



MOCKINGBIRD VALLEY

SOCCER CLUB

Official Rules for Adult Indoor Soccer

**Mockingbird Valley Soccer Club
3000 Mellwood Avenue
Louisville, Kentucky 40207**

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Rule 1: The Field of Play

The field is defined as the area within the boards, goals, and net. Both fields are 195 by 80 feet.

The referees are responsible for helping to clear the field before each match begins.

They are responsible for making sure that the field is clear of obstructions before and during a match.

These obstructions include but are not limited to coaching and training equipment, practice soccer balls, player equipment and bags and any other objects that should not be on the field during a match.

The referees are responsible for checking the goal nets to make sure they are secure and to limit the chance of a ball exiting the goal net during a match. Before and during a match referees are also responsible for securing all doors leading onto the field of play. This includes checking the player doors after substitutions.

The referee is responsible for making sure that only eligible players are in the bench area during a game. Eligible players are defined as players currently listed on a completed roster form.

Players asked to leave the bench area must do so before the game will continue. Refusal to leave in a reasonable time and the referee will issue a blue card to the team for delay of game.

Rule 2: The Ball

Mockingbird Officials will supply a game ball that meets the proper specifications listed below. Players may agree to use a different ball of their choice as long as both teams agree to it.

Should they not agree, the official match ball must be used.

The ball should be properly inflated according to the manufacturer's specifications which can be found on the ball.

The referee is responsible for checking the pressure of the ball before the first match of the day.

The official match ball should be carried onto the field before the match and the referees should carry the match ball off the field after each match.

Ball Specifications:

Size: 5

PSI: 10-12 PSI

No major rips or tears.

Ball must be near perfectly round.

Rule 3: The Players

All players should always remain in control of themselves. This includes their actions towards other players (including teammates), referees, patrons, and MVSC employees; this includes verbal actions. Foul Language is not permitted at MVSC. Please see Rule 14: Fouls and Misconduct for dealing with foul language.

Fighting will not be tolerated at MVSC:

Anyone fighting at MVSC will immediately be required to leave the facility and will be banned from playing for a minimum of 12-weeks. Any punches thrown by any player either initially or in retaliation, will result in a suspension for 12-weeks minimum. All suspensions will be determined by management, refunds will not be given.

Refusal by a team to provide any information on a player for fighting will result in the team being removed from the league.

Dissent and disrespect toward an employee or referee:

Dissent and disrespect directed toward an employee or referee is absolutely unacceptable. Players who dissent will be issued a blue card without warning. Continued dissent, threats of violence, whether by a team or individual player, will result in a ban from all MVSC programs.

Rosters:

A player is eligible to play for multiple teams in a division, however must only play for one single team in the mini-tournament. In the mini-tournament, the player is roster tied to the team he plays for first.

Roster checks must be presented to the referee or management prior to kickoff. If an opposing player in question arrives late, you have until halftime to call roster check. If a player in question joins the game after halftime, a roster check should be called immediately.

If it is found that a player is in violation of the team roster rule the player will be disqualified from the match.

Applies to the mini-tournament only: should a roster check be called and it is found that an ineligible player has already participated with a team; said team will be required to forfeit their result against the team who raises this issue.

Players must be 18 years of age to play in our adult divisions.

Players must be aged 29 years + 1 day to play in the Over-30 division, and 39 years + 1 day to play in the Over-40 division.

If a player is in question of being of legal age, said player must provide adequate documentation to prove age. If they cannot provide any documentation, the player will be determined ineligible.

Goalkeepers in the Over-40 division may be 29 years + 1 day, and in the Over-30 division they may be 25 years + 1 day. They also may only play as a goalkeeper. They may not substitute as a field player.

Rule 4: Players Equipment

All players shall be properly equipped before the match begins. Players are required to wear proper footwear. Indoor, tennis, running, and turf shoes are acceptable. Cleats are not permitted. Footwear that does not completely surround the foot (i.e. sandals) is not permitted.

Youth and High School Leagues: Shin guards, made for the purpose of playing soccer, are mandatory. Socks must be worn and completely cover the guards.

Adult Leagues: It is strongly suggested players wear shin guards with socks completely covering the shin guards.

