



## The Rules and Regulations

**REMEMBER:** The Charleston Masters League is an invitation only league. We aim to foster a fun, exciting, competitive league; individuals who don't fit the relaxed atmosphere of fair play may be barred from re-registering or asked to resign from the league.

**RULES:** The 9v9 Division of the LEAGUE will be played using two 30-minute halves, and the FIFA Laws of the Game shall apply to all matches unless otherwise stipulated here.

1. **FIELD OF PLAY:** Goal size – Full sized - Fields are 50yds wide/60yds long. Goal Box/Penalty area is 12yds x 24yds.
2. **NUMBER OF PLAYERS:** nine-a-side. Minimum number of players on the field of play is 6 (six).
3. **SUBSTITUTIONS:** Either team may have unlimited substitutions; substitutions may enter exit during any stoppage of play at the referees discretion.
4. **PLAYERS EQUIPMENT:** A player may not wear anything dangerous to another player as determined at the discretion of the referee. SHINGUARDS ARE MANDATORY!
5. **UNIFORMS:** All players must play with relatively matching jerseys. Goalkeepers must wear distinct colors. Goalkeeper jerseys.
6. **REFEREES:** One referee will be assigned to each match.
7. **DURATION OF THE GAME:** The game is two 30 minute halves with a 5 minute half-time.
8. **GRACE PERIOD:** There is a 5 (five) minute grace period.
9. **COMPLETION OF GAME:** If a game is abandoned by the referee due to weather conditions the following shall apply:
  - if abandonment occurs after the completion of the first half, the score at the time of abandonment shall stand as the final score.
  - if abandonment occurs during the first half, the balance of the game shall be rescheduled and remaining time played. The rescheduled game shall commence at the time when the game was abandoned (e.g. the 16th minute) with the score as it stood at the time of abandonment (e.g. 3-1).
10. **OFFSIDES:** There will be no offside violations.
11. **START OF PLAY:** Opposing players must be a minimum of 10yds away prior to all kickoffs. Kick off does not have to be played forward to start play. A goal may be scored directly from a kick off.
12. **GOALKEEPER RESTRICTION/PRIVILEGES:** The FIFA Laws of the Game that pertain to regular 11v11 games also apply in 9v9 games (including, the back pass, the 6-second time period to release the ball after possession; and double possession). Slide tackling is permitted by goal keeper only within penalty kick area.
13. **GOAL KICKS:** Taken no further than 2yds of the goal line within the penalty kick area.
14. **FREE KICKS:** Opposing players must remain at least 10yds from the ball. Once the ball is stationary, the kicker will have FIVE seconds to play the ball after being signaled by the referee to do so. Infraction will result in an indirect free kick!
15. **PENALTY KICK:** A penalty kick shall be taken from the goal area line. All players except the kicker and the opposing goalkeeper must be outside the penalty area at least 10yds from the ball.
16. **CORNER KICK:** The FIFA Laws of the Game that pertain to regular 11v11 games also apply in 9v9 games except that players must be a minimum of 10yds away from the ball.
17. **SLIDE TACKLES:** Will not be permitted in league except for goalkeepers within penalty kick area. Restart of play will take place with indirect kick from location of infraction.
18. **BALL SIZE:** A size 5 ball will be used in all matches
19. **OBSCENE LANGUAGE:** Any player guilty of using the "F Bomb" may be issued a straight red card. The team and player will be penalized according to the red card/suspension rules.

### ROSTERS/PLAYER CARDS:

1. Each team can carry up to 15 players (exceptions will be made on a case by case basis).
2. All players must be properly registered with SCASA (South Carolina Amateur Soccer Association).

## GAME DAY PROCEDURES: The following are the game-day procedures:

1. Show up at the field at least 10 minutes before scheduled game time and immediately have each player check in with referee. Prior to kick-off the referee will use the Affinity Online system to check players in. Team Managers should have a paper game roster, with photos, available
2. Players who arrive after the start of play must check in prior to entering the match.
3. No player may play unless they are registered with SCASA
5. If a player is ejected during the game the Referee will produce an incident report to the League Administrator.
6. If a team uses/plays or attempts (i.e. "attempts to deceive") to use/play a non-registered or non-rostered player or a player without a card then the game will be awarded as a forfeit to the opposing team, and the Team Rep. / Captain will be suspended for the remainder of the season. Additional sanctions may be imposed by SCASA for such actions. The referee or an opposing team player may at any time during or after the game determine if a player without a card or a non-rostered player played. This challenge must be made to the Referee and League Administrator, who will document the case and enforce the above action as necessary.
7. Players registered with another team in the same league, or Other SCASA leagues may guest play on any team so long as both team captains agree before the match.

