

MAJOR ARENA SOCCER LEAGUE

2026-27 RULES OF THE GAME

(rev 11/01/2026)

MASL
MAJOR ARENA SOCCER LEAGUE

2026-27 RULES OF THE GAME

RULE 1 THE FIELD OF PLAY
RULE 2 THE BALL
RULE 3 PLAYERS AND SUBS
RULE 4 PLAYERS' EQUIPMENT
RULE 5 REFEREES
RULE 6 ASSISTANT REFEREE AND OTHER OFFICIALS
RULE 7 DURATION OF THE GAME
RULE 8 THE START OF PLAY
RULE 9 BALL IN AND OUT OF PLAY
RULE 10 METHOD OF SCORING
RULE 11 DELAY OF GAME: VIOLATIONS
RULE 12 FOULS AND TIME PENALTIES
RULE 13 RESTARTS
RULE 14 PENALTY KICK AND SHOOTOUT
RULE 15 RESTARTS - BALL OVER THE PERIMETER WALL

2-MINUTE POWER PLAY PENALTIES WILL BE HIGHLIGHTED IN BLUE

5 MINUTE MISCONDUCT (NON-POWER PLAY) DISSENT OR TECHNICAL OFFENSES WILL BE HIGHLIGHTED IN YELLOW
REPORTABLE ADMINISTRATIVE OFFENSES WILL BE HIGHLIGHTED IN YELLOW

EJECTIONABLE OFFENSES WILL BE HIGHLIGHTED IN RED
"STRAIGHT" RED = 2 MIN POWER PLAY

RULE CHANGES & UPDATED RULE CLARIFICATIONS HIGHLIGHTED IN GREEN

TABLE OF CONTENTS

RULE 1 THE FIELD OF PLAY
1.1 DIMENSIONS
1.2 MARKING
1.3 PENALTY AREA
1.4 PENALTY KICK MARK
1.5 FREE KICK MARK
1.6 TOUCHLINE
1.7 CORNER MARK AND FLAG
1.8 GOALS
1.9 REFEREE CREASE
1.10 PLAYER BENCHES
1.11 PENALTY BOXES

1.12 CARPET
1.13 PLEXIGLAS
1.14 GAME CLOCK
1.15 HORN
1.16 EXCEPTIONS
1.17 THREE POINT ARC
1.18 FIFTEEN FOOT MARK

RULE 2 THE BALL
2.1 APPROVED BALL SPECIFICATIONS
2.2 BALL CHANGE
2.3 PROPERTY
2.4 DEFECTIVE BALL

RULE 3 PLAYERS AND SUBS
3.1 TEAMS
3.2 OFFICIAL LINE-UP
3.3 NON-PLAYING BENCH STAFF
3.4 UNLIMITED SUBSTITUTION
3.5 TIMED SUBSTITUTIONS
3.6 GOALKEEPER SUBSTITUTION
3.7 GUARANTEED SUBSTITUTION
3.8 INADVERTENT RESTART
3.9 TEAM CAPTAIN
3.10 INJURED GOALKEEPER
3.11 GOALKEEPER WARM-UP
3.12 INJURED PLAYER
3.13 PENALIZED PLAYER INJURY
3.14 SUBSTITUTION ON FREE KICKS, GOALKEEPER DISTRIBUTION, CORNER KICKS, AND KICK-INS:
3.15 BLOOD:

RULE 4 PLAYERS' EQUIPMENT
4.1 USUAL EQUIPMENT
4.2 FOOTWEAR
4.3 SHINGUARDS
4.4 GOALKEEPER
4.5 DANGEROUS EQUIPMENT
4.6 INFRINGEMENT

RULE 5 REFEREES
5.1 REFEREES
5.2 DECISIONS OF THE REFEREES
5.3 WARN /PENALIZE/REPORT /CAUTION/EJECT
5.4 GAME REPORT
5.5 LIABILITY OF REFEREES

RULE 6 ASSISTANT REFEREE AND OTHER OFFICIALS
6.1 ASSISTANT REFEREE
6.2 4th OFFICIAL
6.3 TIMEKEEPER
6.4 PENALTY BOX ATTENDANTS

RULE 7 DURATION OF THE GAME
7.1 DURATION
7.2 INTERVALS BETWEEN PERIODS
7.3 TIMEOUTS
7.4 OVERTIME PERIOD

RULE 8 THE START OF PLAY
8.1 BEGINNING THE GAME
8.2 AFTER A GOAL HAS BEEN SCORED
8.3 AFTER THE END OF EACH QUARTER
8.4 PUNISHMENT
8.5 RESTART - CAUSE NOT MENTIONED
8.6 FOUR SECOND PLAY REQUIREMENT

RULE 9 BALL IN AND OUT OF PLAY
9.1 BALL IN PLAY
9.2 BALL OUT OF PLAY

RULE 10 METHOD OF SCORING
10.1 LEGAL GOAL
10.2 SCORING
10.3 OUTSIDE INTERFERENCE

RULE 11 DELAY OF GAME VIOLATIONS
11.1 THREE-LINE PASS
11.2 TOP OF ARC: DEFENSIVE RESTART: MODIFIED: SEE 15.2

RULE 12 FOULS AND TIME PENALTIES
12.1 FOULS
12.2 TIME PENALTIES
12.3 PENAL TIME PENALTIES
12.4 FOUR FOUL PENALTY
12.5 6 FOUL EJECTION
12.6 DELAYED TIME PENALTIES (BLUE OR YELLOW CARD ADVANTAGE
12.7 ADDITIONAL POWER PLAY PENALTIES
12.8 NON POWER PLAY TECHNICAL INFRACTIONS 12.8(a) (10)
12.9 EJECTIONS
12.10 DURATION/EXPIRATION OF TIME PENALTIES
12.11 GOALKEEPING RESTRICTIONS

12.12 GOALKEEPER PRIVILEGES
12.13 PENALTIES ASSESSED TO GOALKEEPER
12.14 EJECTED COACH RESTRICTION
12.15 WARNINGS

RULE 13 RESTARTS
13.1 DEFINITION
13.2 DEFINITION OF PLAYING FIELD
13.3 RESTART REGULATIONS AND RESTRICTIONS
13.4 FREE KICK RESTART
13.5 DROP BALL RESTART
13.6 GOALKEEPER DISTRIBUTION
13.7 KICK-IN
13.8 CORNER KICK
13.9 BALL OVER PERIMETER WALL (NOT BETWEEN CORNER FLAGS)

RULE 14 PENALTY KICK AND SHOOTOUT
14.1 DEFINITION
14.2 PLAYER POSITIONS DURING PENALTY KICK
14.3 BALL IN PLAY
14.4 INFRINGEMENTS/SANCTIONS
14.5 VIOLATIONS AFTER THE PENALTY KICK IS TAKEN
14.6 PENALTY KICK IN EXTENDED PLAY
14.7 SHOOTOUT
14.8 APPLICATION OF SHOOTOUT

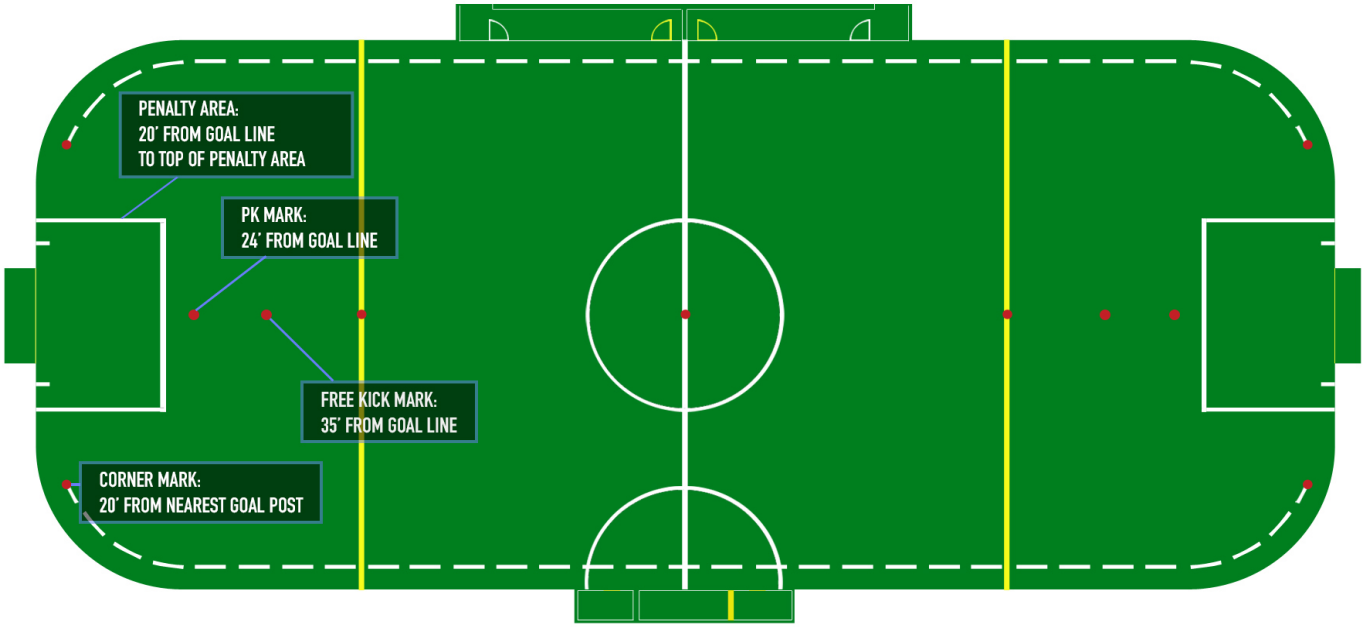
RULE 15 RESTARTS - BALL OVER PERIMETER WALL
15.1 KICK-IN
15.2 BALL OVER PERIMETER WALL (NOT BETWEEN CORNER FLAGS):
15.3 GOALKEEPER DISTRIBUTION
15.4 CORNER KICK

2-MINUTE POWER PLAY PENALTIES HIGHLIGHTED IN BLUE

5-MINUTE MISCONDUCT (NON-POWER PLAY) DISSENT OR TECHNICAL OFFENSES HIGHLIGHTED IN YELLOW
REPORTABLE ADMINISTRATIVE OFFENSES HIGHLIGHTED IN YELLOW

EJECTIONABLE OFFENSES HIGHLIGHTED IN RED

RULE 1 THE FIELD OF PLAY



1.1 DIMENSIONS: The length of the field of play shall not be more than 210 feet, nor less than 150 feet, and its width not more than 100 feet, nor less than 75 feet. The recommended field of play shall be 200 feet in length and 85 feet in width.