Watches, metal bracelets, and jewelry should not be worn on the field. At the discretion of the referee, fitness trackers may be worn. Size, bulk, edges of the fitness tracker will be taken into consideration when making a determination.

Hats are not to be worn by any player, however sweatbands and bandanas are acceptable.

All players on the team are required to wear matching colored shirts and are required to bring an alternate colored shirt to wear if there is a conflict. The team listed 2nd on the schedule must wear an alternate shirt in the event of a color conflict.

We will not provide teams with colored pinnies.

Goalkeepers are required to wear a jersey that distinguishes them from the other players and referees. All players are required to wear clothing that is appropriate for indoor soccer. Players wearing clothing that is not acceptable will be asked to change (i.e. jeans, cargo shorts, flip flops, etc.).

Any player with blood on their person or on their uniform will be required to leave the field to correct their equipment regardless of whose blood it is.

Rule 5: The Referee

The referee shall be fair and impartial. See Rule 1: The Field of Play for field requirements. The referee will provide a ball of the highest quality available for play. See Rule 2: The Ball for ball requirements. The referee will be properly equipped for the match. See Rule 6: Referee Equipment for requirements. The referee will be dressed professionally. This includes athletic shorts or pants and an appropriately colored referee jersey or t-shirt to distinguish themselves from the teams. Referees should refrain from wearing anything that players are not permitted to wear (except a watch).

Referees are expected to communicate clearly and loudly with their whistle and voice. Referees shall act in a professional manner toward players at all times. This includes the use of profanity. Referees should never touch a player. Pushing, hitting or other contact is not permitted and will not be tolerated. Referees shall communicate with one another at all times. See Appendix A: Referee Signals for acceptable methods of referee communication. Referees are expected to be active on the field. Leaning against the boards is not permitted. Referees are expected to keep up with the play. This includes moving from red line to red line, into and out of the center of the field, or into the corner when necessary to monitor the goal line.

Referees will run an indoor one-man system with the option of running a two-man system when deemed necessary. In a two-man system, both referees will share the officiating duties and responsibilities equally. Referees will always back one another, provide constant communication to each other as well as the participants of the match.

Rule 6: Referee Equipment

Referee shall have the following equipment for all matches:

- Athletic shorts or pants
- Green, pink or yellow referee jersey or t-shirt
- Whistle
- Blue, yellow and red card

Rule 7: Game Duration and Timeouts

All adult league and high school matches will consist of 2 equal halves of 20-24 minutes, depending on the league format. The end of session mini-tournament match length will be 20-24 minutes of playing time. In certain divisions, the mini-tournament games will consist of two equal halves.

The clock will not stop during the match except under the following conditions:

- A team uses a timeout. Teams are allowed one 30-second timeout per half. Unused timeouts do not carry over from the first half to the second half. The timeout can be used on a dead ball restart for their team, if the goalkeeper has clear legal possession of the ball with his/her hands, or after any goal scored.
- In the mini-tournament, teams will only get one 30-second timeout each match (even if the match consists of two halves).
- In the mini-tournament championship match the clock will stop in the final minute of the match, but only when there is a goal differential of 1 or less.
- A serious injury. In the case of a player being injured on the field the clock shall be stopped to remove that player from the field in a safe manner. This is considered a referee timeout and will not count against any team's timeout count. If the clock is stopped as a result of injury, the injured player must leave the field and may be substituted. The team may also elect to play a player short until the injured player is able to return.
- A referee stopping the match for a foul or misconduct. This is at the discretion of the referee.

Youth matches will be played as follows:

- 5 year olds: 5 minute quarters
- 6-7 year olds: 8 minute quarters
- 8-9 year olds: 10 minute quarters
- 10-13 year olds: 12 minute quarters

Rule 8: Substitutions

Teams may substitute any player freely during a match, including goalkeepers. Substitutions are valid under the following conditions:

- The substitute must remain off of the field until the player is within a reasonable distance of his own bench area as determined by the discretion of the referee, or off the field of play before the substitution is made. The bench area consists of only their team's two enter/exit doors, not all bench area doors.
- Once the substitute enters the field of play, the player must exit the field of play immediately
- If either the player or the substituted player participate in play and/or gain an advantage during the time that they are simultaneously on the field while the ball is in play, a 2 minute penalty (blue card) shall be issued. The team receiving the penalty may decide who shall serve it. This is a team penalty and shall not accrue against anyone for the purpose of multiple accumulated time penalties. It is at the referee's discretion whether an advantage has been gained from improper substitution.
- Players are only allowed to enter and exit the field at their respective bench while substituting. Entering and exiting the field by any other entrance or opening is not allowed, except in the case of an injured player.

