



## UNIFIED SOCCER LEAGUE GUIDELINES

### **Description**

The Unified League places emphasis on basic fundamentals of the game through coaching and instruction. **Winning of games is secondary compared to the importance of coaching players within a framework of attitude, effort, teamwork and sportsmanship. We are committed to providing our athletes the opportunity to learn new skills, make new friends, and have fun.**

### **General League Guidelines**

1. Teams will have two (2) coaches; a Head Coach and one (1) Assistant Coach.
2. Every attempt will be made to ensure that teams have a roster of 8-10 athletes.
3. **Miracle League of Frisco** encourages that every athlete be given the opportunity to play several positions throughout the season.
4. Players must wear team's uniform provided by MLF, consisting of the same color tops with numbers.
5. A maximum of six (6) players may be on the field at one time, one of whom will be the goalkeeper.
6. The Goalkeepers wear jersey colors that distinguish them from all other players and the Referees.
7. Shin guards must be worn at all times.
8. Cleats are not allowed in the indoor field. Flats or turfs will be allowed.
9. Teams practice(s) may be conducted throughout season as scheduled by Head Coach.
10. There will be two (2) official Referees for each game.
11. Game scores will be recorded and scoreboard utilized.



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12. Division standings will be updated weekly on the MLF Soccer website.
13. Wins, Losses, Ties, Goals For (GF), Goals Against (GA), Goal Differential (GD), Win Percentage (WP), and Games Back (GB) will be tracked and updated on Miracle League Website weekly:

<b>Team Name</b>	<b>W</b>	<b>L</b>	<b>T</b>	<b>GF</b>	<b>GA</b>	<b>GD</b>	<b>Win %</b>	<b>GB</b>
<b>Fire</b>								
<b>Galaxy</b>								
<b>Red Bulls</b>								
<b>United</b>								
<b>Whitecaps</b>								
<b>Wizards</b>								

In the case of a season record tie, the criteria below (in order listed) will be used to determine end of season standings and recognize League Champion. This is to make sure that teams are rewarded for all around play.

- Head-to-Head Play
- Goal Differential - Season
- Goals For - Season
- Goals Against – Season

COACHES ARE ALWAYS RESPONSIBLE FOR THEIR TEAM AND FAN'S CONDUCT AT ALL TIMES. PARENTS/TEAM FANS WHO ENTER THE FIELD OF PLAY WITHOUT BEING REQUESTED BY THE COACH/REFEREE, WILL BE WARNED BY THE LEAGUE DIRECTOR/REFEREE AND ESCORTED OFF THE FIELD OF PLAY. THIS COULD ALSO RESULT IN THE PARENT/FAN BEING REMOVED FROM THE PLAYING AREA AND FACILITY ITSELF, IF NECESSARY.



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### **General Game Rules**

1. The duration of a regulation game shall be two (2) periods of twenty (20) minutes each for a total of forty (40) minutes, with a ten (10) minute halftime intermission.
2. Teams shall change ends to start the 2<sup>nd</sup> half.
3. If the score is tied after the time limit has expired, a sudden death shoot out consisting of 3 players from each side will be completed. If the score is tied after the shootout, the game is over.
4. The clock will run continuously except for the following:
  - a) A stop in play is called by the Referee(s) for any reason.

It is preferred that only one (1) coach be positioned in the field of play to coach athletes as needed; however, both coaches may do so.

The game shall be started by a player taking a kickoff (i.e. a kick at the ball while it is stationary in the center of the field of play).

A goal can be scored directly from a kick off.

After a goal has been scored, the game shall be restarted with a kickoff by the opposing team.

If a team is leading an opponent by at least 5 goals, the score will cease to be recorded for the leading team until the goal differential becomes <5, in which score will resume again as normal. (Mercy Rule)

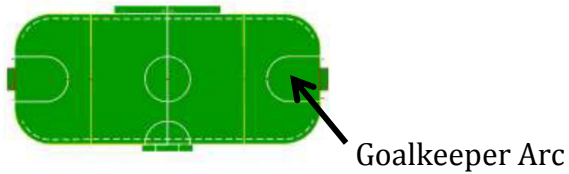
During play, substitutions may be made at any time on an unlimited basis. Coaches will ensure that all athletes participate equally.

Goalkeeper substitutions can only take place while play has been stopped by the referee.



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Goalkeepers may use their hands to defend against a goal, as long as goalkeeper stays within “designated arc” as defined per following diagram:



The ball is in play at all times from the start of the game to the finish, including if it rebounds off a goalpost, crossbar, corner flag, post, perimeter wall, or Referee/Coach in the field of play.

Referee and Coaches, in the field of play, are prohibited from intentionally kicking, directing, or influencing the direction of the ball.