1.2 MARKING: The field of play shall be marked with distinctive white lines (except yellow lines explained below), not less than four inches (4") nor more than five inches (5") in width. A perimeter wall, which shall be part of the playing surface, shall enclose the touchlines and goal lines. A halfway line shall be marked out across the field of play. The center of the field of play shall be indicated by a nine-inch (9") circular red mark and a circle with a fifteen-foot (15') radius shall be marked from the center of this mark. A yellow line marking shall be placed across the field fifty feet (50') from each goal line. Both yellow line markings shall extend vertically to the top of the perimeter wall. A nine-inch (9") circular red mark (Shootout Mark) shall be at the center of each yellow line. (While it is preferable that all nine-inch (9") circular marks be red, it is permissible for all circular marks to be white.)

1.3 PENALTY AREA: At each end of the field of play two (2) lines shall be drawn at right angles to the goal line outside of each goalpost. They shall be measured eight feet (8') from the inside of each goalpost. These shall extend into the field of play for a distance of twenty feet (20'). A line connecting these two lines, parallel to the goal line, shall exist twenty feet (20') from the goal line. From the midpoint between the lines ends, a semicircle with a radius of fifteen feet (15') shall be drawn to join the two (2) lines drawn at right angles to the goal line. The area enclosed by these lines and the goal line and the area inside the goal shall be called the Penalty Area.

1.4 PENALTY KICK MARK: A nine-inch (9") circular red mark shall be made within each penalty area twenty-four feet (24') from the midpoint of the goal line, measured along an un-drawn line at right angles thereto. These shall be the penalty kick marks.

1.5 FREE KICK MARK: A nine-inch (9") circular red mark 35' from the goal line shall be placed for executing free kicks.

1.6 TOUCHLINE: A touchline shall be placed three feet (3') inside the perimeter wall on each side of the playing area. It shall be marked parallel to the perimeter wall by a series of lines a minimum of three feet (3') and a maximum of six feet (6') in length with a one-foot (1') space between each line, from Corner Mark to Corner Mark.

1.7 CORNER MARK AND FLAG: A corner flag, the top of which shall be raised three feet (3') above the perimeter wall, shall be placed at a point along the perimeter wall at each corner of the field of play measured twenty feet (20') from the inside of the nearest goal post. A red corner mark, nine inches (9") in diameter, shall be placed three feet (3') inside the perimeter wall, directly below and perpendicular to the corner flag. A 15-foot white mark, one foot by two inches wide (1' x 2") shall be placed on the carpet at the base of the perimeter wall dasher boards 15' from the Corner mark in the direction of the nearest goal post

1.8 GOALS: The goals shall be placed on the center of each goal line within the perimeter wall and shall consist of two (2) upright posts, equidistant from the corner flags and fourteen feet (14') apart (inside measurement), joined by a horizontal crossbar, the lower edge of which shall be eight feet (8') from the surface of the carpet. The width and depth of the goalposts and crossbars shall not be less than four inches (4") nor exceed five inches (5"). The goalposts, crossbar and goal line shall have the same width. Nets shall be attached to the posts, crossbars and to the ground behind the goals. They should be appropriately supported and be so placed as to allow the goalkeeper ample room. The depth of the goal net shall be a minimum of five feet (5'). The goal post and crossbar shall be red in color.

1.9 REFEREE CREASE: In the neutral zone, inside the field of play at the halfway line, a semicircle having a radius of fifteen feet (15') shall be drawn from a point at the perimeter wall. The Assistant Referee shall stand at the halfway line outside the field of play adjacent to the referee crease. The Fourth Official shall be adjacent to the Assistant Referee.

1.10 PLAYER BENCHES: Player benches for each team must be placed on the opposite side of the field from the penalty boxes, timekeeper and assistant referee. Player benches must be separated from each other by a suitable partition of plexiglass and bench areas must be protected from spectator areas by suitable plexiglass partitions at the rear and to the sides of each bench. Both player benches shall have identical measurements and two (2) doors, which shall be equidistant from the halfway line. All bench equipment should be equal for both teams from a competitive perspective. Benches are to be inspected by the Referee prior to the match. Any scenarios deemed to be a competitive advantage shall be reported to League Management for possible administrative action.

1.11 PENALTY BOXES: Penalty boxes for each team shall be adjacent to the assistant referee on the side of the field opposite the team benches. Penalty boxes shall be protected from spectator areas by suitable plexiglass partitions.

1.12 CARPET: An artificial playing surface (carpet) shall be affixed to the surface of the playing field. The referees are directed to stop play if, in their opinion, the condition of the carpet creates a situation which is dangerous to the players or is deemed critical to the position of the players or ball thus creating an unfair advantage to a player or a team. If play is stopped to attend to carpet problems, play shall be restarted in accordance with Rule 8.5. A report of carpet problems shall be made to MASL Management.

1.13 PLEXIGLASS: MASL Management shall delineate plexiglass requirements. Referees shall stop play immediately should the plexiglass be shattered while the ball is in play. Play shall be restarted in accordance with Rule 8.5.

1.14 GAME CLOCK: The game clock counts down the game time of each quarter and overtime period, while the ball is in play, and the intervals between quarters and any overtime. The game clock shall be clearly visible to the team benches, penalty boxes, and game official provided that it does not interfere with or obstruct the field of play. Besides game time, the game clock separately counts down and identifies power play time penalties. In case of a question regarding accuracy of time remaining, the authority of the referee supersedes any reading on the game clock. Officials must have a timing device in case of clock malfunction, so that time can be kept on the field.

1.15 HORN: Each game facility has a horn or buzzer, subject to the control of the timekeeper, to be sounded upon the expiration of each quarter, any overtime period, and otherwise as set forth in Rule 6.

1.16 EXCEPTIONS: MASL Management must approve any exception to specifications in Rule 1.

RULE 2 THE BALL

2.1 APPROVED BALL SPECIFICATIONS: The ball to be used is the MASL approved ball, which shall meet the following specifications: The ball shall be spherical and the outer casing shall be made of suitable material. No material shall be used in its construction that might prove dangerous to the players. The circumference of the ball shall not exceed twenty-eight inches (28”) and shall not be less than twenty-seven inches (27”). The weight of the ball at the start of the game shall be not be more than sixteen (16) ounces nor less than fourteen (14) ounces. The pressure of the ball shall be based on the manufactures recommended range, equal to 9.0-12.0 lb./sq inch. Recommended pressure is 10psi.

2.2 BALL CHANGE: The ball shall not be changed during the game unless authorized by the referee.

2.3 PROPERTY: The ball used in any game shall be considered the property of the club in whose arena the game is played, and at the end of play it must be returned to the referee.

2.4 DEFECTIVE BALL: If the ball bursts or becomes deflated during the course of the match, the game shall be stopped and restarted in accordance with Rule 8.5. If the ball bursts or becomes deflated during a stoppage of the game or during a restart after a stoppage of the

game, the game shall be restarted with the appropriate restart. If the ball bursts during the taking of a penalty kick, the kick shall be retaken unless it has rebounded from the goalkeeper, goalpost, or perimeter wall, in which case the game shall be restarted with a dropped ball in accordance with Rule 8.5.

RULE 3 PLAYERS, SUBSTITUTES AND COACHES

3.1 TEAMS: A game shall be played by two (2) teams, each consisting of not more than six (6) nor fewer than four (4) players on the field, one of whom must be the goalkeeper. The home team and the visiting team shall each dress sixteen (16) players and minimum of twelve (12) players. Teams must dress two (2) designated goalkeepers. If multiple time penalties are being served, there shall be a minimum of four (4) players per team, including the goalkeeper, on the field of play. Players and/or coaches are not permitted to sit or stand on the dasher boards during live play.

3.2 OFFICIAL LINE-UP: Game Lineups: must be submitted no later than 60-minutes prior to posted game time. Distribute copies at that time to media and opposing team. Changes to the line-up can be made, but only up until the end of warm-ups. At the end of warmups, game officials will confirm with each coaching if lineup changes will be made. If a change is made, media and the opposing coach must be informed. No changes to the lineup can be made after the end of warm-ups.

3.3 NON-PLAYING BENCH STAFF: Teams will be allowed a maximum of five (5) non-playing bench personnel (i.e., coaches, trainer, equipment manager, etc) who must be listed on the official line-up shall be subject to the authority and jurisdiction of the referees. Bench staff must be in professional attire with pants and not team uniform or game shorts. The team doctor does not count towards either team's five (5) maximum non-playing personnel. Suspended players and/or coaches shall not be permitted in the team bench area.