Any substitution occurring that does not meet the conditions set forth above shall be deemed illegal. In the event of an illegal substitution a two minute penalty (blue card) is awarded to the offending team. See Rule 9: The Start and Restart of Play for restart instructions.

Rule 9: The Start, Stoppage, and Restart of Play

All matches will begin with a kickoff. At the taking of a kickoff all players must be in their own half of the field. The defending players must be outside of the center circle until the ball has been put in play. Restarts will take place after the stoppage and the reason for the stoppage has been addressed. Starts and restarts requiring a whistle are all kickoffs, all corner kicks and free kicks when the referee indicates a whistle is required to restart. All other restarts may occur without a whistle. All restarts are direct kicks. There shall be no indirect free kicks. See below for the proper restart and restart location by situation:

- Ball out of play, side net: The kick shall be taken by any member of the opposing team from the team that last played the ball. The ball shall be placed within 2 feet of the wall directly under the spot where it went out of play. The exception is near the goal between the corner kick dots. If the ball goes out of play between the corner kick dots it is either a goal kick (played from the small goal box) or a corner kick (played from the nearest touch line dot) depending on which team last played the ball.
- Ball out of play, top netting: The kick shall be taken from the nearest red line, white dot on the half of the field where the ball went out of play. The kick will be taken by the opponent of the team that last played the ball.
- Foul outside of the penalty area: the kick shall be taken by the team that was fouled from the spot of the foul.
- Foul inside a penalty area: If the foul occurs against the defending team in their own penalty area the restart shall be a direct free kick awarded to the defending team and to be taken from the top of the arc of their penalty area. If the foul occurs against the attacking team in their opponent's penalty area the restart shall be a penalty kick awarded to the attacking team to be taken from from the top of the arc of their opponent's penalty area. (See Rule 14: Fouls and Misconduct for different foul types. See Rule 16 Penalty Kicks for more information.)
- All other stoppages during play: This includes any stoppages for injury, misconduct away from the ball, or any other time the referee stops play. The restart shall be a dropped ball at the spot where the ball was when play was stopped. If play was stopped inside one of the red lines, the dropped ball shall occur at the closest point on the nearest red line. The only exception is a stoppage for a timeout when the keeper has possession in his/her hands. The restart in this situation shall be a free kick from the top of the arc of the penalty area.
- All other incidents when play has already been stopped: Play will resume with the original restart.

The ball, once played, may not be touched by that player until it touches another player on the field of play. If the ball is touched again before touching another player it is a double touch violation and the restart shall be a free kick awarded to the opposing team to be taken from the spot of the second touch.

(Example: a player takes a free kick and the shot rebounds off the wall and comes right back to them.)

Time Wasting:

A team has 5 seconds to restart play once the ball is placed in the appropriate spot. The referee will count to 5 and be verbally louder as the count continues up to 5. If the ball is not played within 5 seconds, the team turns the ball over, and it is now a kick for the opposing team in the same spot.

A goalie has 5 seconds to release the ball from their hands. The count begins at the time the goalie obtains possession and is not directly pressured or impeded by an opposing player.

Time Wasting After a Goal is Scored:

To start the game, start the second half or to restart play after a goal is scored, both teams are required to have all of their players in their own half of the field.

If the referee feels that a team is wasting time by delaying their own kickoff or creating a delay to prevent the opposing team from kicking off after a goal, the referee may begin an audible "five count". This audible "five count" alerts both teams that there are 5 seconds to either kick off or to get into their own half of the field. If, at the end of the audible "five count", the offending team is still delaying the game, then either a) the kickoff goes to the other team, or b) the non-offending team is allowed to restart play while the offending team has reduced numbers in their own half.

