



Middle School League Rules and Format

The Middle School League (MSL) will use the following rules and procedures for league play.

- A. Games will be according to FIFA Laws of the Game with the modifications below.
- B. Roster Size: 14 player (target roster size, not mandated)
- C. Duration of Play:
2 x 30 minute halves, 5 minute halftime.
- D. Game Format:
 - (1) 7 v 7, 6 field players and a goalkeeper.
 - (2) Minimum players to start a game is 6.
- E. The Ball: Junior Varsity – size 4; Varsity – size 5.
- F. Field of play: Width: 50 – 60 yards; Length: 80 – 90 yards.
- G. Goals: 7 feet x 21 feet.
- H. Substitutions:
 - (1) Unlimited with regard to the number of players and re-entry.
 - (2) At any stoppage of play, with the referee's permission, regardless of possession.
- I. Use of “Guest” Players:
 - (1) All Guest Players must be registered with FC Frederick’s MSL or DIESL leagues.
 - (2) Any Varsity team that has 9 players or fewer on game day may use up to 5 rostered Junior Varsity players to supplement the Varsity roster. Varsity teams using Junior Varsity players on a regular basis should vary the JV players selected as best as practicable.
 - (3) Any JV team that has 9 players or fewer on game day may use 1 Varsity player to play goalie **ONLY**. In addition, a JV team with 9 players or fewer may use up to 4 rostered players from another JV team, or up to 4 players from the DIESL program, to supplement their roster. The JV guest player’s primary team takes priority if game times conflict.
- J. Weather Cancellations/Make-Up Dates:
 - (1) A game that reaches halftime and is subsequently canceled is considered a played game and the score is recorded at the time of cancellation.
 - (2) A canceled game will be rescheduled to the next available date that the league has fields available (varies year to year)
- K. Game Interval: (for purposes of scheduling)
75 minutes.

Revision 1 - June 21, 2010
Revision 2 - May 8, 2011
Revision 3 - June 24, 2013
Revision 4 - June 23, 2017
Revision 5 – June 23, 2022