybe selected to provide proof of age at any time.
- **Player Registration:** Names of all players must be submitted by the specified deadline (Before the start of the first match of the regular season). Any player's enrollment is subject to organizer's approval. All players in the Play-Offs should have played at least one game during the regular season. The roster will freeze 2 weeks before the playoffs.
- **Number of Players:** The maximum number of players that a team can register is 18: seven field players including the goalkeeper and eleven substitutes.

- Managers are responsible to register all their players prior to playing in any game. By not doing so the opponent has the right to protest and ask to see the other team's roster if they suspect anything.
- Any player that does not play with his registered team can move to another team if his manager allows him to do so. However, if a player participates with his team, then he cannot move to another team even if his manager allows him to do so.
- Only players dressed to play and two managers can sit on the bench. The League officials and the referee have the right to forfeit a game against the team not following this rule.
- The manager of a team is the only person that can discuss an issue with the League officials or the referee; PLAYERS are not allowed to do so.
- Any player that enters the field during the game for any reason other than to play will be punished, and the team he is registered with will be held accountable for his action(s).
- If a team is playing with an extra player and a goal is scored while that extra player is on the field, that goal will be taken off and that player will receive a yellow card.
- **Forfeits:** A team must have five players on the field (including the goalkeeper). A team with less than five players will forfeit the game. Any team that is 10 minutes late after the game clock has started will forfeit the game and the opponent will be awarded a 3-0 win. The league officials must approve all forfeits before the game is an official forfeit. The two teams can play a friendly match during the remainder of the game time.
- If a team decides to withdraw from the League, they will be charged for all the games played and \$300 fee to cover time costs. The players of that team will not be allowed to play in any team for the remainder of the League.
- If the League officials decide to expel a team from the League for not following League rules, they will be charged for the games played and will not be welcomed in future Leagues and the players will not be allowed to play in any team for the remainder of the League.
- **No Offsides! No slide Tackling:** If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going inside the goal. All referee calls are final and not subject to change.
- **Kick-Ins:** The ball shall be kicked into play from the sideline instead of a throw in. When the ball exits the field, or touches the roof or the non-hard section of the walls, a direct kick-in is awarded.
- **Direct & Indirect Kicks:** All dead-ball kicks are direct except for kick-offs. You don't have to wait for the referee's permission to play a kick-ins unless instructed by the referee to wait for his sign.
- **A goalkeeper:** Goalkeeper can only play with his team that he is registered with. NO SHARING GOALKEEPERS.
- A goalkeeper cannot touch the ball with his hands if it was intentionally returned to him by one of his teammates; otherwise, a foul is awarded to the opponent team and from the penalty, line closes to where the goalie touched the ball.

- **Cautioned Players (Yellow Card + Red Card):** Referees have the right to caution or eject a player or coach during the game due (but not limited) to the following (all at the discretion of the referee):
  - Player's deliberate handling of the ball that denies a team of a potential goal scoring opportunity.
  - Player's deliberate tackling of the opposing player that denies a team of a potential goal-scoring opportunity.
  - Player's deliberate delay of time. e.g.: if a player intentionally kicks the ball long distances away from the playing field to waste time.
  - Slide tackling from behind.
  - Hard tackling.
  - Continual arguments with the referee.
  - Usage of foul language and insulting referee/player.
  - Continual disobedience, because of an incident that warrants sending off.
  - Player's receiving of a second yellow card in one game.
- Players that receive two yellow cards in one game will result in a red card and he will be suspended for that game and the next game (no exceptions). Players that receive one yellow card in three games during the regular season, will be suspended the following game after receiving the third yellow card. Managers/coaches are responsible to keep track of the yellow cards for their players to avoid losing any games. Players will not carry any yellow cards into the playoffs stage (except for suspensions).
- If a player is ejected due to two yellow cards in the same game or a red card, his team will play down a man for 5 minutes, after 5 minutes another player can come in and play.
- Players or coaches that are red carded must immediately leave the playing area, including the team areas. The team may then continue with their remaining players. The player receiving the red card will automatically be suspended for the next game or more based on the official's decision. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).
- If players are red carded for fighting, they will be ejected from the League and are subject to Removal from the facility for the duration of the League.
- **Protests:** Protests are strongly discouraged as this is a friendly League. Referee judgment calls are not grounds for a protest. A team wishing to protest must do so to a League official after the game. The formal protest must be made from the head coach of the team protesting or team manager. No protest(s) will be accepted if it is submitted during the game.
- **Schedule Changes:** It is the responsibility of the team official or captain to check the League's schedule on our website ([www.mysayouth.com](http://www.mysayouth.com)) or by contacting League officials for any changes that may occur.
- **Sportsmanship:** Good sportsmanship is to prevail always. Team managers will be held responsible for the conduct of themselves, their players, players' parents and spectators.
- **Falsifying Identity:** A team, player or official determined by the League staff to have falsified identity will be dismissed from the League and potential future Leagues.