Example: Team A scores a goal and Team B has the ball back at the center circle and is ready to kick off to restart play. However, Team A has a player that is delaying returning to their half by tying their shoe, adjusting their shin guards and socks or just walking slowly to waste time. In this case, the referee may begin an audible "five count" after which Team B may kick off to restart play even though Team A may have reduced numbers in their defensive half.

Example: Team A scores a goal and has retreated to their half of the field to allow Team B to restart play by kicking off. However, Team B still has the lead and is wasting time by not getting the ball back to the center of the field to restart play. In this case the referee may begin an audible "five count". If, after the audible "five count", Team B still has not restarted play, possession of the ball and the kickoff would turn over to Team A.

Rule 10: The Ball In and Out of Play

The ball will be deemed out of play when:

- it completely crosses the goal line for a goal
- touches the side or top net for out of bounds
- passes through a hole in the net
- touches an illegal object or illegal player on the field
- when the referee blows the whistle to stop play

If a team has clear possession (at the discretion of the referee) and that team loses possession because the ball strikes the referee, the referee will whistle the play dead and award a drop ball to the team last lost possession at the point where it hit the referee.

The ball is in play at all other times.

Rule 11: Field Players

A field player is defined as any player that has not been designated as the goalkeeper. A field player ceases to be a legal player when the substitute enters the field of play. See below for the breakdown of minimum and maximum players by age group.

Adult and high school leagues:

- Teams are required to field a minimum of 3 field players and 1 goalkeeper. If the team cannot meet this requirement the game is forfeited.
- Teams are allowed a maximum of 5 field players and 1 goalkeeper on the field.
- There are no requirements for the number of bench players.

Rule 12: Goalkeepers

The goalkeeper is permitted to use their feet to move the ball into the penalty area and then use their hands as long as any of the above scenarios has occurred.

Once the goalkeeper has used their hands and released the ball, at least one of the above scenarios must occur before they may use their hands again.

The goalkeeper is permitted to bounce the ball when it is in his/her possession.

The goalkeeper is permitted to slide inside the penalty area. Although the momentum of the goalkeeper's slide is allowed to carry some of their body outside the penalty area, they may only make a play on the ball with the parts of their body that are still inside the penalty area. Any part of the goalkeeper that plays the ball upon leaving the penalty area during a slide will be considered a foul and the opposing team will be awarded a free kick from the spot where the play on the ball was made.

Goalkeeper Possession:

The goalkeeper is considered to be in possession of the ball by controlling it with any part of his (one) hand or (one) arm. Bouncing the ball is not considered a release of possession. Due to the nature of indoor soccer and the high frequency of shots in close proximity to goalkeepers, officials will err on the side of caution when enforcing the goalkeeper possession rule.

Rule 13: Method of Scoring

A goal will be awarded to a team when the ball completely crosses their opponent's goal line while in play. Play shall restart with a kickoff for the opposing team.

The max goal difference in a game shall be 8 goals. The referee shall continue to keep mental track of the number of goals a team scores in the event the opposing team scores, it can be accounted for on the scoreboard correctly.

Example: Team A has scored 9 goals and Team B has scored 0 goals. The scoreboard will say 8-0. If Team B scores a goal, the scoreboard should now indicate 9-1.

"Mercy" Rule - Applies to High School and Youth Leagues Only

A team losing by 6 or more goals is permitted to field one (1) additional player for every 6-goal increment in score by which the opponent leads. (Maximum of two (2) additional players)

Rule 14: Fouls and Misconduct

A foul occurs if a player does any of the following:

- Holds an opponent
- Deliberately handles the ball
- Sliding
- Kicks an opponent
- Trips an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Plays in a dangerous manner
- Running a player into the boards
- Obstructs an opponent
- Prevents the goalkeeper from putting the ball back in play when in their hands

A serious foul play is any foul of the above, that is deemed to be careless, reckless, or use of excessive force, or committing a foul in a dangerous manner without regard for the opponents safety.

All fouls result in a direct free kick. Any foul committed by the defending team in their own penalty area results in a penalty kick. All fouls committed in the penalty area which would result in an indirect free kick outdoors (dangerous play, obstruction/impeding, misconduct) shall result in a direct free kick taken from the spot at the top of the arc or penalty area.

Clarifications on certain fouls:

Encroachment:

Players will be penalized for encroachment. Encroachment is defined as failing to respect the required distance during the taking of a free kick. Players have the right to take a quick free kick if they so choose. If the referee must become physically involved for any reason the free kick shall become ceremonial.

