



FOOTBALL CLUB FREDERICK



Middle School League Rules and Format

The Middle School League (MSL) will use the following rules and procedures for league play.

- A. Games will be according to FIFA Laws of the Game with the modifications below.
- B. Roster Size: 14 player (target roster size)
- C. Duration of Play:
 - (1) Junior Varsity - 2 x 25 minute halves, 5 minute halftime.
 - (2) Varsity - 2 x 30 minute halves, 5 minute halftime.
- D. Game Format:
 - (1) 7 v 7, 6 field players and a goalkeeper.
 - (2) Minimum players to start a game is 6.
- E. The Ball: Junior Varsity – size 4; Varsity – size 5.
- F. Field of play: Width: 50 – 60 yards; Length: 80 – 90 yards.
- G. Goals: 7 feet x 21 feet.
- H. Substitutions:
 - (1) Unlimited with regard to the number of players and re-entry.
 - (2) At any stoppage of play, with the referee's permission, regardless of possession.
- I. Use of “Guest” Players:
 - (1) All Guest Players must be registered with FC Frederick’s MSL or DIESL leagues.
 - (2) Any Varsity team that has 9 players or fewer on game day may use up to 5 rostered Junior Varsity players from the same school to supplement the Varsity roster. Varsity teams using Junior Varsity players on a regular basis should vary the JV players selected as best as practicable.
 - (3) Any JV team that has 9 players or fewer on game day may use 1 Varsity player to play goalie **ONLY**. In addition, a JV team with 9 players or fewer may use up to 4 rostered players from another JV team, or up to 4 players from the DIESL program, to supplement their roster. The JV guest player’s primary team takes priority if game times conflict.
 - (4) If the above guidelines cannot be followed, then the game is a FORFEIT for the purpose of standings. However, the **GAME SHOULD STILL BE PLAYED**, and teams are encouraged to use ANY available MSL players, including players from other schools, to field a team.



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J. Varsity Playoffs:

- (1) The top 4 Varsity teams play a semi-final and final.
 1. Win = 3 points.
 2. Tie = 1 point.
 3. Forfeits are recorded as a 0-3 loss.

- (2) Tie Breakers.
 1. Head to head
 2. Most wins
 3. Record against each other (if more than two teams AND each played the other)
 4. Record against common opponents
 5. Goal differential (max 3 per game)
 6. Least goals allowed
 7. Coin flip

- (3) If a tie needs to be broken between more than two teams, the tie breaker procedure proceeds step-by-step until one team emerges ahead, then the remaining teams go to the beginning of the procedure, if necessary.

- (4) During the semi-finals and finals, if a game is tied at the end of regulation, two (2) five (5) minute overtime periods will be played. If the game remains tied after the overtime period, penalty kicks will be taken from the penalty spot.

K. Weather Cancellations/Make-Up Dates:

- (1) A JV game that reaches halftime and is subsequently cancelled is considered a played game and the score is recorded at the time of cancellation. A varsity game that is cancelled prior to full time must be replayed.

- (2) The next available Thursday or Friday according to gender (eg. Tuesday reschedules to Thursday). Mondays may be used to make up weekend rainouts, depending on the number. A total wash out, or if the weekday dates are booked, would necessitate using Monday.

L. Game Interval: (for purposes of scheduling)

- (1) JV = 65 minutes.
- (2) V = 75 minutes.

Revision 1 - June 21, 2010

Revision 2 - May 8, 2011

Revision 3 - June 24, 2013

Revision 4 - June 23, 2017