3.4 UNLIMITED SUBSTITUTION: Playing with Too Many Players ("Too Many Men"): During dynamic play, substitutions for all players, including goalkeepers, may be made at any time on an unlimited basis, provided the player substituted for is within the touchline at his own bench area, or off the field of play within his own bench area, before the substitution is made. Neither the player entering the field nor the departing player may participate in play or gain an advantage during a period of time when they are simultaneously on the field and the ball is in play (even if within the touchline). Such violation shall result in a 2-minute team power play penalty. It shall be the coach's choice as to which player serves the 2- minute power play penalty which shall not accrue against that player for purposes of multiple accumulated time penalty ejection.

3.5 TIMED SUBSTITUTIONS: During guaranteed substitution occasions, teams shall be allowed fifteen (15) seconds to complete all player substitutions. A team warning shall be issued to the offending team for its first violation and announced by the public address announcer. Subsequent violations shall be reported to MASL Management.

3.6 GOALKEEPER SUBSTITUTION: Any teammate may change place with the goalkeeper at any time as per regular substitution procedures, provided that the goalkeeper wears a jersey that distinguishes him from the other players and the referees.

The only exception to this rule is when a team substitutes its goalkeeper while in possession of the ball during a delayed time penalty situation, in which case, the player replacing the goalkeeper does not need to wear a jersey which distinguishes him from the other players and the referees during the delayed penalty situation.

3.7 GUARANTEED SUBSTITUTION: During guaranteed substitution occasions, teams shall be allowed fifteen (15) seconds to complete all player substitutions. The restart of play will be delayed to allow completion of substitution(s) on the following occasions:

(a) After a goal has been scored
(b) After a time penalty has been assessed
(c) Injury timeout.
(d) At any unusual stoppage acknowledged by the referee.
(e) After a team timeout, media timeout or referee timeout including approved timeouts designated by League Management
(f) Prior to the start of the 2nd, 3rd, 4th quarters, and any overtime period.

3.8 INADVERTENT RESTART: If play is inadvertently restarted following a guaranteed substitution situation with either too many or two few players on the field, no penalty shall be assessed, and the game shall be restarted again properly.

3.9 TEAM CAPTAIN: Each team shall appoint a captain who shall be identified by wearing an official armband furnished by the club. Only one captain may be designated on the team lineup and only that one individual is permitted to wear a captain's armband. A goalkeeper or player/coach shall not be permitted to be the team captain. In the event of a dispute or problem, the referees will inform the team captain of the decision and each captain will advise his coach. Only when invited by the referees shall the captain have the privilege of discussing any point relating to interpretation of the rules that may arise during the progress of the game. A protest or complaint about a penalty is not a matter "relating to interpretation of the rules" and a five (5) minute dissent (non-power play) penalty shall be imposed against any captain or other player making such protest/complaint.

3.10 INJURED GOALKEEPER: In a situation where a goalkeeper is injured, a team trainer, after being requested to enter the field of play, may attend to the goalkeeper. In cases where the trainer is summoned to treat an injury to a goalkeeper between periods, or at halftime, this shall not be considered a suspension of play for purposes of this rule if the start of play is not delayed as a result. The 15-second injured player rule (3.12) also applies to goalkeepers.

3.11 GOALKEEPER WARM-UP: In cases where a trainer enters the field of play after being requested to do so by the referees to attend to an injured goalkeeper, another goalkeeper from that team may warm up with a ball in close proximity to his team's bench. Once the trainer leaves the field, the goalkeeper's warm-up must conclude.

3.12 INJURED PLAYER: If a player with a suspected injury remains on the ground for more than 15 seconds after a stoppage of play, the referee will beckon medical personnel onto the field to evaluate the player. The player will remain off the field until at least 2-minutes has elapsed on the game clock. This rule also applies to goalkeepers. Once medical personnel are beckoned, the player is required to leave the field regardless of whether or not medical personnel actually enters the field. In the case where a player returns before the two minutes

has elapsed, a five (5) minute yellow card non-powerplay penalty will be issued against the offending player.
If the injured player's 2-minute game removal time begins with less than 2:00 in the quarter, they may return to play at the start of the next period. If a guaranteed substitution (i.e., goal, penalty, media timeout, VR, etc) occurs during the two-minute injury period that does not nullify the time that the player must remain out of the game. A team timeout does not reset the 2-minute injury removal, the player in this situation must still remain out of the game for 2-minutes. If a player is injured in overtime and the game proceeds to a shootout, the players removal ends at the conclusion of overtime and they may participate in the shootout.
Exceptions: If the injury caused by an opponent who is issued a blue or red card time penalty, the two minute removal requirement shall not apply and the injured player may stay in the game if able to do so. In cases where a player is on the ground injured for more than 15 seconds at a quarter break or haltime this rule does not apply.
For minor injuries, referees are advised to stop play only after the team having an injured player on the field of play has gained possession of the ball. Referees should stop play immediately for any injury deemed critical in nature, and any type of potential head injury, even if the appearance is minor in nature.

a) Head Injury Protocol - The medical professional on site for each team will determine if a player has a concussion and whether it is safe for that player to continue to play in a game. The decision will default to the home team's medical professional in the event the visiting team does not have a medical professional at the game. There must be verbal communication from the medical staff to the referees before a player who left with a head injury can return to play.

3.13 PENALIZED PLAYER INJURY: If a penalized player is injured and requires medical attention, he may proceed to his team's bench area, and a substitute may be designated by the coach to serve the injured player's time penalty in the penalty box. In this case, the injured player may not rejoin play until the first guaranteed substitution or when the ball has gone over the perimeter wall following the expiration of his time penalty.

3.14 SUBSTITUTIONS ON RESTARTS: The restart of play shall not be delayed when substitutions occur on goalkeeper distributions, corner kicks, kick-in's, yellow line and foul restarts. Notwithstanding the above, if too many players are simultaneously on the field when the ball is in play and either player participates in play and gains an unfair advantage, this is an illegal substitution violation and considered too many men. Such violation shall result in a 2-minute team power play penalty. It shall be the coach's choice as to which player serves the power play penalty which shall not accrue against that player for purposes of multiple time penalty ejection.

3.15 BLOOD: The Referee shall send any player to his team bench who requires treatment for blood regardless whether the blood is his own or another's, or is on his body or uniform. Following treatment, the player must show the referee, prior to re-entering at a guaranteed substitution or the ball over the perimeter wall, that he has covered any wound or that the blood has been adequately treated, the blood must be removed from the player's uniform and obtain the referee's approval. This shall be recorded by the AR and treated the same as an injury stoppage.

3.16 PLAYER/COACH: Player/Coaches are not permitted to be a team captain and may not be listed as a coach on a game day official lineup form. Teams must have a Head Coach listed on their official lineup form that is not a rostered player. If a team chooses to have a player/coach running the coaching obligations, they must have a designated head coach assigned on game day other than the player/coach. The head coach must be listed as the head coach on the game day line up sheet and must be dressed in professional attire. The coach must also be referred to by the P.A. announcer as the head coach. The player/coach will be treated as a player and will abide by the same rules as any player on the field. No coach shall address game officials while acting on field or on the bench as a player.

RULE 4 PLAYERS' EQUIPMENT

4.1 USUAL EQUIPMENT: The equipment of a player (during the entire game) is a shirt, shorts, socks, shin guards, and indoor soccer footwear. Numbers shall be required to appear on the back of the shirt and on the front of the shirt or shorts. The number on the back shall not be less than eight inches (8") in height and the number on the front shall not be less than three inches (3") in height. In addition, the surname of each player shall appear on the back of their uniform and shall be in letters not less than three inches (3") in height. Socks are to be pulled to the knee, thereby covering the shin guards. Protruding apparel under the shorts, if worn, must be of the same color as the dominant color of the team's shorts. Players not conforming to standards will be reported to MASL management for administrative action.

4.2 FOOTWEAR: A player's footwear must conform to the following standards: Flat soled shoes or other footwear designed for artificial surface must be worn. No footwear with fewer than thirty (30) molded mini-studs shall be permitted. A player who loses a shoe during the normal course of play may continue to participate until the next stoppage in play. Under no circumstances may a player leave the bench without shoes to participate. Players not conforming to standards will be reported to league management for administrative action.

4.3 SHINGUARDS: All players must wear shin guards during play. Shin guards are defined as protective equipment that is commercially available and made of suitable material to provide reasonable protection to the shins and be covered by socks. A player who loses a shin guard during the normal course of play may continue to participate until the next stoppage in play at which substitutions are guaranteed. Under no circumstances may a player leave the bench without shin guards to participate. Players not conforming to standards will be reported to league management for administrative action.

4.4 GOALKEEPER: Uniform and Equipment: The Goalkeeper's uniform should feature different colors than his teammates, opponents and the game officials uniforms. The goalkeeper uniform and equipment shall conform to MASL guidelines. Goalkeepers must wear pants with the length extending below the knees. The goalkeeper's dominant jersey color(s) shall be completely different than his team's jersey color(s) and that of the opponents. While the goalkeeper's pants and socks may be the same as the rest of his team, the league strongly encourages the goalkeeper to wear an entire outfit that completely contrasts that of his team's. Each team should carry an extra, unnumbered goalkeeper jersey for a player not normally a goalkeeper who is substituted at goalkeeper for whatever reason. Any field player who replaces the goalkeeper must wear a goalkeeper jersey, except in delayed time penalties situations. A 6th

attacker goalkeeper jersey should have their rostered number and surname. The goalkeeper may wear protective headgear if approved by the League Management.

