



Rules

Indoor Half-Field

MMSL League Specific Rules Indoor Half-Field Competition

The information contained within this document provides additional or specific rules and regulations for matches scheduled by MMSL for their Indoor Half-Field Competitions.

With the exception of league specific rules mentioned in this document, all matches shall be played in accordance with "[The Rules of Indoor Soccer Half-Field Competitions 2023-2024](#)" as sanctioned by the Manitoba Soccer Association.

THE PLAYING AREA

1. For MMSL indoor matches, **all non-playing individuals or spectators are not permitted at field level and must be seated within the facility's designated spectator seating areas.**
2. Should no other person be available to supervise children within the facility's designated spectator seating areas, children 12 years old or younger will be permitted to remain at field level, located behind the safety netting, away from the playing area.
3. Children must be supervised by an adult player, coach or manager where the children are located.
4. Should these conditions not be met, the match shall not be started or it shall be halted in the event that the match has already commenced.
5. In both scenarios, the team in question shall be asked to resolve the situation or the match shall be abandoned (resulting in a default loss for the team with unsupervised/inadequately supervised children).

NUMBER OF PLAYERS

1. The game shall be played by two teams, each consisting of not more than 9 players, one of whom shall be the goalkeeper. **A game shall not commence or continue if either team has less than 7 players.**
2. In MMSL matches, teams may have a roster of **25** players and can dress a maximum of 20 players. Teams may have up to three (3) registered non-playing personnel (team officials) on their team's bench, e.g. coach, manager. All players who are dressed to play, along with the non-playing personnel, shall be under the jurisdiction of the referee.
3. A **maximum of three (3) players may be brought up to quest for a team per game.**
4. **Youth players, with properly completed Youth to Senior permits, are allowed to compete as guests.** A youth player who plays for a particular team as a guest in the play-offs shall be "play-offs tied" to that particular team.
5. **Senior quest players shall not be permitted during play-offs.**

SUBSTITUTIONS

1. In MMSL matches, **unlimited substitutions will be permitted**, with substitutions being done between the designated substitution area **in front of team benches**.
2. **Substitutions are a maximum 3 players at a time, per team**.
3. Substitutions **may be done at any time** and **are not required to be done at stoppages in play**.

DURATION OF THE GAME

1. **Teams are required to be ready for designated kick-off time.** Games begin at the designated start time; **the clock begins counting down**.
2. In MMSL matches, the duration of the game shall be **two equal periods of 30 minutes** with a four (4) minute half time interval.
3. Games are to be played as per the game clock (or referee if game clock not available)
There is NO ADDED TIME
4. **If a team does not have the minimum seven (7) players required after seven (7) minutes of the scheduled start, the match will not be played.**

(Result will be a default 3-0 win for the opponent along with -1 point to the offending team. A \$150 fine for the first occurrence will be issued, \$250 for the second and \$300 for the third occurrence)

5. If a team arrives late for the game but within the seven-minute grace period, the game may be shortened to allow the following games to begin on time.

OFFSIDE

There is **no offside** in MMSL half-field competition.

GAMES REQUIRING A WINNER (Playoffs)

Extra time and kicks from the penalty mark are the two methods approved for determining the winning team where competition rules require there to be a winning team after a match has been drawn.

Extra time:

1. In MMSL playoff matches, two (2) further equal periods of 5 minutes each will be played in full. **(Not Golden-Goal)**
2. If still tied, kicks from the penalty mark will be used to determine a winning team.

Guest Players

1. Players from the second last division can be guest players for last division.
2. Players playing in Quarter Field **cannot** be a guest player for Half Field games.
3. Players in Half Field **cannot** be a guest player for Quarter Field games.
4. Same rules from outdoor apply with regards to Senior Guest Player limitations
5. A. **3 per game** per team
B. **8 total per player per season.**
6. Teams in Half Field: **Limited to a maximum of fifteen (15)** Senior Guest Players during Indoor Season
6. Teams may use to the maximum Senior Guest permits listed above over the course of the season.
 - 6.01 Once the team has used the allotted number, they may not use any more senior guest players. Teams using more than their allotted senior guest permits will forfeit any games played while using the guest, be penalized -1 point in the standings along with Discipline from the Mandatory Minimums. Opposing teams will be awarded a 3-0 win and three (3) points in the standings.
 - 6.02 Teams will be responsible for keeping track of the number and division of Senior Call ups they use. The M.M.S.L. will not be responsible to advise teams how many Senior Guest Players each team has used. The MMSL will verify the senior guest permits and post the list of used Senior Guest Players to the league website as soon as it is

administratively possible. Teams are responsible to advise the MMSL office in writing of any errors in the Senior Guest Player list.