Obstruction:

Players shall be deemed guilty of obstruction if they deliberately prevent an opponent from playing the ball without being within playing distance of the ball themselves.

Dangerous Play:

Players shall be deemed guilty of playing in a dangerous manner for any action that puts themselves or others at risk of injury. This includes high kicks, lowering

their head below a reasonable level during a play while other players are present and playing the ball or attempting to play the ball while playing on the ground while other players are present.

Tackling:

The fact that a player has played the ball in the course of a tackle is irrelevant if the player has carelessly, recklessly, or with excessive force, committed any prohibited actions in the course of his challenge.

It is entirely possible for a player to be guilty of a foul even though he made contact with the ball before making contact with the opponent, if the player's challenge was unfair or dangerous in nature.

Example: A player tackles the ball away from an opponent from behind. His foot first touches the ball, but then follows through after touching the ball by kicking into the ankles of the opponent. The player may be judged as guilty of a foul because his challenge was careless or reckless, even though he "got" the ball.

Application of the "Advantage" Clause:

The referee shall refrain from penalizing offences when doing so would result in an advantage being gained by the offending team. There is, however, no advantage when Serious Foul Play has occurred.

Sliding and Playing from the Ground:

Sliding is considered to be an attempt to play the ball that involves a launching of the body forward, foot-first, plus contact with the ground from any part of the body other than the feet while continually travelling on the ground. This will result in a 2-minute penalty regardless if it is an attempt to win the ball or scoring/saving a goal. Simply lunging toward the ball from a static position is not considered sliding and/or playing from the ground. In general, playing the ball from the ground is not considered dangerous play unless the act prevents the opponent from making a fair challenge for the ball. The decision as to whether a situation involving a player on the ground is considered dangerous is made solely at the discretion of the referee.

Deliberate Handling of the Ball:

The offence known as "handling the ball" involves deliberate contact with the ball by a player's hand or arm (including fingertips, back of hand, the forearm, under arm/armpit, or upper arm area below a general 'shirt sleeve' area).

"Deliberate contact" means that the player could have avoided the touch but chose not to, that the player's arms were not in a normal playing position at the time (i.e. making themselves bigger), or that the player deliberately continued an initially accidental contact for the purpose of gaining an unfair advantage.

Moving hands or arms instinctively to protect the body when suddenly faced with a fast approaching ball does not constitute deliberate contact unless there is subsequent action to direct the ball once contact is made.

Likewise, placing hands or arms to protect the body at a free kick or similar restart is not likely to produce an infringement unless there is subsequent action to direct or control the ball.

The fact that a player may benefit from the ball contacting the hand does not transform the otherwise accidental event into an infringement. A player infringes the Law regarding handling the ball even if direct contact is avoided by holding something in the hand (clothing, shinguard, etc.).

The rule of thumb for referees is that deliberate handling occurs if the player plays the ball, but not if the ball plays the player.

The referee should punish only deliberate handling of the ball, meaning only those actions when the player (and not the goalkeeper within his own penalty area) strikes or propels the ball with his hand or arm (arm sleeve to tip of fingers).

Translation: Not all contact with ball and hand is a 'handball' and is at the discretion of the referee. (This text was adapted from the USSF's Advice to Referees on the Laws of the Game)

Rule 15: Cards and Penalties

Referees shall carry cards at all times. There are 3 types of cards:

- Blue Card: Player shall leave the field for 2 minutes and may not be substituted
- Yellow Card: Player shall leave the field for 4 minutes and may not be substituted
- Red Card: Player must leave the facility and his/her team shall play without a player for 5 minutes
- All cards result in the clock being stopped while the referee inputs the penalty on the scoreboard

A blue card shall be issued for the following offenses:

- Too many players on the field (see Rule 8: Substitutions)
- Persistent Infringement (PI). Persistent Infringement occurs when a player repeatedly infringes the official rules or when a team repeatedly fouls the same player from the opposing team. In the second situation the last player to commit the foul shall receive the penalty.
- Boarding, defined as 'checking' or 'shoving' a player into the board. Not to be confused with 'running a player into the boards.' Not all contact with boards is boarding, but referees will err on the side of caution.
- Slide tackling, Goalkeeper sliding out of the box
- Encroachment, Dissent or other actions that do not warrant another category of offense.
- Goalkeeper endangerment
- Delaying the restart of play
- Leaving the bench area to enter the field illegally
- Penalty Kicks (Blue card is the minimum, but depending on the foul the card can be a yellow or a red.)