4.5 DANGEROUS EQUIPMENT: Players must not use or wear any equipment or other item that is dangerous. Accessories are permitted as long as they are not dangerous and are safely and securely covered. Dangerous items must be removed and not taped or covered. If a player is wearing or using unauthorized/dangerous equipment or accessories on the field, the referee must order the player to remove the item. Any cast or medical device worn must be properly padded to the satisfaction of the referees. If the referees find that a player is wearing articles not permitted by the rules and/or constitute a danger to him or other players, he shall order the player to properly pad or remove the dangerous articles.

4.6 INFRINGEMENT: For any infringement of this rule, the player at fault shall be sent off the field of play to adjust his equipment and he shall not return without first reporting to a referee, who shall be satisfied that the player's equipment is in order. The player shall only enter at a guaranteed substitution or ball over the permitter wall. A 5-minute non-power play penalty shall be assessed to the offender who enters the game in breach of the conditions of this rule having failed to carry out the equipment adjustment as ordered.

RULE 5 REFEREES

5.1 REFEREES: Two (2) Referees, an Assistant Referee, a 4th Official, and a Penalty Box Official shall officiate each game. The Referees have full authority to enforce the Rules of the Game, and their jurisdiction commences when they enter the arena, and extends until they leave the arena. The Referees are responsible for control of the game, record of the game, and the control of the timekeeper. When referenced anywhere in these Rules, the word "Referee" shall refer to both Referees on the field of play and for purposes herein the male gender shall refer to both male and female. A "Crew Chief" will be designated for each game. The Crew Chief will have final authority regarding rule interpretations and applications and is also the direct representative of the MASL for the particular match assigned to that position.

5.2 DECISIONS OF THE REFEREES: Referees decisions on points of fact connected with play shall be final so far as the result of the game is concerned. The decisions of the referees must always be respected. The referee's power to assess penalties, and maintain control of the game, extends to violations of these rules which are committed during play, during stoppages, and as players and other team personnel proceed to and from the field of play.

5.3 WARN/PENALIZE/REPORT /CAUTION/EJECT: From the time the referee enters the arena, they have the authority to penalize or report any team, player, or bench personnel, as required by these rules for fouls, warnings, time penalties, including all Blue, Yellow, and Red card offenses, regardless whether the ball is in play. Should a player simultaneously commit two or more different violations, the referee shall penalize the most serious violation.

(a) Apply Advantage: The referee allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time.

(b) Exercise Discretionary Power: The referee has discretionary power to stop the game for any violation and to suspend or terminate the game by reason of the elements, interference by spectators, or other causes deemed necessary.

(c) Prohibit Entry Onto Field: The referee ensures that no unauthorized persons enter the field of play. Bench personnel may enter the field of play at their team bench at a timeout or between periods.
(d) Restart Signal: The Referee signals the restart of the game after all stoppages. A whistle is required for a corner kick, penalty kick, shootout, kick off, 4-second violation, and restarts at the free kick mark and yellow line. The referee shall whistle to alert the timekeeper on goalkeeper distributions.
(e) Ball Approval: Decide that the balls provided for a match meet with the requirements of Rule 2.1.
(f) Halt Play Due To Injury: The referee may stop the game, if a player has been injured, and have the player removed from the field of play, in accordance with Rule 3.12
(g) Non-Player Discipline: Penalize or eject, as set forth under Rule 12 any coach or non-playing team personnel who enters the field of play without permission, except:
    (1) During a team or media timeout officially designated and acknowledged by the referee.
    (2) During an injury timeout when acknowledged by the referee.
    (3) Between quarters and overtime periods.
    (4) In cases of a goalkeeper injury at which time the coach and/or other non-player team personnel may attend to the injured goalkeeper with the permission of the referee.

5.4 GAME REPORT: The referee shall file a Game Report that includes information on any disciplinary action taken against players, and/or team officials and any other reportable incidents that occurred before, during, or after the game.

5.5 LIABILITY OF REFEREES: The referees are not held liable for any kind of injury suffered by a player, official or spectator; any damage to property of any kind; any other loss suffered by any individual or club due to any decision they may take under the MASL Rules of the Game or in respect of the normal procedures required conduct or control the game.

RULE 6 ASSISTANT REFEREE AND OTHER OFFICIALS

6.1 ASSISTANT REFEREE: The Assistant Referee's duties, subject to the Referees' decision, shall be:
(a) Responsible for indicating illegal substitutions.
(b) Signaling three-line violations.
(c) Supervising the timekeeper.
(d) Keeping a record of the game to include required reportable information as specified elsewhere in these Rules.
(e) Controlling the penalty box area.
(f) Supervising the serving of time penalties under the referee's jurisdiction and ensuring the correct posting of power play time penalties on the arena scoreboard.
(g) Checking the players and starters on the official line-up.
(h) Signaling the Media Timeout each quarter.
(i) Indicating ball out of play in the bench areas and penalty box areas. The assistant referee shall signal violations of this rule by means of a whistle. The decision of the referee shall supersede.
(j) Assist 4th Official with recording of goals, fouls, and penalties.

(k) Communication with PA Announcer.

6.2 4th OFFICIAL: A 4th Official shall assist the Assistant Referee in keeping a record of the game and duties listed above.

6.3 TIMEKEEPER: The timekeeper shall act as the official timekeeper for the game. The timekeeper shall operate the official clock and scoreboard.

6.4 PENALTY BOX OFFICIAL: A penalty box official shall be seated in each penalty box. They shall assist in the administration of time penalties in cooperation with the Referees and Assistant Referee.

RULE 7 DURATION OF THE GAME

7.1 DURATION: The duration of a regulation game shall be four (4) quarters of fifteen (15) minutes each for a total of sixty (60) minutes, subject to the following:

(a) Ball in Play: The clock will be stopped when the ball is out of play as indicated by either of the referees or assistant referee and the ball shall not be deemed in play until it has been played (touched).

(b) All restarts by the defensive team originating in their own penalty area shall be a goalkeeper distribution. The ball is considered in play once the goalkeeper releases the ball.

(c) Clock Malfunction: If the ball is put into play and the clock malfunctions, the referee shall correct the amount of time on the scoreboard clock.

7.2 INTERVALS BETWEEN PERIODS: A three (3) minute time interval shall be provided between the first and second quarter, third and fourth quarter and between any overtime periods. There shall be a fifteen (15) minute halftime intermission. Teams must receive MASL Management approval and notify the referees and opponents if halftime is longer than 15 minutes. With thirty (30) seconds remaining in each of the intervals (i.e., after 2:30 has elapsed between quarters and 14:30 at halftime), the arena horn will sound to advise teams to immediately prepare to start the game as soon as the clock is reset following the second horn signaling the end of the interval.

7.3 TIMEOUTS:

(a) Team Timeout: Each team shall be allowed a maximum of two sixty (60) second timeouts per game, requested by a player legally on the field of play or the head coach. A player shall request a timeout by making the "T" sign with both hands. Such requests for timeout may only be made to the referees on the field of play (not the assistant referee), at a normal stoppage when that team is in possession of the ball on the ensuing restart. The goalkeeper may request a timeout when the ball is in his possession (in both hands or one foot on the ball unchallenged) within his penalty area.

1. Overtime: Each team shall be allowed one sixty (60) second timeout per overtime period (timeouts unused during regulation play do not carry over).

2. Inappropriate Request: If a goalkeeper signals or requests a timeout at an inappropriate time or place, the referee shall stop play and award a free kick to the opposing team at the free kick mark.

(b) Officials Timeout: The referees may call an Officials Timeout during any unusual penalty situation for the purpose of sorting out time penalties and clarifying the circumstances to the public address announcer. During such timeout all players must return to the vicinity of the player benches and no player including the team captains

shall be permitted in the area of the referee crease. Such violation shall be considered a five (5) minute non-powerplay penalty.

(c) Media Timeouts: One timeout of 90-seconds duration per quarter during regulation.
   1. The Media timeout shall be taken at the first stoppage under 8:00 minutes remaining on the scoreboard clock (7:59 or less showing). If a team timeout occurs prior to 8:00 there will still be a media timeout given under 8:00. Media Timeouts should be taken immediately after the following:
      a. Ball over the wall (Kick-in, GK Distribution, or Corner Kick)
      b. Goal
      c. Time Penalty
      d. Injury Timeout
      e. Team Warning administered at the referee crease
   2. No Media Timeouts shall be taken during overtime.
   3. At the direction of MASL Management media timeouts may be modified for televised games.

7.4 OVERTIME PERIOD: If the score is tied at the end of the fourth quarter, an overtime period for the purpose of determining a winner according to the following procedure will be conducted:

(d) The team that wins the toss of a coin decides which goal to attack in the first half or to take the kick-off.

(e) Overtime Duration: The overtime period shall be ten (10) minutes. It shall be a sudden victory period with the team which scores first declared the winner. If the game is still tied after the ten (10) minute overtime period, the game will be determined by a five (5) second shootout procedure (best of three rounds, then sudden victory shootout kicks).

(f) Shootout Procedure: The player taking the shootout attempt has five (5) seconds from the time the referee's whistle sounds to legally score a goal. The ball may enter the goal after the buzzer as long as the last touch of the attacking player was completed prior to the expiration of the 5 seconds. During the five seconds, the ball is live and rebounds are in play. A player of the same team cannot take another shootout kick until three (3) kicks are taken.