- **Proof of Identity:** All participants must provide proof of identity if asked by a League official.
- **Uniforms/Protective Casts:** All players must wear jerseys/shirts during play. The League officials, Athletic trainer and/or referee assignor must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.
- **League Equipment:** All players must wear indoor shoes without metal studs. Only turf or indoor soccer shoes are allowed.
- **Game Duration:** The game shall consist of two 25-minute halves separated by a 2-minute halftime period. A coin toss will determine direction and possession before the start of the game. During the regular season, games tied after regulation play shall end in a tie (one point for each team). The game official has the official time on the field and holds the right to take necessary action if he feels that a team is delaying the game (including added time).
- **Referee:** The referee has the right to punish any player by giving cards, including stopping the time if needed.
- **Substitution:** Substitutions may be made during live-ball situations, regardless of possession. Teams must gain the game referee attention.
- **Penalty Kicks:** Shall be awarded if a violation by the defending player is committed inside the penalty box (the opponent must be completely inside the line at the moment of infraction). Penalty kicks are dead ball infractions and are taken from the penalty spot. Only the penalty taker shall be in the penalty box. The ball is considered live on rebounds.
- **Point System (In Group Play):** Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 3-0 win for the team that is present. Tie-Breakers: If a team forfeited a game, it will automatically be considered the lower seed (unless otherwise decided by a League official). If two (2) or more teams are tied in points:
  - Head to head result amongst the tied teams only
  - Goal difference in head to head games amongst the tied teams only
  - Goal for or best offense in head to head games amongst the tied teams only
  - Goal difference amongst all teams
  - Best goals for (best offense)
  - Best goals against (best defense)
  - Team with the least amount of direct red cards
  - Team with the least number of red cards as a result of two (2) yellow cards
  - Team with the least amount of yellow cards
  - Random draw by League officials.
- **Playoff Overtime:** There is no extra time. If the score is a tie at the end of regulation, the winner shall be decided in shootouts with a coin toss to decide team shooting order. The seven players (including goalkeeper) from each team remaining on the field at the end of regulation will be the only players to shoot alternating teams with each kick. The first round of shootouts will consist of 5 penalty shots per team by 5 different selected players kicking once (round of 5 players shooting per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the players (starting

with the remaining 2 players) will alternate in the same order in a sudden death penalty kick format until one team scores unanswered.

- **Coach/fan Ejection:** The referee has the right to eject a coach or fan from any game for continual disobedience or because of an incident, which warrants ejection. Coaches or fans that are ejected by the referee or League officials must leave the field and area around the field before play will continue. If a coach refuses to leave, the game will be forfeited in favor of the opposing team.
- **Weather Related Issues:** MYSA officials reserve the right to modify, reschedule, or cancel the League due to inclement weather. The League officials have the right to move or reschedule games, change location of games, as well as the right to shorten game lengths if necessary. Any team that makes their own decision and decides not to show up to a game will forfeit the game.
- **The League officials will make the final calls on all disputes and interpretations of League Rules.**

GOOD LUCK TO ALL TEAMS

