



Monterey Peninsula Soccer League

Eight-a-Side Over-30 Division

Competition Rules

Introduction

Welcome to the MPSL Over 30 Division. We use two different facilities depending on dates and times of their availability: 1) the High School Stadium in Pacific Grove; and 2) Cutino Park in Seaside. Since we use the PG High School Stadium on Sundays, there are often no school district personnel present to assist us, so we must take special care of the facility and equipment there. There is always a Seaside Recreation Department employee present for all activities at Cutino Park, so it is easy to report an issue or ask for a gate or goals to be unlocked for our games.

Since both fields are artificial, **food, alcoholic beverages and sugared drinks are prohibited** inside the fences around each field. And we are expected to pick up and remove all trash even if it was left by someone else. We have a decent reputation as careful custodians of these facilities and intend to keep it that way.

Player Eligibility

- Male players over 30 years old (goalkeepers may be 25 years old, but, if under 30, they may not play as a field player). In order to help ensure that all teams have adequate rosters, for this season teams may register a maximum of one 29-year-old player.
- Female players 18 years old and older (no other special rules are made regarding female players).

Rules of Play

We will use the current IFAB Laws of the Game as published by the United States Soccer Federation (<https://www.theifab.com/document/laws-of-the-game>), with the following modifications (note a couple of the items listed are simply reminders rather than modifications):

1. Length of Games: two 45-minute halves with 10-minute halftime (except during certain times of the year when games must be shortened to accommodate stadium limitations and rules).
2. Number of Players: only 8 players are allowed on the field for each team, including the goalkeeper. Team rosters must have a minimum of 10 and a maximum of 22 players. **A minimum of six players are required on the field for a team to continue a game.**
3. Substitutions: may be made when the following two conditions are met: the ball is out of play and the referee gives his consent. The departing player must be off the field of play before the entering player steps on and **the entering player must enter at the midfield line on the fence side of their respective field.**
4. Offsides: no offsides will be called.
5. Uniforms: **shin guards are required for all players.** Unique numbered jerseys are required for all players except the goalkeeper. Tape may not be used to create a number. The goalkeeper must wear a jersey different from all other players. Jerseys must be identical for all field players (except for the jersey number). Shorts and socks must be substantially similar in color. Players

may not wear any jewelry except for players having a medical condition requiring a medic alert bracelet or medic alert necklace. Medic alert items must be taped to the body.

6. Goals: standard size goals and nets will be used.
7. Field Markings: The field will be one half of the soccer field (played sideways). A reduced size penalty area is marked on the field. There is no goal area marked inside the penalty area.
8. Goalkeeping:
 - a. After the goalkeeper uses hands to control the ball inside the penalty area, an indirect free kick (IFK) will be awarded by the referee to the opposing team if, from inside the penalty area, the goalkeeper throws or kicks the ball beyond the mid-field line without the ball first touching a player or the ground.
 - b. The IFK will be taken from the mid-field line where the ball passed over the line. This rule applies to drop-kicks by the goal keeper. In order to be released from this half-field rule, the goal keeper may completely release the ball from his hands to the ground inside the penalty area and then dribble it outside of the penalty area. The goalkeeper may then play the ball as any field player may do so (Once he places the ball on the ground, he may be challenged as any player may be challenged by an opposing field player).
9. Slide Tackle/Slidings: **slide tackles/sliding are prohibited even when no opposing player is nearby**. A slide tackle involves a slide and the player's hips or rear end going onto the ground. Exception - the goalkeeper may slide within his own penalty area. As punishment for an illegal slide tackle, the referee will award a direct free kick (DFK) to be taken from the spot of the slide tackle. The player guilty of the slide tackle will receive a yellow card and a \$5 fine. The fine must be paid prior to the next game the player will be participating in.
10. Goal Kicks: Goal kicks must be taken from anywhere on the goal line within the penalty area. Goal kicks may not pass over the halfway line in the air unless first touched by a player other than the player taking the goal kick. Opposing players may stand anywhere outside the penalty area on a goal kick.
11. Opposing players must be at least 7 yards (as opposed to 10 yards) on free kicks and kickoffs.
12. Kickoffs: The ball may be kicked backwards on a kickoff. **A goal may NOT be scored directly from a kickoff.**
13. Penalty Kicks: The penalty spot is centered on the goal and 12 yards from the goal line. (If necessary, the penalty spot will be marked with blue tape or chalk). The referee may not require an injured player to take a penalty kick.
14. Referees: At least, one USSF certified referee shall be used. Players are expected to honestly assist the referees regarding balls out of play over the touchlines and the goal lines.
15. Temporary Field Swap Rule: Until we can sort out the issue regarding a 2nd set of full size goals, at half-time when the teams swap ends of the field, the teams will also swap fields.

Schedules

The schedule will be provided to team captains and also posted at <http://www.montereysoccer.org>. Schedule changes and updates will be posted at that website, so ask your players to periodically check the website.