(g) Unless there are other considerations (e.g., field conditions, safety, camera placement, etc), the referee tosses a coin to decide the goal at which the shootout attempts will be taken. The referee tosses a coin and the team that wins the toss decides whether to take the first or second shootout attempt.

(h) Playoffs: If a winner has not been decided in the first overtime period, additional ten (10) minute sudden victory overtime periods shall be played until a winner is declared.

(i) Each ten (10) minute overtime period is treated as a quarter in regards to individual players four foul accumulation penalty.

(j) Foul accumulations toward a player's six foul rule (ejection) (12.8) does not reset, fouls accumulated during regulation play will carry over into overtime.

(k) Any time penalties in progress at the end of regulation play will continue into overtime, time penalties do not reset after regulation.

7.5 EXTRA TIME (Playoffs Only): If the playoff series is tied after the 2nd game, there will be an additional Extra Time Period which will be treated as an entirely new game. The 1st period of the extra time will be a full 15-minute period. New lineups will be submitted just like the start of a new game. If tied after the 1st full 15-minute period, additional overtime periods of 10-minutes sudden victory periods will be played. The extra time period will begin

15-minutes after the conclusion of the prior game. Accumulated time penalties and fouls will not carry over from the prior game to the extra time period with the exception of red cards. A player issued a red card in the prior game will be suspended for the extra time period. Teams will be permitted two (2) 60-second timeouts per extra time. There will be no media timeouts. Each period will be treated as a quarter in regards to player foul accumulation. If a player accumulates 4 fouls in two periods the penalty is a 2-minute power play.

RULE 8 THE START OF PLAY

8.1 BEGINNING THE GAME: The team what wins the toss of a coin decides which goal to attack in the first half or to take the kick-off. After the referee has whistled, 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). Every player of the team opposing that of the kicker shall remain not less than fifteen feet (15') from the ball. Players from both teams shall remain in their own halves of the field until the ball is in play. The ball shall be deemed in play when it has been played (touched) in any direction. The kicker shall not play the ball a second time until another player has touched it. Playing the ball twice includes instances where a player taking the kick plays the ball off the perimeter wall to himself, before it has been touched by another player. A goal can be scored directly from a kick-off.

8.2 AFTER A GOAL HAS BEEN SCORED: The game shall be restarted in like manner (Rule 8.1) by the opposing team.

8.3 AFTER THE END OF EACH QUARTER: The next quarter will begin after a three (3) minute break with the teams switching sides, and the team that did not kick off the previous quarter will kick off to begin the new quarter.

8.4 PUNISHMENT: For any infringement of this Rule, the kick off shall be retaken, except in the case of the kicker playing the ball again before it has been touched by another player. For this offense, a player of the opposing team shall take a free kick.

8.5 RESTART - CAUSE NOT MENTIONED: In any situation where a team has clear possession of the ball when play was stopped for any cause not mentioned in the laws, the team with possession shall be awarded a free kick. When restarting the game after a stoppage of play for any cause not mentioned elsewhere in these laws and neither team was in possession, the referee shall drop the ball at the place where it was when play was stopped and it shall be deemed in play when it has touched the ground. When restarting the game after a stoppage of play, which occurred while the ball was inside the penalty area, the referee shall drop the ball at the free kick mark. Once the ball has touched the ground, a player may play the ball twice (or more times) in succession. A player shall not play the ball until it has touched the ground. If this law is not complied with, the referee shall again drop the ball.

8.6 FOUR SECOND PLAY REQUIREMENT: Failure by a team to put the ball into play within four (4) seconds after the referee has signaled the ball ready for play or by the blowing of the whistle, shall result in a possession turnover to the opponent. A whistle to restart play is required after a four second violation.

RULE 9 BALL IN AND OUT OF PLAY

9.1 BALL IN PLAY: The ball is in play at all times from the start of the game to the finish, including:

(a) If it rebounds from a goalpost, crossbar, corner flag post or perimeter wall into the field.
(b) If it rebounds off a referee when he is on the field of play (refer to 13.5)

9.2 BALL OUT OF PLAY: The ball is out of play:

(a) When it has wholly crossed the perimeter wall.
(b) When it has made contact with any part of the building superstructure above the field of play. For such contact, a free kick will be awarded to the opposing team at the shootout mark nearest to the yellow line to where the ball was last played.
(c) When the game has been stopped by the referee.
(d) In situations where the ball becomes lodged between sections of glass or the perimeter wall, it shall be considered out of play and the play shall be restarted with a free kick against the team of the player that is responsible for the ball being lodged against the wall or glass. This is not considered a foul.
(e) When the ball makes contact with anyone who is on the team bench.

RULE 10: METHOD OF SCORING

10.1 LEGAL GOAL: Except as otherwise provided by the laws, a goal is scored when the whole of the ball has passed over the goal line between the goal posts and under the crossbar, prior to the start of the buzzer sounding, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking side. At no time is the goalkeeper permitted to throw the ball and score a goal directly from the ball leaving his hands. In situations where the ball touches the hand or arm of an attacking player, even if not deliberate, immediately prior to it entering the goal, no goal shall be scored.

10.2 SCORING: All goals shall be of equal value, one (1) point each goal. The team scoring the greater number of goals during the game shall be declared the winner.

10.3 OUTSIDE INTERFERENCE: A goal cannot, in any case, be allowed if the ball has been touched and/or prevented by some outside agent from passing over the goal line. If this happens in the normal course of play, other than at the taking of a penalty kick (see Rule 14), the game shall be restarted in accordance with Section 8.5

RULE 11 THREE LINE PASS VIOLATIONS

11.1 THREE-LINE PASS: If a player, including the goalkeeper, plays the ball over three lines in the air towards his opponent's goal line, without it touching another player, the perimeter wall or a referee on the field of play between the yellow lines, the referee shall award a free kick to the opposing team at shootout mark of the first yellow line that the ball crossed.
Exception: the goalkeeper is permitted to throw the ball over three lines only during dynamic play following a save. The goalkeeper is not permitted to throw the ball over three lines on a restart from a goalkeeper distribution. At no time is the goalkeeper permitted to throw the ball and score a goal directly from the ball leaving his hands.

RULE 12 FOULS AND TIME PENALTIES

12.1 FOULS: A free kick is awarded if a player commits any of the following offenses against an opponent in a manner considered by the referee to be careless, reckless or using excessive force, while the ball is in play shall be penalized by a free kick to the opposing team, to be taken at the point of the infraction, subject to exclusions in Rule 13.

(a) Charges
(b) Jumps at
(c) Kicks or attempts to kick
(d) Pushes
(e) Strikes or attempts to strike (including head-butt)
(f) Trips or attempts to trip
(g) Carless or reckless tackle or challenge (slide tackling is permitted but the sliding player cannot initiate contact with the opposing player, and/or slide towards a player in a reckless manner)
(h) Two-footed Tackle A two (2) minute power play penalty must be assessed to any player committing a lunging two-footed tackle in a reckless manner (this also applies to goalkeepers when tackling for the ball outside of the penalty area).
(i) Contact above the shoulder A two (2) minute power play penalty must be assessed to any player contacting an opponent in the head, face or neck region when not challenging for the ball, regardless of intent, unless the force was negligible. Contact to an opponents head, face or neck region with appreciable force during a dead ball or an off the ball incident should be considered at minimum a Major penalty or an ejection if deemed violent conduct.
(j) Holding an opponent
(k) Impeding an opponent
(l) Handball offense that is deliberate or involves the hand/arm making the player's body unnaturally bigger (except for the goalkeeper within their penalty area)
(m) Boarding Propelling an opponent into the perimeter wall. A two (2) minute power play penalty must be assessed for boarding.
(n) Playing in a dangerous manner
(o) Unsportsmanlike Conduct – A player who acts with unsportsmanlike conduct during mass confrontations or dead ball situations may be issued a 2-minute powerplay penalty.

"Carless" is when a player shows a lack of attention or consideration when making contact or a challenge or acts without precaution. No time penalty is needed
"Reckless" is when a player acts with disregard to the danger to, or consequences for, an opponent and a time penalty must be given.
"Using excessive force" is when a player exceeds the necessary use of force and/or endangers the safety of an opponent and must receive a red card.

Handball Offenses:
For the purposes of determining handball offences, the upper boundary of the arm is in line with the bottom of the armpit. Not every touch of a player's hand/arm with the ball is an offence.
It is an offence if a player:
• deliberately touches the ball with their hand/arm, for example moving the hand/arm towards the ball

• touches the ball with their hand/arm when it has made their body unnaturally bigger. A player is considered to have made their body unnaturally bigger when the position of their hand/arm is not a consequence of, or justifiable by, the player's body movement for that specific situation. By having their hand/arm in such a position, the player takes a risk of their hand/arm being hit by the ball and being penalized.
• scores in the opponents' goal:
    • directly from their hand/arm, even if accidental, including by the goalkeeper
    • immediately after the ball has touched their hand/arm, even if accidental

The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area.

12.2 TIME PENALTIES: Time penalties shall be classified and noted as follows:
Blue Card: 2-minute power play penalty (penal offenses and too many men)
Yellow Card: 5-minute non-power play penalty (dissent and technical offenses)
Red Card: 2-minute power play penalty (ejectionable offenses)

12.3 PENAL TIME PENALTIES: A two (2) minute power play time penalty may be assessed against players for committing any of the offenses outlined in Rule 12.1 (a) –(o) committed while the ball is in or out of play when deemed by the referee to be reckless, severe, tactical, or blatant in nature. These penalties shall be administered by the showing of a blue card by the Referee and shall be two (2) minutes in length. In situations of a foul or incident being so severe as to warrant an ejection, a two-minute penal time penalty accompanies the ejection and served by a teammate (coach's choice) of the player ejected.