Blue cards are considered "soft" penalties. This means that if a goal is scored by the opposing team during the penalty that penalty is over and the player is permitted to return to the field.

In the event that the goalkeeper is given a blue card any player from that team may serve the penalty thus allowing the goalkeeper to remain in the match. In the event the goalkeeper is given a straight Yellow Card, they must sit out the four minutes and the team must provide a substitute goalkeeper. If the infraction is a result of a second Blue Card (a second blue card must be a 4-minute yellow card penalty), someone from the team may sit out thus allowing the goalkeeper to remain in the match.

In the event blue cards are issued to one player from each team at the same time, regardless of the infraction, the penalties are considered "hard" penalties and the full length of the penalties shall be served regardless of who may score during that time.

Example 1: If two players push one another, both are issued a blue card. These are “hard” penalties.

Example 2: A player from Team A boards a player from Team B. Play is stopped and the player from Team B runs to the player from Team A and pushes that player. Both players are issued a blue card, the Team A player for boarding and the Team B player for pushing. Both of these penalties are “hard” penalties.

A yellow card shall be issued for the following offenses:

- A second blue card
- Provoking an altercation. This includes making physical contact with another player short of fighting either by direct contact or by indirect contact (example: two opposing players get in one another’s face and make contact with the chest, shoulders, or heads.)
- Flagrant Fouls. This includes fouls mentioned as receiving a blue card and were committed in a reckless manner.
- Denying an obvious goal scoring opportunity by handling the ball
- Denying an obvious goal scoring opportunity by committing a foul which would result in a free kick or penalty kick

Yellow cards are always considered “hard” penalties. The full time must be served by the offending player.

A red card shall be issued for the following offenses:

- Striking or attempting to strike
- Spitting at another player or the referee
- A blue or yellow card after already receiving a yellow card
- Fighting
- Slide tackling using excessive force. Excessive force is defined as a player who has far exceeded the necessary use of force and is in danger of injuring an opponent or has acted without regard for the opponent’s safety
- Contact with an official
- Using foul, insulting or abusive language

- Leaving the bench to engage other players during a fight or confrontation
- Denying an obvious goal scoring opportunity by committing a flagrant foul

Red cards are always considered “hard” penalties. The full time must be served by the offending team.

At the referee’s discretion, a player receiving a red card may be required to leave the facility before play shall be allowed to continue. If a player refuses to leave, the game will be terminated and the offending team will forfeit the game. The length of the suspension is an administrative decision and will not be determined by the referee.

Rule 16: Penalty Kicks

If a penalty kick is awarded the ball shall be placed at the penalty mark (the top of the arc). A single player shall be designated as the kicker. During the taking of the kick the keeper is permitted to move laterally along the goal line but must keep one foot on the line until the ball has been kicked. The referee shall whistle for the penalty kick to be taken. During the taking of a penalty kick, all players other than the goalkeeper and the designated kicker shall remain behind the red/yellow line in that third of the field. If a player encroaches before the kick is taken or if the goalkeeper moves forward before the kick is taken the referee shall take the following action:

- If the goalkeeper moves forward before the kick is taken and a goal is scored: Award the goal. Restart with a kickoff for the opposing team.
- If the goalkeeper moves forward before the kick is taken and a goal is not scored: Retake the kick.
- If the goalkeeper does not move forward and an attacking player encroaches before the kick is taken and a goal is not scored: Stop play, award a free kick for the defending team from point where the attacking player encroached.
- If the goalkeeper does not move forward and an attacking player encroaches before the kick is taken and a goal is scored: Retake the kick.
- If the goalkeeper does not move forward and a defending player encroaches before the kick is taken and a goal is not scored: Retake the kick.
- If the goalkeeper does not move forward and a defending player encroaches before the kick is taken and a goal is scored: Award the goal. Restart with a kickoff.