Games will not be postponed or rescheduled due to leave, illness, injuries or because your best players aren't available to play. If you request a postponement, be prepared to justify why your team cannot play

on that date. Requests for schedule changes must be submitted to Tom Moore and Ernesto Pacleb at least 9 days before the day of the scheduled game, so that we can determine whether or not the opponent will agree to the change and to have time to reschedule the referee.

Team Performance Measures

League Champion: The League winner is the team that wins the final game of the playoffs. During the round robins, three points are awarded for a win, one point for a tie, and no points for a loss. Total points during the round robins will be used to seed the playoffs.

Teams Tied on Total Points for the Season: Should two or more teams be tied for a place based on total points for the season, then the following tie breakers shall be used in the order shown below:

1. The points earned by each tied team in just the games between the tied teams shall be calculated. The winner shall be the team with the highest such total points accumulated in these one or two games.
2. If the top two teams are still tied, the next tie breaker will be the misconduct points accumulated for the season by each team. The team with the lowest number of misconduct points shall be the winner. Misconduct points accumulate at one point for each caution, two points for a double caution in a game and three points for a straight ejection.
3. If still tied at this point, then goal difference from the game(s) between the tied teams shall be used.
4. If still tied at this point, the tie will be broken by choosing the team with the highest overall total season goal difference. (Goal difference = goals for - goals against.)
5. If still tied at this point, a coin toss will be used.

Playoff games: If the final championship playoff game is tied at the end of regular time, two ten-minute overtimes will be played. If a tie still exists at that point, kicks will be taken from the penalty mark as specified in the IFAB Laws of the Game. For all other earlier playoff games, ties at the end of 90 minutes will be resolved by going directly to kicks from the penalty mark as specified in the Laws of the Game.

Promotion/Relegation: If the league is based on two divisions:

1. Relegation – the team in last place based on regular season play will be relegated to the lower division the following season.
2. Promotion – based on standings, the team with the highest points will have the opportunity to play against the winner of the playoffs to determine the team that will be promoted into the top division. If the league champion is also the team with the highest points, then no promotion game will need to be played.

Game Administrative Procedures

Team managers must have their game roster form ready to give to the referee ten minutes before game time. **Team managers and players are responsible for ensuring that the correct jersey number is written on the game roster.**

Players must present themselves to the referee in proper uniform and give him or her their player pass before starting to play. The referee will check in all players by verifying their jersey number and player pass against the roster. After the game, the referee will return the player passes to the team captain and submit the completed game rosters, with final scores and any cards issued, to Tom Moore.

Game time is forfeit time. A team must have at least six players present and ready to play on the field at game time to avoid a forfeit. The score that will be shown for a forfeit is 7:0. **If on game day a team informs League management that it must forfeit that day's game, the team must pay a fine of \$75 before its next game.** If a team forfeits two games in a row or three during the season, the team manager will meet with the Over 30 Competition Committee to have the team's continuing status determined.

In order for players to be playoff eligible, players must play in at least 3 games unless they were originally on your roster from the start of the season. (additions, deletions or transfers) are allowed.

Disciplinary Procedures

Accumulated Cautions: A player who accumulates a single caution in three different games will be suspended for the next game actually played by his or her team. Forfeited games do not count toward If this player then repeats a sequence of two cautions in two more games, they will be suspended for the next two games actually played by their team.

Ejections Due to Two Cautions in One Game: A player who receives two cautions in a game is ejected from that game and will be suspended from the next game played by their team. The two cautions received under these circumstances don't count as accumulated cautions mentioned in the previous paragraph.

Direct Ejections: Regardless of whether they were previously cautioned during the game, a player who is ejected from a game for a direct red card offense must serve the punishment determined by the Disciplinary Committee. The Disciplinary Committee will award at least a one game suspension and a fine of at least \$10. The Committee may give a longer suspension and/or higher fine, depending on the severity of the incident. Actual physical assault or verbal threats directed toward the referee or other players will incur expulsion for the rest of the season and possible legal action under state law.

Players who are ejected from a game have five minutes to leave the stadium. Failure to do so will result in a forfeit by that player's team.

Disciplinary Committee: The disciplinary committee consists of the following members:

1. David Pareja – Discipline committee chair
2. Dr. Thomas P. Moore, President, MPSL
3. Volunteers from among the team managers.

The Disciplinary Committee will meet in person and/or virtually, and as necessary to deal with ejections. At least three members of the Disciplinary Committee are required to make a decision on any disciplinary action.

General Provisions

Please obey the Pacific Grove School District and Seaside Recreation Department rules for the use of their facilities. Those who violate them, for example by bringing food, drink other than water or pets onto the field will be asked to sit in the stands or leave the stadium. Please do not leave your children unsupervised at the field during games.

Player seating areas: Please sit in the middle of the field between two fields. No fans are allowed to sit with players before, during or after the games.

Center circle area: The center circle will be used for player substitutions; players are not allowed to sit inside or change within the center circle.

Spectators: Spectators are not allowed to sit with the players. Team managers are allowed but only 1 team manager may sit with the players during the game. Spectators must also sit on the opposite side of the players bench areas. Animals are also not allowed on any field per school/city rules for field use.