12.4 FOUR FOUL PENALTY: Any player who accumulates four (4) fouls in one half will be assessed a two (2) minute power play penalty. Two overtime periods equal a half and the same rule applies for overtime. Fouls accumulated in the first half will not carryover to the second half. Fouls accumulated in the second half will not carryover to the overtime periods. In the interval between periods, the 4th Official will provide each coach with a list of those players having accumulated 2 or more fouls. A blue card penal two (2) minute power play time penalty does **not** count towards a player's four (4) foul accumulation.

12.5 SIX FOUL EJECTION: Any player who accumulates six (6) fouls in a game will "foul out" of the game and be issued a red card ejection. No powerplay and no suspension will accompany a six (6) foul ejection. All player fouls will carry over from regulation into overtime. A blue card penal two (2) minute power play time penalty does **not** count toward a player's six (6) foul accumulation.

12.6 DELAYED TIME PENALTIES (blue or yellow card advantage): In situations where the referee would want to penalize a player for an infraction by issuing a time penalty while at the same time wishing to apply the advantage clause of Rule 5, the referee shall acknowledge the foul or infraction and signal that the advantage is being continued by raising a card above his head and maintaining that signal until such time as:

(a) Opponent Possession: The offending team gains control of the ball, upon which time the referee shall signal the foul or infraction by means of a whistle and appropriately penalize the offending player. Play is restarted as a free kick at the spot of the original

foul that created the delayed penalty. Possession shall be defined as a player having clear control of the ball for more than one (1) second.

(b) Stoppage of Play: The referee stops play by whistling any other stoppage (i.e. foul by either team or ball out of play). The player guilty of the foul that initiated the delayed penalty shall be appropriately penalized. If the ball goes out of play during the delayed time penalty situation the restart of play is the appropriate restart for the ball out of play (i.e., kick-in, corner kick, goalkeeper clearance). If another foul is committed during the delayed penalty situation by either team the restart of play is with the foul that was committed that stopped the play. If a foul is committed during the advantage worthy of a second time penalty, both penalties shall be assessed and appropriately served.

(c) Goal: If a goal is scored during the delayed penalty advantage the offending player's penalty shall be recorded for accumulation purposes, but shall serve no time. A previously penalized player who is in the penalty box serving penalty time shall also be released in the event of a power play goal.

12.7 ADDITIONAL POWER PLAY PENALTIES: As delineated elsewhere in the Rules, a two (2) minute Power Play Penalty shall be issued for the following:

(a) Playing with Too Many Players (Rule 3.4)

12.8 NON-POWER PLAY PENALTIES: A five (5) minute non power play penalty shall be assessed against players who show dissent by word or action, and actions which show a clear lack of respect for the game officials; or acts in a severe Unsportsmanlike Manner. These penalties shall be administered by the showing of a Yellow Card and shall be five (5) minutes in length. Non power play penalty time shall **not** be entered on the arena scoreboard. As no power play is awarded to the opposing team, the offending player may not exit the penalty box until the first guaranteed substitution or when the ball goes over the perimeter wall, after his penalty time has expired. A player whose non power play penalty expires, does not have to report to the bench, he may go directly on the field as a player. Similar misconduct by bench personnel (non-players) shall be recorded for purposes of accumulation toward an ejection for that individual.

(a) Misconduct by Non-Players: No penalty times is served for misconduct involving non-playing bench personnel.

(b) Bench Misconduct: shall be defined as dissent of the referees where the offender is not identifiable. For any team violation, the referee shall assess a bench misconduct penalty to the head coach of the offending team. No time shall be served in the penalty box. This does not prohibit referees from penalizing individual players or non-playing personnel that are identifiable. The referee may issue a Bench Warning before issuing an individual or team misconduct.

(c) Game Delay: Should a game be delayed because a team is not present or prepared to play, the head coach shall be assessed a yellow card misconduct penalty. This rule shall apply to the commencement of the game; and to its recommencement after a timeout, at the conclusion of the halftime interval, after the interval between quarters, as well as any other recommencement during the course of the game.

(d) Ball Played or Thrown off the Playing Field: During a stoppage of play immediately following a goal, should a player intentionally kick, throw or play the ball off the playing field, such player shall be assessed a five (5) minute yellow card non power play time penalty.

(e) Delay of Game after Time Penalty: A penalized player who does not report to the penalty box within 15 seconds of recognition of an ensuing time penalty, will be assessed an additional five (5) minute yellow card non-power play penalty. A teammate must serve the two (2) minute power play portion (coach's choice). The penalized player must serve the entire seven (7) minute penalty and will have accumulated two penalties toward ejection (12.10h) In situations where the penalized player is determined by the coach's choice, any delay yellow card will be assessed to the Head Coach.

(f) Major Penal Penalty: A player who commits a foul, that in the opinion of the referee is more severe than a two (2) minute penal penalty, but not severe enough for an ejection may be assessed a five (5) minute Major Penal Penalty in addition to the two (2) minute power play penalty. A teammate must serve (coach's choice) the two (2) minute power play portion. The penalized player must serve the entire seven (7) minute penalty and will have accumulated two penalties toward ejection (12.10h).

(g) Simulation/Embellishment: A team warning will be issued for a player who attempts to gain a foul or time penalty by faking, embellishing, or exaggerating contact in an attempt to deceive the referee. A second violation by any player on that team will result in a five (5) minute non-power play penalty. The team warning will be bypassed if during a video review situation simulation/embellishment was confirmed.

(h) Referee Crease: During any timeout where the referees are conferencing to discuss penalties or a game situation, players must return to the vicinity of the player benches and no player including the team captains shall be permitted to enter the referee crease or in the immediate area of the referee crease. Such violation shall be considered a five (5) minute dissent non-powerplay penalty.

(i) Entering Arena Seating: Players and/or coaches are strictly prohibited from entering any spectator seating areas. This rule does not apply to open standing areas surrounding the dasher boards. Goal celebrations must be confined to the field of play within the dasher boards.

12.9 NON POWER PLAY TECHNICAL INFRACTIONS: A five (5) minute non-power play penalty will be assessed for the following offenses:

(a) Player Violations. A player committing any of the following offenses:
  (1) Illegal return of player or goalkeeper after injury stoppage violation.
  (2) Delay of game restart violation, after a team warning.
  (3) Encroachment violation, after a team warning.
  (4) Player leaves penalty box prior to expiration of time penalty.
  (5) Player interferes in shootout procedures, after a team warning.
  (6) Player leaving early on a shootout, after a team warning.

(b) Delay of Game: Players shall not engage in tactics that delay the restart of the game immediately following the referee's whistle to stop play. A team warning will be issued on each team's first occurrence. Subsequent violations will result in a five (5) minute non-power play penalty assessed against the guilty player.

12.10 SENDING-OFF (with Power Play): A player or non-player shall be sent off and a two (2) minute power play penalty awarded for incidents of:

(a) Violent conduct

(b) Serious foul play

(c) Biting or spitting on or at someone
(d) Offensive, insulting, obscene or abusive language and/or actions
(e) Head butting (unless contact is negligible)
(f) First man off the bench joining an altercation. Joining an altercation is defined as making contact with an opponent.
(g) Leaving the penalty box and joining an altercation.
(h) Accumulation of Time Penalties. If a player accumulates three (3) time penalties he shall be sent off. No additional or extra time penalty will be given for the ejection itself. If the third time penalty is a misconduct (yellow card) a power play shall be awarded for the ejection, served by a teammate (Coach's choice).
(i) Six Player Fouls (no power play) (see Rule 12.5)

A sent off Coach or non-playing bench personnel does not result in a powerplay. An ejected coach or non-playing bench personnel may not, from the time of his ejection until the conclusion of the game, have any communication with his team's players in the arena, exclusive of his team's dressing room. This prohibition shall include any type of communication through gesticulation, radio, electronic device, or otherwise. The referees shall report any such action to MASL Management.

12.11 DURATION/EXPIRATION OF TIME PENALTIES: Two-minute power play time penalties issued to players shall be subject to the following concerning duration and expiration of penalty time. A player whose time penalty has expired must immediately leave the penalty box, subject to other restrictions in this rule.

(a) Power Play Goal: If a team is reduced to a lesser number of players on the field of play than its opponents due to time penalties, and such team is scored upon by its opponent, then the player having the least amount of un-expired power play time remaining may return. This includes cases where a power play goal is scored during a delayed blue or yellow card. This also includes goals scored on a shootout. The first player into the penalty box is the first player out.
(b) Equal Number of Penalties: In situations where an equal number of players from each team are serving time penalties and a goal is scored, no player shall be released and no time penalty voided, as it is not a power play goal.
(c) Multiple Penalties (same team): There must always be a minimum of four players on the field for each team. If a team has two players serving power play penalties and a third player receives a power play penalty, the third player must go to the penalty box. He shall, however, be replaced by a substitute on the field since four field players must be on the field. The penalty time for the third player will not begin until that of the first player has elapsed. The first penalized player shall not return to the field until the ball has left the field of play after the expiration of his penalty time. Should both the first and second penalties elapse while all three players are still in the penalty box (the team is now entitled to five field players), then the first penalized player may rejoin play. Likewise, in the case where the third player's penalty elapses, the second player may rejoin play. In the final case, the third player may exit the penalty box at the first guaranteed substitution or ball over the perimeter wall after the expiration of his penalty.
(d) Multiple Penalties (same player): For multiple time penalties assessed against a player in a single instance the following shall apply:
    (1) A player who is assessed two separate power play time penalties (blue cards) in a single instance (same time on the game clock) creates a 4-minute powerplay (5v4)

scenario. If a goal is scored during the first penalty (between 4:00 – 2:00) the first penalty is expired and the penalty clock is reset to 2:00 which begins the second time penalty.

