



## **A. ROSTERS**

1. All players must be registered with Tennessee State Soccer Association (TSSA). Each team must provide a printed TSSA roster and a government issued ID or TSSA player card with photo for every player who is to participate in a match. Matches will not be conducted without a printed TSSA roster from each team.
2. All leagues are open to male and female players and are considered coed. Since there is no female requirement, they are not referred to as such.
3. All teams must have a minimum of 16 players on their roster. We strongly recommend teams carry 20+.
4. Maximum roster size is 25.
5. Roster additions will not be permitted once playoffs begin (if the division schedule has playoffs).
6. Players cannot transfer between teams in the same division after the second week of play.
7. A player cannot play for more than one team in the same division.

## **B. MATCHES**

1. 90 minute matches consisting of (2) 45 minute halves
2. 3 USSF certified referees will be provided for each match
3. Scores, goal scorers, bookings, and sending-offs are recorded
4. Season end winning teams, Golden Boot, and sportsmanship winners in all leagues are recognized.

## **C. DEVIATION FROM FIFA RULES**

1. Substitutions
  - a. Unlimited substitutions are permitted during own team throw-in, goal kicks, halftime, injury, and after a goal is scored. On a throw-in, if the team taking the throw substitutes a player, then the opposing team may also substitute a player already waiting in the technical area.
  - b. Players may only substitute if they are waiting in the technical area (at mid field) when a stoppage occurs that allows for a legal substitution. Players not wishing to substitute may not stand in the technical area (10 yards either side of midfield) and may be considered to be delaying the game if they do so.
  - c. A player who has received a yellow card may be substituted before the restart of play. MTSA does not require a cooling off period, but encourages captains to enforce a cooling off period for any cautioned player.
2. Slide tackling:
  - a. Is permitted in OPEN LEAGUE games.
  - b. Is not permitted in Over 30 division 2.
  - c. May be permitted in an Over 30 division 1 game if both team captains agree to allow slide tackling at the pregame meeting with the referee (during the coin toss). If there is no agreement or the topic is not discussed then slide tackling will not be permitted during that game.
  - d. A legal slide tackle committed in a match where slide tackling is not permitted shall result in an INDIRECT FREE KICK

## **D. STANDINGS**

1. Points  
WIN = 3 points  
DRAW = 1 point  
LOSS = 0 points
2. Goal Differential (GD)
  - a. Maximum of +/- 3 per game
  - b. EXAMPLE = X defeats Y 5-1. X gets +3 and Y gets -3 for the match

## **E. TIE-BREAKING PROCEDURES**

1. To determine place in league standings
  - a. Head to head
  - b. Head to head GD (if teams played more than 1 match against each other)
  - c. Goal Differential
  - d. Goals Allowed
  - e. Shutouts
  - f. Coin Toss
2. Overtime rules for postseason play
  - a. Two (2), ten (10) minute overtime periods to be played in full

- b. Kicks from the penalty mark

## **F. EQUIPMENT**

1. All players are required to wear shin guards at all times.
2. Soccer footwear (cleats, turf, or flats) is required. Baseball, American football, or other inappropriate footwear is not permitted.
3. Watches and jewelry are not permitted.
4. In the event of a jersey color conflict, the two teams are urged to contact each other and work out a solution. If a solution cannot be worked out, the team listed FIRST (on the left) will be required to change jersey colors.
5. All Players participating in a match are required to have a matching color team jersey with a unique number.

## **G. PRE-GAME CHECK-IN**

1. Player check-in will be performed by the match referees 20 minutes prior to the scheduled match start time.
2. Each team must present a printed TSSA roster to the referee at check-in with unique uniform numbers recorded for each player.
3. All players are required to present a government issued ID or player card with photo at check-in.
4. Players arriving late must check-in with the referee or assistant referee before entering the match.
5. If a team does not have at least 7 rostered players at the field at game time, they will be allowed a 10 minute grace period from the scheduled kick-off time. One minute will be subtracted from each half for every two minutes the start of the game is delayed. See further information below regarding forfeits.
6. Any team caught using players who are not rostered members of that team will automatically forfeit the match in question, the captain and team's actions will be subject to disciplinary review, and they may be suspended or fined for their actions. **ILLEGAL PARTICIPATION WILL NOT BE TOLERATED.**
7. Guest Players are permitted in any MTSA match during the Spring and Fall seasons as long as it is agreed to in advance by both team captains. A guest player must bring a printed copy of his regular team's roster and give it to the referee. Each team is only permitted to use guest players in two games during the season. The number of guest players used is at the opposing team's discretion.
8. Players whose name appears on the "MTSA Ineligible Player List" are not permitted to participate in the indicated game, even though their name appears on their team's roster. The suspended player may not participate in another game in the same league as a guest player.