Time shall be extended for the taking of a penalty kick. If a penalty kick is awarded before time runs out the kick shall be taken even if there is no time left on the clock. If the infraction results in a card being issued or if a player sustains an injury the appropriate stoppage shall take place.

Rule 17: Match Conclusion and Tiebreakers

Official time is kept on the scoreboard. The match is concluded when there is no time remaining in the last period of play. All regular league games and youth games may end in a tie with no overtime.

In the mini-tournament, if tied at the end of regulation, the game will be decided by a best of 3 alternating penalty kicks from each team to determine the winner.

Determination of League/Division Winner:

Teams earn 3 points for a win, 1 point for a tie, and 0 points for a loss.

Standings are determined by the cumulative points a team has earned.

In the event that teams in the same league/division finish the season tied on points, their places will be determined by statistical superiority in the following criteria, in this order:

1. Goal difference for the entire season
2. Head to head
3. Goals scored against the team for the entire season
4. Goals scored by the team for the entire season
5. Coin toss

Appendix A: Co-Ed Rules

The additional policies for Co-Ed Leagues are as follows:

- There shall be a minimum of two and a maximum of three females on the field at all times excluding the goalkeeper. In the event a team can only field one female that team shall play 4v5. An additional male shall not take a female's place on the field.
- All free kicks in the offensive half of the field shall be taken by a female player.
- A male player shall not tackle a female player with clear possession of the ball in her defensive half of the field.
- Male players shall allow a female player in control of the ball (at the discretion of the referee) to completely cross the midfield line without any interference of any kind. Any male player failing to permit this shall be guilty of an infraction. The referee shall stop play and award a free to the attacking team in the offensive half. A team wishing to take a quick kick by a male player shall be permitted to move the ball to their defensive half for this purpose.
- A female player may score from either the offensive or defensive half of the field. A male player may only score from the offensive half and only after the ball has been touched in the offensive half by a female teammate. The referee shall indicate this touch has taken place by calling "live" in such a manner that all players and the other referee may hear. Once the ball is returned to a team's defensive half, it must be made "live" again in order for a male player to score.
- A female player may score from anywhere on the field.

Teams will remain the same numerical strength, regardless of goal differential. This does not include when a player is ejected for a Red Card.

There will be 5 players on the must from each team at one time but teams will be allowed to start a game with a minimum of 4 players (at least 1 must be a female). In all cases, one of the players on the field at all times must be designated as a goalie and the only one allowed to handle the ball.

Acceptable gender ratios are as follows:

Males to	Females
3 to	2
2 to	3
2 to	2
3 to	1

Co-Ed Over-30 Division: If there is an Over-30 division then all guys on the team must be 29 + 1 day and all girls must be 18 year or older.

Appendix B: Policies and Procedures

Payments and Refunds:

For the Adult Leagues, the captain is in charge of collecting money from their teammates. All payments to MVSC are done via an online registration system. Upon registration, captains have the option of paying in full or electing to pay the team balance in 4 weekly installments. The first installment payment is \$160, with the remaining balance split equally the following three weeks. See the General Manager for additional information.

All participants in a match are required to have registered online and joined the roster for that team.

Any team withdrawing from a league prior to the schedule being published will not be refunded their first installment, however all future or pre-payments will be cancelled or refunded.

Any withdrawal after the schedule has been published or the league has started will forfeit their deposit and any other payments collected toward the session balance.

It is rare that we will give refunds once league play has started. Refunds of session fees will be left to the discretion of management.

Full refunds will be given in the event that a program/league/tournament does not have enough participants enrolled to occur which will result in the cancellation of the league.

Game Cancellations:

It is rare that Mockingbird Valley Soccer Club will cancel games. In the event that this should happen due to inclement weather, power outages, etc., we will make every attempt to reschedule games.

A prorated refund for the cancelled game will be offered in the event that we are not able to reschedule these games.

Forfeits:

If you sign up a team you are committing yourself to show up to all games. A player's game night is one of the nights they look forward to most each week. You are letting down another team by forfeiting who is looking forward to play.

As a courtesy to your opponents, we ask that teams do not cancel or no show games. Please make every attempt to get your team to play their match.

We rarely have open field time, therefore, it is our policy to forego reschedules.