(2) A player who is assessed a power play time penalty (blue card) and a misconduct non power play penalty (yellow card) in a single instance (same time on the game clock) shall serve the entire accumulated time (7 minutes). He shall be joined by a teammate in the penalty box (coach's choice), who shall return to play at the conclusion of the power play time penalty as a field player.

(e) Penalty Box Exit: Once a player enters the Penalty Box, he shall remain there for the duration of his penalty time; he shall not be released to join his team at time outs or at quarter breaks. A player shall not leave the penalty box unless released at one of these occasions:

(1) The expiration of his time penalty, provided that his release does not place too many players on the field (when three or more players are serving time penalties)

(2) At the end of the half he would be allowed to go into the locker room.

(3) A power play goal is scored against his team (and his penalty has the least remaining time among his penalized teammates, if any)

(4) Should a player leave the penalty box prior to the expiration of his time penalty to participate in play, this shall be considered a (5) five minute yellow card non power play penalty technical infraction.

(5) Should a player leave the penalty box prior to the expiration of his time penalty to participate in dissent or join an altercation, this shall be considered violent conduct and he shall be sent off.

(f) Penalty Box Decorum: Penalized players must go directly to the penalty box with in 15-seconds of recognition of the ensuring penalty. A player failing to do so will be assessed a delay of game 5-minute non power play penalty (12.8.e). Penalized players are required act in a professional manner and to remain seated until 10 seconds prior to release. Players are not permitted to leave the penalty box during timeouts or at the end of a quarter.

12.12 GOALKEEPING RESTRICTIONS: Infractions (a), (b), and (c) shall cause the referee to stop play and award a free kick to the opposing team as outlined below.

(a) Ball Played to Goalkeeper's Hands from Teammate: A goalkeeper is not permitted to touch the ball with his hands if it has been deliberately kicked to the goalkeeper by a teammate. A player may pass the ball to his own goalkeeper using his head or chest or knee, etc. A player may not use a deliberate trick to pass the ball (including from a free kick) to the goalkeeper with the head, chest, knee, etc. to circumvent the rule. Free kick is awarded to the opposing team at the free kick mark (top of the arc).

(b) Illegal Procedure Handling: A goalkeeper who receives the ball outside of the penalty area shall not handle the ball inside the penalty area. Free kick is awarded to the opposing team at the free kick mark (top of the arc).

(c) Goalkeeper Possession: Once the goalkeeper (or 6th attacker) deliberately releases the ball from his possession, by foot, in his defensive half; he shall not touch the ball again in his own defensive half of the field until: a) an opponent has touched the ball; b) the ball has gone out of play; c) any other whistled stoppage of play.
A ball released from a save or goalkeeper clearance shall not be considered the first possession and the goalkeeper is permitted one additional touch by foot.

The intent of this rule is that the goalkeeper may possess the ball once in any given sequence. If the goalkeeper takes a restart by foot, he cannot legally touch the ball again in his own half unless an opponent touches the ball, the ball goes out of play, or the goalkeeper crosses midfield. Once the goalkeeper crosses midfield, he may possess the ball at any time with no 4-second limit. This rule also applies to 6th attackers, and transfers to an incoming goalkeeper until the play is reset. In the event the GK has already released the ball by foot, and is substituted for the incoming goalkeeper may not play the ball in his own defensive half until the play is reset. Violation: free kick is awarded to the opposing team from the spot on the field where the violation occurred or from the free kick mark (top of the arc) if the violation occurs inside the penalty area.

(d) Handball Outside Penalty Area: handball violations committed by the goalkeeper outside the penalty area that break up a promising attack or save a shot on goal shall be penalized with a two (2) minute power play time penalty and shootout regardless of field location. Situations whereby the goalkeeper first handles the ball within the penalty area but his momentum carries him outside the penalty area while handling the ball, or handball not deemed to break up a promising attack shall not be deemed severe in nature and no time penalty or shootout shall be assessed.

(e) Goalkeeper Striking: If during play, the goalkeeper either intentionally strikes an opponent by throwing the ball violently at him or pushes him with the ball while holding it, the referee shall assess a two (2) minute power play time penalty. As a result, a penalty kick will be awarded.

(f) Goalkeeper Joining an Altercation: Time penalties may be assessed at the discretion of the referee based on the goalkeeper's participation in the altercation.

(g) Goalkeeper Delay: If a goalkeeper (or 6th Attacker) is in possession of the ball in his team's own half (defensive half) of the field or receives the ball while in this area, he must release the ball from his possession within four (4) seconds. For violation of this rule, a free kick is awarded to the opposing team from the spot on the field where the violation occurred or from the free kick mark (top of the arc) if the violation occurs inside the penalty area.

12.13 GOALKEEPER PRIVILEGES

(a) Obstructing Goalkeeper: If a player intentionally obstructs the opposing goalkeeper in an attempt to prevent him from putting the ball into play, the referee shall award a free kick.

(b) Charging Goalkeeper: In cases of body contact in the penalty area between an attacking player and the opposing goalkeeper not in possession of the ball, the referee shall stop the game if in his opinion the action of the attacking player was intentional, and award a free kick.

(c) Endangering the Goalkeeper: A player who intentionally commits a foul against the goalkeeper which in the opinion of the referee, falls short of serious foul play (send-off) but nevertheless endangers the goalkeeper beyond what is considered to be the normal play shall be assessed a two (2) minute power play time penalty or a Major penalty.

(d) GK bouncing the ball while in possession in penalty area is permitted.

12.14 PENALTIES ASSESSED TO GOALKEEPER: A goalkeeper is required to serve their respective time penalties. This includes 6th attackers.

12.15 WARNINGS: The warning shall be formal ("ceremonial"), delivered at the referee crease and announced by the public address announcer.

Delay of Game following a stoppage of play
Encroachment on a restart
Bench Warning
Embellishing or Faking in an attempt to gain a foul or time penalty
Guaranteed substitutions exceeding fifteen (15) seconds.
Penalty kick encroachment or violation
Leaving early on a shootout

RULE 13 RESTARTS

13.1 DEFINITION: A "Restart" is a manner of resuming play after a stoppage other than a kickoff. For a stoppage of play while the ball was in play on the playing field, the following are possible:

13.2 DEFINITION OF PLAYING FIELD: For purposes of determining restarts, the playing field includes the team bench and area in goal.

13.3 RESTART REGULATIONS AND RESTRICTIONS: If a team commits an infraction causing a stoppage of play, the opposing team is awarded a free kick. The Referee may allow a free kick to be taken from a point within a three-foot (3') radius of the point of infraction unless, in his opinion, a team gains an unfair advantage in which case the kick shall be retaken. Before a free kick is taken, the ball must be stationary and the kicker shall have four (4) seconds within which to play the ball after being signaled to play by the referee.

(a) A goal may be scored directly against either team from any restart.
(b) A free kick taken from an opponent's free kick mark (top of arc), penalty kick spot, shootout mark, corner kick mark, yellow line, or otherwise controlled by the referee, the referee must signal the restart with a whistle.
(c) Except for a dropped ball or shootout, if the kicker, after taking the free kick plays the ball a second time before another player has touched it; a player of the opposing team shall take a free kick. Playing the ball twice includes playing the ball on the rebound off the perimeter wall before being touched by another player.
(d) During the taking of a free kick, all of the opposing players shall be at least 15' from the ball until it is in play.
(e) Failure to put the ball into play within four (4) seconds of the referee's signal will result in the restart being turned-over to the opponent. A whistle is required to restart play after a four second turnover violation.

13.4 FREE KICK RESTART: When play has been stopped for a foul listed in Rule 12.1 or for an infraction listed elsewhere in the rules, play shall be restarted with a free kick taken by a player of the opposing team or goalkeeper distribution as listed below.

(a) Restart: Infraction in defensive penalty area: The restart for any infraction committed by the attacking team in the defensive penalty area will be a goalkeeper distribution (see 13.6).

(b) Free Kick Originating in Attacking Penalty Area: Any free kick awarded to the attacking team for a foul or an infraction which occurred in its opponent's penalty area shall be taken at the free kick mark (top of arc), unless a two (2) minute blue card power play time penalty is awarded for the foul. In which case the restart would be a penalty kick.
(c) Pass-back: The free kick occurring after a goalkeeper pass-back is taken at the free kick mark (top of arc).
(d) Delayed Penalty: The restart occurring after a delayed blue card is taken in accordance with the applicable section of Rule 12.6.
(e) Shootouts: The restart for a foul warranting a shootout is taken in accordance with Rule 14.
(f) Penalty Kick: The restart for an infraction warranting a penalty kick shall be taken in accordance with Rule 14.
(g) Ball over perimeter wall: See rule 15.
(h) Corner Kick: The restart for a corner kick shall be taken in accordance with Rule 15.4.
(i) Superstructure Violation: If a superstructure violation (Rule 9.2b) occurs, the restart shall be taken at the shootout mark nearest to the yellow line to where the ball was last played.
(j) Three-Line Pass Violation: The restart of a three-line pass violation shall be taken at the offending team's defensive shootout mark (yellow line).
(k) Infraction in Bench Area/Penalty Box: If play is stopped for an infraction which occurred in the bench area or penalty box, the game shall be restarted with a free kick taken by a player of the opposing team from the place where the ball was when play was stopped subject to exclusions in Rule 13.
(l) Encroachment:
    (1) If a player of the opposing team encroaches into the penalty area or within 15' of the ball before a free kick is taken, and a member of the team taking the kick requests compliance with Rule13.1, the referee shall delay the taking of the kick until the player complies. If upon the request of the referee that player does not comply by immediately retiring the proper distance, he shall be considered guilty of encroachment.
    (2) If a player within fifteen feet (15') intentionally interferes with the taking of a free kick, he shall be considered guilty of encroachment. For the first violation, the referee shall issue a formal team warning at the referee crease to the offending team. For any subsequent violation after being warned for encroachment, this shall be considered an infraction resulting in five (5) minute non-power play penalty assessed against the offending player.

