



# MTSA Over 40 (7v7) Rules of Play

FIFA rules will apply with certain exceptions.

## 1) Rosters

- a) Teams will consist of 6 field players and a goalkeeper with subs. A minimum of 5 players (one goalkeeper and 4 field players) are required for a game to begin or continue. If a team cannot field the minimum 5 players for any reason, they will forfeit the match.
- b) All players must be registered with a team or be an eligible guest player to participate.

## 2) Game Play

- a) The home team (listed first on the schedule) will be responsible to change if there is a jersey conflict.
- b) Balls that cross the touchline will be restarted with an indirect kick from the spot the ball traveled out of touch.
- c) Goal kicks will be played from the goal line inside the penalty box.
- d) Each game will consist of two 30-minute halves with 5 minute halftime.
- e) Substitutions for both teams may be made on the fly, from midline ONLY. The player coming off must leave the field before the substitute may enter.
- f) Goalkeepers may not punt or drop kick the ball (results in an indirect free kick from the spot the goalkeeper released the ball). The ball is live when the goalkeeper releases it from his/her hands.
- g) The distance an opposing team must yield on a free kick is 8 yards.
- h) The offside rule does not apply.
- i) SLIDE TACKLES ARE PROHIBITED (results in an indirect free kick from the spot of the foul)
- j) A player must sit out for 5 minutes if issued a yellow card and the opposing team will have a "power play" until the 5 minute period has expired or until they have scored a goal (just like hockey).
- k) Penalty Kicks will be taken 8 yards off the goal line. All players except the goalkeeper will stand 8 yards from the kicker until the kick is taken.

## 3) Round Play

Points will be awarded as follows: 3 points for a win, 1 point for a tie (forfeits shall count as a 3-0 win). At the end of group play, ties within a group will be broken in the following manner:

- a) Head to head,
- b) Best goal differential,
- c) Most Goals scored
- d) Most Shutouts
- e) Coin toss

In case of a three way tie, the tie breakers will be used until 1 team is eliminated. The remaining teams will restart from the first tie breaker.

## 4) Semi-Final & Finals

In the championship round single elimination games will be played. In case of a tie, a "Golden Goal" overtime period with no time limit will be played. Every 2 minutes, a player from each team must be removed until each team has only 1 player remaining.

## 5) Suspensions

A red card will result in suspension of next game. A second red card during the league will result in suspension from the remainder of the league. Exceptions: Any player (or coach) removed from a game by a referee for any reason may be suspended by the League Commissioner from further league play after review of the referee's game report.

## 6) League Administration

- a) All teams should check-in each week with the field marshal.
- b) All guest players must be OVER 40 and must be approved in advance by the opposing team before the start of the game. The team captains should communicate with each other prior to showing up for the game via email, phone, or text.
- c) Any disputes over rosters should be addressed prior to the match with the field marshal.
- d) Game cards will be collected after each match including game score, and any cards issued. It is the team captain's responsibility to verify this information. If the referee incorrectly records any game statistics and they are not verified at the game by the captains, no protests will be accepted.