



# Maryland Open Soccer League (MOSL)

## LEAGUE RULES

The league operates under FIFA Laws of the Game unless otherwise noted below.

### Rosters

All team club rosters MUST be submitted mail or e-mail to the league no later than the first game of the season.

MOSL permits the club pass system for all travel teams. Providing players are age eligible, any team may use players who are rostered within their club and registered with MSYSA. No player may play for two teams within the same division.

Carded travel division teams may have up to 6 mutli-roster or club pass players at any time on their roster. But no more than a combination of 6 are permitted. Teams may add players to their roster at any time during the season as long as they do not exceed the roster limit. If players are added teams MUST submit an updated roster to the league. Recreation teams and players are not carded so this rule does not apply to recreation divisions.

### Age Group, Format, Game Length and Roster Size

Age	Format	Game Length	Roster
U9 - U10	7v7 (6 Field Players + Keeper)	50 minutes, 25 minute halves	14
U11 - U12	8v8 (7 Field Players + Keeper)	60 minutes, 30 minute halves	14
U13	11v11 (10 Field Players + Keeper)	70 minutes, 35 minute halves	18
U14	11v11 (10 Field Players + Keeper)	70 minutes, 35 minute halves	22
U15 - U16 and High School Divisions)	11v11 (10 Field Players + Keeper)	80 minutes, 40 minute halves	22
U17 - U19	11v11 (10 Field Players + Keeper)	90 minutes, 45 minute halves	22

### Minimum number of players to start a game

U10 and below – Minimum 5 players, of which 1 is a goalie.

U11-U12 – Minimum of 6 players, of which 1 is a goalie.

U13 and above – Minimum of 7, of which 1 is a goalie.

Teams not able to field the minimum number of players within 10 minutes after the scheduled starting time or at any time during the game, shall forfeit the game. A forfeited match will be tallied as 6 to 0. The opposing team is not required to play short.

### Ball size

U10-U12 – Size 4

U13 and above – Size 5

### Kick Offs

No goal may be scored directly from a kick-off.

### Team and Parent Sidelines

Both teams are to take position on the same touchline, separated by the mid-field line. Coaches and players may not cross the mid-field line. Spectators are to take position on the opposite touchline. No spectators should be behind the goal.

### **Players Equipment**

Player's safety is the responsibility of the referee and they will follow the guidelines established by FIFA.

Necklaces, earrings and other jewelry must be removed before a player will be allowed to play.

Players wearing "soft" arm casts or a cast covered properly with bubble wrap will be allowed to play.

Shin guards are mandatory.

Teams must have the same color shirt with different numbers on the back.

### **Player Substitutions**

Player substitutions may occur during the following stoppages and an unlimited substitution policy is in effect. All substitutions MUST take place at midfield.

- When your team is in possession of a throw in or if both teams are requesting a substitution;
- Any goal kick;
- After a goal by either team;
- At halftime;
- Injury (1 for 1);
- Any player who is bleeding MUST be substituted for and may not return until the bleeding has stopped and bandaged as necessary;
- A player who receives a yellow card may be substituted at that time.

### **Game Officials**

The Western Maryland Soccer Officials Association will ensure all games are covered with age appropriate officials. U10-U12 will receive one official. U13 and above will receive a game official and two assistant referees.

If an official fails to show for a scheduled game. If both coaches agree to have a third party officiate the match the match will be considered played and the score is final. Both coaches must email the game results and the circumstances surrounding the game and who officiated. The league will investigate as to why the official did not make the game.

### **Referee Payments**

The league will take sole responsibility for referee payments. They will pay the Western Maryland Soccer Officials Association directly for all games officiated. Coaches do NOT pay the referees on the field.

### **Cautions or Ejections**

Any cautions (yellow card) or ejections (direct red card or two yellow cards) MUST be reported to the league through the referee assignor and association. The referee assignor will submit to the league a game report outlining the circumstances of any ejections and the reason for cautions. If any coach is cautioned or ejected the league may suspend him/her from being present during the next game day or may result in further disciplinary action. All subsequent game reports will be submitted to the club commissioners and a disciplinary committee will vote on the appropriate action.

Disciplinary action will follow all ejections. Players or coaches will receive at least a one game suspension depending on the severity of the incident and the disciplinary committee's findings.

### **Score Reporting**

All scores MUST be submitted by the winning team via email within 4 hours of the game completion. If the score is tied then both teams must submit the score. All results should be emailed to [MOSLresults@gmail.com](mailto:MOSLresults@gmail.com).

Please include the following in your email.

Age Group, Time, Location of Match and Teams with score next to the team name. For instance the email should read:

U10 Girls  
9:00 AM  
Timber Ridge  
United Red 3  
Chelsea 1

## **Game Results**

All U12 and above game results will be posted on the web site at [www.soccersensationsllc.com](http://www.soccersensationsllc.com) and [www.resultsmanager.com](http://www.resultsmanager.com). The U10 and below results will NOT be posted on line. However, we will keep the results and standings behind the scenes for future league division placement.

## **Goal Differential Rule:**

No game may have more than a 6 goal difference. For instance, if the final score was 10 to 0 then the result will be posted as 6 to 0. If a game is 12 to 2 then the results will be posted as 8 to 2.

## **Respect Your Opponent:**

If a team is winning by more than 6 goals the coach of the winning team should make every attempt to NOT run up the score. Some coaching options are as follows:

- 1) Playing a man down for the remainder of the game.
- 2) Go down 2 players after 7 goals.
- 3) Work on using the weak foot only.
- 4) Complete a certain number of passes before attempting a shot on goal.
- 5) Be creative to use this opportunity as a life lesson and learning moment for your players to respect your opponent.

Remember we only tally a 6 goal difference so running up the score serves no purpose to anyone.

- 6) Switch players from offense to defense.
- 7) Put your best goal scorer in goal.

## **Standings:**

Standings are calculated on the following point system:

- WIN 3 points
  - TIE 1 points
  - LOSS 0 points
  - FORFEIT 3 points
  - Fewest Forfeits
  - Head to Head Play
  - GOALS AGAINST
  - Yellow and Red Card Accumulations
- No more than a plus 6 goal difference will be calculated for any game.

## **Weather Policy / Game Cancelations**

In case of inclement weather, the league will post any field closures on the web site as soon as possible. We would like to do this at least 2 hours before any scheduled kick off.

Once a game kicks off or before kick-off, the referee may cancel the game due to thunder and lightning or deteriorated field condition at his or her discretion. If the second half of a game was started and the referee abandons the match due to weather conditions, the result at that time will be final. If the second half did not start then the game will be replayed. **For all weather related abandoned games, a report from the game official must be submitted to the referee assignor outlining the circumstances and the score of the game and in what minute the game was abandoned.**

For more information please visit [www.soccersensationsllc.com](http://www.soccersensationsllc.com) or email Jim Oman at [marylandpensoccerleague@gmail.com](mailto:marylandpensoccerleague@gmail.com).