PMOSC Laws of the Game (Abbreviated Version)

Standard FIFA Laws of the game will be applied. The following are additions to the FIFA laws:

* The game will be played 7 V 7 where one player must be a goal keeper. A minimum of 4 players on the field are required to play
* The length of game is 2x25 minutes. Half time will be a maximum of 5 minutes. Half time will be shortened if necessary to get the game back onto scheduled time.
* The referee may play additional “stoppage time” time but only to a maximum of 2 minutes and only where necessary to keep games on schedule. Extra time will be allowed to complete a penalty shot if necessary.
* A team who is short players for their game may add other players who are registered in the league. They must first asked players on the opposite team. If there aren’t players willing to switch, they must then ask opposing team’s rep first if they can pick up other players (registered to the league). They must then notify the referee and have the additional players added to the game sheet. A team may only pick up players to bring their numbers EQUAL to the number of players the opposing team has to start the game. Players cannot be “picked up” once the game has started without the referee’s consent. A player may only play a maximum of two games per night.
* Teams must supply the referee a completed game sheet prior to kick off.
* No player may slide except the keeper (see details below). The restart will be Indirect Free Kick to the non-offending team.
* A slide tackle, (a slide at or into another player) will be sanctioned as a direct free kick/penalty kick and the offending player should be issued a yellow card.
* A slide to save a goal with no other player in the vicinity will warrant a yellow card and an indirect free kick from outside the penalty area. A slide to prevent a goal with other players in the area will be considered a “slide tackle”. This will warrant a red card and a penalty shot for *committing a penal offence that denies an obvious goal scoring opportunity.*
* A goal keeper may slide provided that they are in their own penalty area, and that the slide is not feet first or dangerous in the opinion of the referee. Any infractions should be sanctioned as per the previous two rule points.
* A kick off is indirect. Kick-ins for ball out of play are indirect. Corner kicks are direct. All fouls are sanctioned as per FIFA laws of the game.
* Substitutions are considered “on the fly”. Subs are unlimited. Subs should occur one meter from the bench area. Goal keeper can only be subbed on a stoppage. Any infringement to the substitution rule that are made with the intent of a gaining an unfair advantage should be issued a yellow card to the offending player or players.
* The ball is out of play if it hits any outside obstruction. The restart is an indirect free kick.
* Three meters (ten feet) is required for distance on a free kick. For corner kicks the hash marks should be used to mark required distance.
* **Dissent, either to the official or another player, should be strictly enforced with the issue of a yellow card**.
* *Any player receiving a yellow card is required to substitute off the field immediately and may return on the next proper substitution. The player should only return to play if they are able to play within the laws of the game and the return is not with the intent to cause further problems. The team reps are responsible for keeping their players calm before returning to play*.
* Any player receiving a red card shall immediately leave the field playing surface aka “the dome”. Teams will not be required to play short after receiving a red card.
* “Advantage” should only be played if a goal scoring opportunity will be a direct result. “Advantage” should not occur simply for a team that maintains ball possession.