13.5 DROP BALL RESTART: If neither team has clear possession of the ball at a stoppage, the referee restarts play with a dropped ball from where the ball was when play was stopped. A dropped ball originating while the ball is inside a penalty area takes place at the free kick mark. Once the ball contacts the ground untouched the ball is "in play." If the ball hits the referee in the attacking half of the field causing a change in possession that creates a scoring opportunity, play will be stopped and restarted with an uncontested drop ball to the team who last played the ball. In situations where the ball becomes lodged between sections of glass or the perimeter wall, it shall be considered out of play and the play shall be restarted with a free kick against the team of the player that is responsible for the ball being lodged against the wall or glass. This is not considered a foul

13.6 GOALKEEPER DISTRIBUTION: Play restarts with a goalkeeper distribution by hand after an attacking player has last touched the ball before crossing the perimeter wall between the corner flags, for any infraction committed by the attacking team in the penalty area or after a timeout initiated by the goalkeeper in his own penalty area. The distribution shall be taken from any point within the penalty area by the goalkeeper. The ball is considered in play once the goalkeeper releases the ball. The following provisions also apply:

(a) Referee Whistle: The referee hands the ball to the goalkeeper, who shall be inside his penalty area, and whistles to alert the timekeeper to the restart. Time shall commence when the goalkeeper releases the ball.

(b) Player Positions: The goalkeeper may distribute the ball to a teammate who is permitted to be inside the penalty area. Opponents must be outside the penalty area until the ball is in play. If, when a goalkeeper distribution is taken, any opponents inside the penalty area because they did not have time to leave, the referee allows play to continue. If an opponent who is inside the penalty area when the goalkeeper distribution is taken, or enters the penalty area before the ball is in play, touches or challenges for the ball before it is in play, the distribution is retaken.

RULE 14 PENALTY KICK AND SHOOTOUT

14.1 PENALTY KICK: A penalty kick is a free kick from the penalty mark taken by a properly identified opponent against the goalkeeper without interference by other players. A penalty kick is awarded against a team, which while the ball is in play commits within its own penalty area (or area within the goal) one of the fouls listed in Rule 12.1 which in the opinion of the referee warrants a two (2) minute blue card power play time penalty or denies an obvious goal scoring opportunity. A penalty kick is also awarded against the defending team for any foul listed in 12.1 committed during the process of taking a shootout. A penalty kick can be awarded irrespective of the position of the ball at the time an offense is committed.

14.2 PLAYER POSITIONS DURING PENALTY KICK: The referee will not whistle for the taking of a penalty kick until the players are positioned in accordance with the following:

(a) All players, with exception of the properly identified player taking the kick and the opposing goalkeeper, shall be on the field of play but behind the yellow line.

(b) The defending goalkeeper remains on his own goal line, facing the kicker, between the goal posts until the ball is kicked. Encroachment from this position to interfere with the kicker shall result in a Team Warning. Subsequent violations shall result in a five (5) minute non-power play penalty.

14.3 BALL IN PLAY: The player taking the kick must kick the ball forward. The ball shall be deemed in play after it has been played (touched). At least one (1) second should elapse from the clock during the taking of a penalty kick.

14.4 INFRINGEMENTS: If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following situations occurs:

Violation by kicker or violation by attacking team: The player taking the penalty kick infringes the laws, or a teammate of the kicker crosses the yellow line; the referee allows the kick to proceed.

(a) If the ball enters the goal, the kick is retaken.
(b) If the ball does not enter the goal, the kick is not retaken.

Violation by goalkeeper or violation by defending team: The goalkeeper infringes the laws; or a teammate of the goalkeeper crosses the yellow line; the referee allows the kick to proceed.

(a) If the ball enters the goal, the goal is awarded.
(b) If the ball does not enter the goal, the kick is retaken.

Violations by Both Teams: A player of both defending team and attacking team infringe the laws; the penalty kick is retaken.

For any infringement of Rule 14.4, the offender shall receive a team warning. Subsequent violations shall result in a five (5) minute non-powerplay penalty assessed against that individual.

14.5 VIOLATIONS AFTER THE PENALTY KICK IS TAKEN: If after the penalty kick has been taken:

(a) The kicker touches the ball a second time: a free kick is awarded to the opposing team from the place where the infringement occurred.
(b) An outside agent stops the ball, as it moves forward, the kick shall be retaken.
(c) The ball rebounds into play from the goalkeeper, crossbar, goalpost, perimeter wall, or corner flag post and is stopped in its course by an outside agent; the referee shall stop play and restart by a dropped ball in accordance with Rule 8.5.

14.6 PENALTY KICK IN EXTENDED PLAY: Play shall be extended at the end of any period to allow a penalty kick to be taken or retaken. The extension shall last until the referee has decided whether or not a goal is scored:

(a) Direct from the penalty kick.
(b) Having rebounded from either goal post or crossbar directly into goal, or
(c) Having touched or been played by the goalkeeper.
(d) Or any combination of (b) and (c)

The period shall terminate immediately after the referee determines whether a goal has been scored. The provisions of all foregoing paragraphs shall apply in the usual way except that no players other than the kicker and the opposing goalkeeper shall be allowed on the field.

14.7 SHOOTOUT: A shootout shall be awarded for any of the following fouls committed by a defending player in his defensive half of the field which denies the attacking team of an Obvious Goal Scoring Opportunity.

(a) A foul against an attacking player, having control of the ball or the clear likelihood of gaining control of the ball; and one or no defensive players between himself and the goal.
(b) Any foul by a defender where he is the last player on his team between the attacking player with the ball and the goal. (A penalty kick shall take precedence if the foul occurs in the penalty area).

14.8 APPLICATION OF SHOOTOUT:

(a) The ball is placed at the shootout mark (yellow line) nearest the attacking goal.
(b) All players of both teams other than the goalkeeper defending the shootout and the shooter shall remain at their bench areas inside the dotted line.

(c) The goalkeeper must have at least one foot on his goal line until after the referee whistles the shootout to begin.
(d) The attacker will have 5 seconds from the time the referee sounds the whistle to score a goal. Rebounds off the boards, glass, goalkeeper are permitted. The attacking player is permitted to make multiple attempts at goal during the 5 second time period. The ball may enter the goal after the buzzer as long as the last touch of the attacking player was completed prior to the expiration of the 5 seconds.
(e) If the shootout attempt is not successful within the 5-seconds the attacking team will be restart the play with a free kick at the yellow line.
(f) The goalkeeper shall be restricted to goalkeeping privileges while inside the penalty area. Any foul (12.1) committed by the goalkeeper, regardless of field position, shall be penalized by an additional two (2) minute power play penalty and the taking of a penalty kick by the attacking team. Refer to 12.14 for clarification.
(g) If a shootout is awarded with less than 5 seconds remaining in any quarter, the game shall be extended to allow the shootout to conclude.

RULE 15 RESTARTS - BALL OVER PERIMETER WALL

15.1 KICK-IN: When the ball is played over the perimeter wall along the touchline, it shall be kicked in from the point it crossed the perimeter wall by an opponent of the team who last touched the ball before it went out of play. The referee shall signal the commencement of the kick-In. If the ball touches a player or bench personnel, who is inadvertently extending into the playing field, or if the ball exits the field through an open bench door, the kick-In shall be awarded to the opposing team.

15.2 DEFENSIVE CLEARANCE (Ball over Perimeter Wall – Not Between Corner Flags): If a defensive player plays the ball directly over the perimeter wall while it is in play from anywhere in the defensive zone (between goal line and yellow line), the referee shall award a free kick to the opposing team at the free kick mark (top of arc) closest to the offending team's goal. Any ball which hits a player, the boards, plexiglass, a referee or bounces on the field before going out of play over the wall or glass shall result in a kick-In. This rule is in no way intended to punish a good defensive play. A block or deflection by a defender, which then passes over the perimeter wall, shall result in a kick-in at the touch-line. A ball going over the perimeter wall last played by the attacking team shall result in a kick-in at the touchline.

15.3 GOALKEEPER DISTRIBUTION: After an attacking player has last touched the ball before crossing the perimeter wall between the corner flags, play restarts with a goalkeeper clearance by hand in accordance with Rule 13.6

15.4 CORNER KICK: When the whole of the ball having last been played by one of the defending team passes over the end perimeter wall between the corner flag posts, excluding when a legal goal is scored, a member of the attacking team shall take a corner kick, subject to exclusions in Rule 11.2. A goal may be scored directly from such a kick.
(a) Placement: The whole of the ball shall be placed on the corner mark at the nearest corner flag post, and it shall be kicked from that position.
(b) Whistle: The blowing of the whistle by the referee shall take place prior to the taking of a corner kick.