

MSI Rules for Fall 2025

Rec

1. **Referees should arrive 15 minutes before kickoff time.**
 2. 3rd and 4th grade (7v7) play 25-minute halves.
 3. 5th and 6th grade (9v9) play 30-minute halves.
 4. 7th grade and up (11v11) play 35-minute halves.
 5. HSB and HSG playing 9v9 play 35-minute halves.
 6. One referee for all games.
 7. No slide tackling in 3rd – 6th grade (7v7 and 9v9).
 8. **Roster check for all 11v11 games.**
 - a. **Coaches should show the team roster on the PlayMetrics app.**
 - b. Players arriving late must check in with the referee at half time.
 9. Build-out lines for all 3rd and 4th grade (7v7) games (see below for details).
 10. Home team provides match ball and change of jersey if colors clash (pinnies are ok).
 11. Substitution rules (unlimited number of subs):
 - a. All subs must be at the halfway line prior to entering the field
 - b. Prior to a throw-in by either team, only when the team in possession chooses to substitute
 - c. Prior to a kick-off by either team
 - d. Prior to a goal-kick by either team
 - e. Prior to a corner-kick by either team (for 11v11, only if the team in possession chooses to substitute)
 - f. On an injury; opposing team may substitute the same amount of players.
 12. Issuance of a yellow card, the player must leave the game immediately and sit out for 5 minutes.
 13. No heading for 3rd to 6th grade (7v7 and 9v9).
 14. To field a team, each side is required to have the following minimum number of players:

7 v 7	5 players
9 v 9	6 players
11 v 11	7 players
- The start of the game may be delayed by the referee for up to 15 minutes to allow a team to obtain the minimum number of players, however the clock will start at the scheduled game time. When both teams have at least the minimum number of players, the game must start, even if one side has fewer players on the field.
15. If a referee terminates a game because of field or weather conditions, it will be considered a complete game if the first half has been completed.
 16. **Within 24 hours of the game, the referee (center referee) should complete the game evaluation form.**

MSI Rules for Fall 2025

Classic

1. **Referees should arrive 15 minutes before kickoff time.**
2. U9 (7v7) play 25-minute halves.
3. U10 (7v7) play 30-minute halves.
4. U11 and U12 (9v9) play 30-minute halves.
5. U13 and U14 (11v11) play 35-minute halves.
6. U15 and up (11v11) play 40-minute halves.
7. One referee for all U9 to U12 games (7v7 and 9v9).
8. Three referees for U13 and up (11v11).
9. **Referees should check team rosters on game cards for all Classic games.**
 - a. Either team can show the referee the respective game card via phone, or present a QR code for the referee to scan and have the details on their phone.
 - b. Teams may also present a printed game cards. These have a QR code on them for the referee to scan.
 - c. If a player's number and photo does not match, that player cannot play. Teams have until half-time to produce a game card or otherwise forfeit the score of the game.
 - d. Players arriving late must check in with the referee at half time.
 - e. If the referee does not have a working smart phone, they should use the coach's phone or a printout of the game card to check-in players and record scores and infractions. The QR code on the print out can be scanned later and details entered.
10. Referees are encouraged to enter the score and any infractions (yellow or red cards) via their phone after scanning the QR code.
11. Instructions for using the PlayMetrics game card can be found here: [Working as a Game Scoring Assistant](#)
12. Each team should have a Team Sportsmanship Liaison (TSL). **The referee should meet with each team's TSL with the team's captains at the coin toss.**
 - a. Referees should ask to talk to the TSL anytime they feel uncomfortable with comments from spectators.
13. Build-out lines for all U9 and U10 (7v7) games (see below for details).
14. Home team provides match ball and change of jersey if colors clash.
15. Substitution rules (unlimited number of subs):
 - a. All subs must be at the halfway line prior to entering the field
 - b. Prior to a throw-in by either team, only when the team in possession chooses to substitute
 - c. Prior to a kick-off by either team
 - d. Prior to a goal-kick by either team
 - e. Prior to a corner-kick by either team, only when the team in possession chooses to substitute
 - f. On an injury; opposing team may substitute the same amount of players.
16. Issuance of a yellow card, the player must leave the game immediately and sit out for 5 minutes.
17. No heading in U9 – U11.
18. Heading is allowed for U12 and older.
19. To field a team, each side is required to have the following minimum number of players:

7 v 7	5 players
9 v 9	6 players
11 v 11	7 players

The start of the game may be delayed by the referee for up to 15 minutes to allow a team to obtain the minimum number of players, however the clock will start at the scheduled game time. When both teams have at least the minimum number of players, the game must start, even if one side has fewer players on the field.

17. If a referee terminates a game because of field or weather conditions, it will be considered a complete game if the first half has been completed.
18. **Within 24 hours of the game, the referee (center referee) should complete the game evaluation form.**

7v7 Specific Rules for Rec and Classic:

Build-out Lines

Build-out lines are indicated by **pylon markers** placed on the touchline or a painted line, halfway between the goal line and the halfway line.

Rules during open play:

1. When the goalkeeper gains possession of the ball, players from the opposing team must retreat behind the build-out line. The referee and opposing team's coach should give reminders.
2. The eight-second count for the goalkeeper does not begin until players have retreated behind the build-out line.
3. The referee may issue an indirect free-kick for the team in possession if the opponent is persistent in refusing to retreat behind the build-out line. Continued infractions can be considered misconduct (yellow card).
4. Once the goalkeeper releases the ball and it is touched by a second player, opponents may cross the build-out line, and play continues normally.
5. If the ball crosses the build-out line before being touched by a second player, play continues normally.
6. The goalkeeper is NOT required to wait for opponents to retreat. If the goalkeeper decides to play the ball earlier, it is in play and all players may continue normally.
7. The goalkeeper may NOT punt or drop-kick the ball over the build-out line. Play is resumed with a roll, throw, or normal play with the feet. All such actions put the ball into play.
8. If a goalkeeper punts or dropkicks the ball over the build-out line, an indirect free kick should be awarded to the opposing team from the spot of the offense. Referees can have the discretion to give a team a warning and stop play to return the ball to a goalkeeper after a punt and allow them to restart the game with a pass or roll the ball into play.
9. If the punt or dropkick occurs within the goal area (not penalty area), the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Rules during goal kicks

1. When a goal kick is awarded, all members of the opposing team must retreat behind the build-out line. The referee and opposing team's coach should give reminders. Persistent refusal to retreat behind the build-out line can be considered misconduct (yellow card).
2. The team in possession has no restrictions on their positioning. They may be on either side of the build-out line as well as in their own penalty area. The ball does not have to leave the penalty area before it is touched.
3. The opposing team may cross the build-out line once a second member of the team in possession has touched the ball.
4. If the goal kick travels beyond the build-out line without being touched by a second player, play resumes normally.

Offside: A player is not considered offside until they are beyond the build-out line and in an offside position.

Miscellaneous: The build-out line is not applied to any other restarts (throw-ins, free kicks) aside from goal kicks.

Goalkeeping

Goalkeepers may not punt the ball from their hands. After one warning, an offending punt will result in an indirect free kick to the opposing team from the spot of the offense.