6.03 Players will be limited to eight (8) guest appearances per season, regardless of division.

6.03.01 Goalies are exempt from this limit. The permit to play form and the game sheet must indicate that the player is a Goalie. If this player is used in any other capacity, the Borrowing team will default the game and be subject to a \$150 fine for first occurrence. Fines increase to \$250 and \$300 for second and third occurrences.

6.04 The Loaning team will be responsible to keep track of how many times a player has been a senior player call up with the exception of goalies.

6.05 If a player transfers from another team, it is the responsibility of the loaning team to find out of any prior call-ups.

6.06 The loaning team will be fined \$150.00 for allowing a player to be a senior player callup more than eight (8) times. A player playing more than eight (8) games as senior player call up will be suspended for two games from their Registered team. Any further violations are subject to supplemental discipline.

6.07 If a team uses the same player nine (9) times, they will default the game, be subject to three-point (3) reduction in their standing, and be subject to a \$150 fine for the first occurrence. Fines increase to \$250 and \$300 for second and third occurrences.

Indoor Youth Guest Players:

A team must submit a completed **Youth Guest Player Permit** (the permit should be provided by the Youth Player) to allow a Youth Guest Player to play for their team. Youth Guest Player Permits can be obtained from the Winnipeg Youth Soccer Association (WYSA) Office at 211 Chancellor Matheson Road, Winnipeg, Manitoba R3T 1Z2. A copy must be sent to the MMSL office (office@mmsl.ca)

**IN ACCORDANCE WITH MMSL AND MSA RULES - TO PLAY YOUTH PLAYERS
THE TEAM REP ON THE BENCH MUST HAVE A CURRENT CPIC IN PLACE AND
PROVIDED TO MMSL LEAGUE OFFICE (<https://policeinformationcheck.winnipeg.ca/>)**

Rostered Youth Players:

Any 17-year-old youth player who turns 18 between November 2023 to April 2024 of the current indoor season may register as a senior player at the beginning of the indoor season during the September to December registration period.

To further clarify this, the player must be 17 when they register, not 16 turning 17 between October – December time period, otherwise they have to wait until January 1st to register as a senior player.

Youth Player – a youth player is a player who is under the age of 18 at any time during the year;

Senior Player – a senior player is a player who turns 18 or older on or after January 1 in any year.

Defaults

All teams are expected to play their scheduled games and not default any games. It is not a right for a team to default a game in the season and should a default occur, the team will be fined \$150.00 for the first default and \$250.00 for the second default.

Should a third default occur, the team will be fined \$300.00 and the consequence would be possible expulsion from the league.

If expelled their performance bond is not refunded and the team would be placed in bad standing.

For all defaults the opposing team would be awarded 3 points and the team that defaults would have 1 point deducted from their standings. The opposing team will be awarded a 3-0 win.

Forfeits

A forfeited game will result in a loss for the forfeiting team; the opposing team would be awarded 3 points and the team that forfeits would have 1 point deducted from their standings.

- A game is deemed a forfeiture if notice in writing is given to the league office by the team wishing to forfeit at least ten (10) days prior to the scheduled game.
- In all forfeited games the administration, referee and field rental fee of said game will remain the property of the M.M.S.L.
- Forfeited games will not be rescheduled
- Forfeitures do not count as defaulted games; however, they will be considered in the decision if a team has missed more than three scheduled dates.
- Upon approval of forfeiture, the M.M.S.L. office will inform both teams by phone or email.

- The opposing team will be awarded a 3-0 win, forfeiting team will have 1 point deducted from their standings.

Abandonments:

Games that are not completed due to abandonment will be deemed to be a default/forfeit by the team that caused the abandonment. This will result in a loss by the team that caused the abandonment as well as a -1-point deduction in the standings.