## **H. PLAYER CONDUCT, CARDS, and SUSPENSIONS**

1. **PLAYER CONDUCT**
  - a. The conduct of players, referees, and spectators should be that families can watch the match and observe adults playing the game of soccer with good sportsmanship.
  - b. Offensive language and obscene gestures are not acceptable. Referees will book foul and abusive language according to FIFA rules. The 3P rules should apply. Is the language Provocative, Personal, or Public? If any of these apply, the language will be considered foul/abusive and should be booked.
2. **CARDS**
  - a. **YELLOW CARDS:** A player who has received a yellow card may be substituted before the restart of play. MTSA does not require a cooling off period, but encourages captains to enforce a cooling off period for any cautioned player.
  - b. **RED CARDS:** Player is sent off for the remainder of the match, and may not be replaced, is suspended for the next scheduled match with the same team, and actions will be reviewed by the Discipline Committee for consideration of further suspensions and fines. A player failing to serve the suspension in the next scheduled team game will be suspended for the teams next two games.
3. **DISCIPLINARY REVIEW AND ACTION**
  - a. Players are assigned disciplinary points in the following manner:
  - b. Yellow card = 1 point
  - c. Red card = 2 points
    - i. Red card as a result of a second yellow card = 2 points for that match
    - ii. Straight Red card while already on a yellow card = 3 points for that match
  - d. Upon accumulating 4 points, a player is suspended for the next scheduled match
  - e. A red card suspension does not satisfy a suspension for accumulated points
  - f. Once a player reaches 4 points, they are suspended for each additional 3 points accumulated and they may be subject to a fine or further suspension beyond one game.
  - g. The most serious offenses may warrant further suspension beyond the mandatory 1 game suspension and the player may receive a \$50 fine subject to review by the Discipline Committee. These offenses include, but are not limited to the following:
    - i. Red cards issued for violent conduct or verbal abuse
    - ii. Assault and battery or attempted assault and battery

- iii. Making threats, on the field, at the field site, or in the parking area
- iv. Intentionally spitting at or on another player, game official, or spectator

## **I. FORFEITS**

1. If a team does not have at least 7 rostered players at the field at game time, they will be allowed a 10 minute grace period from the scheduled kick-off time. One minute will be subtracted from each half for every two minutes the start of the game is delayed. If, after the grace period, seven players are not at the field and ready to play, then the game will be declared a forfeit. Forfeiting teams will be required to pay \$145 for referee fees for a forfeited match. If the fee is not collected prior to the following Friday at 5:00pm, that team's following game will be declared a forfeit and will not be played.
2. If a team determines they will not be able to field a team before the day of the game. The captain must notify BOTH the league Executive Director and their league commissioner no later 48 hours prior to the scheduled game.
  - a. The team will be first given instructions on how to use Guest Players in order to have enough players so that the game can be played as regularly scheduled. Only as a last resort will games be rescheduled.
  - b. The rescheduled game must be played no later than 2 weeks following the originally scheduled date.
  - c. If the game canceled falls less than 2 weeks before the conclusion of the regular season, the makeup game must take place no less than 4 days prior to the beginning of post-season play.
  - d. If there is no post-season play, the game must be made-up prior to the final scheduled game of the season
  - e. The teams are responsible for rescheduling the make-up game
  - f. The teams must give no less than 7 days notice in order to secure fields and referees. Fields and referees may not be available. As such, there are no guarantees of being able to play the game on the desired date.
  - g. If the game is not played within this time period, the team initially canceling the game will forfeit
  - h. The team canceling the game is responsible for all referee fees for the make-up game
3. The score of a forfeited match will be recorded as 2F-0 with the following exception:
  - i. If the team causing the abandonment of the match is trailing by a margin greater than 2, then the score at the time of abandonment will stand.
  - j. If both teams are determined to be equally at fault, the match will be declared either:
    - i. Double forfeit (F2-0)
    - ii. Score at time of abandonment will stand

## **J. REGISTRATION AND REFUNDS**

1. Registration:
  - a. Player registration opens 4 weeks before the start of the season and will close 3 days before the start of the season.
  - b. Late registration is open to new players throughout the entire season. After the 3<sup>rd</sup> game of the season, a new player's registration will be prorated by the formula noted on the league information page. This rate varies per league.
  - c. All late registrations must be completed before the Thursday of the week in which the late registrant wishes to play. Team rosters are updated on Thursdays and reissued on Fridays. No exceptions will be made to get players on the roster after Wednesday of each week.
2. Refunds:
  - a. MTSA considers itself a non-refundable service provider. However, requests for refunds may be made in writing to the league for consideration by emailing the Executive Director.
  - b. Full refunds are only available if a player requests the refund prior to the close of regular registration.
  - c. If a player requests a refund after regular registration has closed, a prorated refund may be given. A player's refund will be prorated by the formula noted on the league information page. Refunds will be evaluated on a case by case basis and prorates will be based on the time the request is received.

## **K. POST GAME PROCEDURES**

1. Each team captain should sign the referee's game card after the completion of the match to verify the score, scorers, and cards given.
2. Captains should submit their captain's report to [MTSAreports@williamsonn.com](mailto:MTSAreports@williamsonn.com) by Tuesday of each week.
3. CLEAN UP ANY TRASH LEFT AT THE FIELD (including tape)