

## Middlebury Soccer Law Variations

	<b>Time of Games</b>	<b>Players on Field</b>
<b>K</b>	5 minutes for 4 quarters	8 players
<b>1st</b>	5 minutes for 4 quarters	8 players
<b>2nd</b>	8 minutes for 4 quarters	8 players
<b>3rd</b>	10 minutes for 4 quarters	8 players
<b>4th &amp; 5th G</b>	10 minutes for 4 quarters	10 players
<b>4th &amp; 5th B</b>	10 minutes for 4 quarters	10 players
<b>6 &amp; 7 G</b>	(2) 24 minute halves	8 players
<b>6 &amp; 7 B</b>	(2) 24 minute halves	9 players
<b>8 - 12 G</b>	(2) 24 minute halves	11 players
<b>8 - 12 B</b>	(2) 24 minute halves	8 players

**Playing Time:** All players must play 3 quarters if possible. The MYSL Board supports equal playing time for all players.

**SUBS:** Notify ref before ball goes out. Sub on ref's signal only, your goal kick or your own throw only.

**Sporting Conduct:** Remind spectators representing your team of our expectations that all persons at the fields teach the players good sportsmanship through example. Should this fail, the referees are instructed to stop the game and remove any person on the sideline who: uses foul language or tries to influence the ref's calls or criticizes their judgment. (This includes "indirect influence" like discussing a "missed call" or disagreement with a call in a manner that the ref will hear the discussing).

**Ruling Classification:** Questioning judgment rather than rule interpretation is not allowed! Refs may clarify the interpretation of a specific call if approached reasonably and briefly at breaks but are not allowed to discuss these for more than 15 seconds!, (breaks are theirs as well as the player's) Ref's will indicate, but not explain calls. They also will not discuss not calling something that you believe happened while the ball is in play.