In the event that a cancellation is unavoidable, we request that all cancellation notices are given no less than 24-36 hours in advance to allow us to replace the cancelling team with another team in the league so your opponents do not miss out on a game.

If your team does not provide adequate notice of cancellation, your team will be charged a \$30 inconvenience fee and must be paid before your team plays their next game.

The team that was cancelled on, will receive a \$30 credit to spend at the concession stand. No refund will be given to either team.

Mockingbird Valley Soccer Club reserves the right to forfeit any team/person from any league/program for failure to follow any of the policies and procedures outlined in this document, without refund of deposits/session fees.

Teams submitting false or incomplete rosters will face required forfeit for any game under which they play until the roster is complete and accurate.

Teams will have up to 5 minutes after the time of their regularly scheduled game to field a team with no less than 4 players (3 field players and 1 goalkeeper). If a team does not have the required number of players to start the game, the clock will start but play will not begin. Each minute that goes by where a team does not have the minimum number of players, the opposing team will earn 1 goal. If after 5 minutes and a team does not have enough players, it will be deemed a forfeit.

The clock will start at the scheduled time regardless of the number of people a team has ready to play at that time.

Teams may borrow players from other teams within their own league provided these players are rostered on another team, and as long as the opponent agrees to this before the kickoff. Players from a higher division may not play in a lower division as a substitute.

Teams/players exhibiting overly aggressive play, fighting by players, coaches or associated fans, blatant fouls and repetitive displays of unsportsmanlike conduct are grounds for forced forfeiture. Forfeiture based on this behavior is subject to the discretion of the management and referees of Mockingbird Valley Soccer Club. Refunds will not be given for forfeited games for either team involved.

Scheduling Requests:

Mockingbird Valley Soccer Club will make every attempt to grant scheduling requests from teams. However, we have to take into account requests from many teams with a variety of situations. We cannot guarantee you will receive all or any of your requests.

We respectfully request that if you cannot agree to play games starting as early as 7 pm or as late as 11 pm Monday thru Saturdays, or 12pm-10pm for our Sunday Co-Ed League, you consider not registering for our leagues.

We expect that teams share the burden of early and late game times, thus eliminating an abundance of early or late games for any team (unless requested).

When scheduling we will do our best to distribute games times and days as evenly as possible among participating teams while taking into account scheduling requests.

Serious Injuries:

There is always the possibility of serious injury while playing. When you step foot onto the field, you acknowledge the chance of becoming injured. We do everything within our power to make games as safe as possible.

Our staff are trained to offer very minimal (non-medical) assistance. We will call an ambulance if requested.

All injuries where it is known that the injured player is going to the hospital (especially when an ambulance is called) will have an injury report completed. Some of the information should be available on the team's roster, but the rest should be obtained before the injured player leaves the facility.

Red Card Suspensions:

All referees issuing red cards shall complete a red card report. The length of any suspension is an administrative decision and is not determined by the referee(s). Referees may be asked for input regarding the length of suspension but the use of that input is at the sole discretion of management. A player who receives a red card must sit out not only the night the red card was given, but also any other nights during that suspension.

For example, if a player receives a red card (1 week suspension) on a Monday night, they are not permitted to play any games during that week until the following Tuesday.

League Divisions:

Mockingbird Valley Soccer Club reserves the right to promote or relegate a team from one division to another, at any point in time in the session.

It is our goal to provide the best pairing of equally matched competition between the teams involved.

For all new teams, after your first scheduled match, we will review whether the division you signed up for will be the correct division for your team.

Division Structure: Social > Open > Intermediate > Advanced > Premier

- **Premier Division** – Our most competitive soccer league consisting of elite, college, and professional players.
- **Advanced Division** – Highly competitive gameplay with players who play(ed) club and college soccer.
- **Intermediate Division** – High paced competitive matches. Most players will have high school and club experience.
- **Open Division** - A recreational experience for players who mainly have only former high school experience.
- **Social Division** - As the name of the divisions suggests. Teams are here for socializing, exercise, and team camaraderie. This is ideal for teams with players who are new to soccer.
- **Legends Over-30** – Soccer for players over 30 only. (Goalkeepers can be 25 years old.)
- **Legends Over-40** – Soccer for players over 40 only. (Goalkeepers can be 35 years old.)