## FORMAT, POINTS AND STANDINGS:

1. During league and playoffs matches will have 30 minutes halves.
2. Teams will be awarded points according to the following formula:
  - 3 points for a win
  - 1 point for a tie
  - 0 points for a loss
3. During league play, if a match is tied after regulation; the match will end in a tie.
4. During playoffs, if a match is tied after regulation;
  - Two (5 minute) overtime period will be played. The 5-minute overtime periods must be completed in their entirety (i.e. no golden goal rule). If the score remains tied after the two periods each team shall choose 5 players who will take PK's, all players on the team are eligible (do not have to be on the field at the end of thee match). If the score remains tied teams will continue to kick from the spot in sudden death. No player may shoot twice until all players have had a shot unless the referee agrees that a player's injury prevents him from safely taking a kick. If one team has fewer players than the other the team with more players may excuse a number of players to even the teams.
5. In the event of a forfeit (i.e. a team is a no-show or does not have at least 4 players at kick off) the score shall be recorded as 3-0 and three (3) points awarded to the winning team.
6. At the conclusion of league play, if two or more teams are tied on points, the tie breaker will be:
  - 1. Head to Head
  - 2. Goal differential
  - 3. Least goals allowed

## CARDS/SUSPENSIONS:

1. A player issued a red card (either a straight red or two yellows in the same game) will serve a minimum 1 game suspension. Suspensions (based on degree/nature of the offense) will range from 1 game to life-time (NOTE: all life-time and other long-term suspensions are reported to the USSF and USASA, and these are enforced by all leagues and states). Excepting red card suspensions for two yellows, any Player issued 3 yellow cards in a single season shall serve a one game suspension.
2. Anyone ejected from a match must leave the field area, and may be asked to leave the facility. The team must continue the match minus one player; for example, 8 v 9.
3. If a player is ejected during the game the Referee will report the infraction to the League Administration.
4. The League Administrator will assess the infraction and will notify the Team Rep /Captain on the length of the suspension and fine. As always the player receiving the red card has the right to appeal. The appeal must be made in writing and submitted to the League Administrator within 7 days of notice of the suspension. The League Administrator will pass all evidence on to a disciplinary committee who, at their discretion, may hold a hearing, may request additional evidence, and may amend the administrator's actions. The player has no right to face the referee or question him, no right to testify. The decision of the panel is final (not withstanding any appeals that may be possible through SCASA, USASA, US Soccer or FIFA).
5. Suspended player cards will be returned to the Team Rep / Captain after the player has served his/her suspension and the fine (if applicable) has been received by LEAGUE. NOTE: that on a "straight red card" a fine may be imposed based on the nature of the offense.
6. Any player receiving two straight red cards will be suspended for the rest of the season.
7. If a straight red or double yellow is given during the last match that a team plays in during the season, thus rendering impossible to serve the suspension, the player will serve out his/her suspension in the next season
8. Fighting is a minimum three game suspension.
9. Any player found guilty by SCASA of "Referee Abuse" will receive a minimum three game suspension.

10. Any player found guilty by SCASA of "Referee Assault": will receive a minimum 3-month suspension.

- Any case of referee assault or abuse must be handled by the state association. Such cases are governed by USSF Policy 531-9.

11. For any red cards issued, injuries, or roster irregularities as described under "Game Day Procedures, item number 6" above, the referee shall provide a written report directly following the match and turn it in to the league administrator with the player's pass.

## **INJURIES:**

In the event of an injury to a player on your team, please make sure that the Referee records this. This will facilitate potential insurance claims.

## **MISCONDUCT TOWARDS OFFICIALS, ADMINISTRATOR, AND GAME OFFICIALS:**

The LEAGUE stresses that misconduct by players and spectators towards Officials, including Board members and Officers, the League Administrator, and Game Officials (i.e. referees) shall not be tolerated. A zero tolerance policy for such misconduct has been adopted by the LEAGUE and shall be enforced during all Seasons.