

**PART 3.0****RULES & REGULATIONS****3.1 TEAM ELIGIBILITY**

- 3.1.1 To participate in any League and/or Cup competitions, teams must have a full Performance Bond as well as its Annual Affiliation Fee on deposit with the league by not later than by the first Membership Meeting of the seasonal year.(see Fees & fines in APPENDIX ) Teams must:
- a) Pay the “Annual Team Affiliation Fee” on or before the date indicated in the “Table of Fees and Fines (APPENDIX A)
  - b) Have a permitted, lined field that meets FIFA requirements,
  - c) Provide a primary contact with reasonable access to the internet and e-mail.
  - d) Have paid any fees or fines assessed by the Board.
  - e) Be represented at the AGM and all Membership Meetings or be subject to a fine of 25 dollars (\$25) per meeting and loss of good standing with the league. Team’s representation shall be by verified by a roll call.

**3.2 PLAYER REGISTRATION**

- .1 Member teams shall register from a minimum of 15 players up to 25 players each season on or before the first day of competition.
- .2 *Players who had been registered during the preceding season may register on the Internet or on the Team Registration form via postal service . New players to the League should register on the internet from home and then come to the MUSL office to present a valid picture ID, have their picture taken, and be enrolled, at a time and location designated by the Registrar.*
- .3 New players under 18 years of age shall be required to bring their parent or guardian to the registration, and both shall have to present valid identification to the Registrar.
- .4 Any player, coach, or manager who is found guilty of having provided false information shall be suspended and penalized with a fine to be determined by the Disciplinary Chair.

**3.3 PLAYER ELIGIBILITY**

- .1 All players must attain the age requirement of their Age Group on or before their first game. Age groups are defined in section 2.4.1 of the Bylaws.
- .2 Until 12/31/12 Over 50 teams are permitted three (3) players who have attained the age of 48 before their first game.
- .3 Only players who:
  - a) Have properly registered and are not under suspension,
  - b) Have served their eight (8) day waiting period following a transfer, and are not under suspension, and
  - c) Have Amateur status, shall be eligible to compete in MUSL competitions

- 3.3.4 A player may play for only one team in each age group, providing that he/she is in good standing and meets the age requirement for that category
- 3.3.5 Clubs of the Open Division with more than one team in the same age group may designate their higher ranking team as their “First Team” and their lower ranking team as their “Reserve Team”. No more than three (3) players of such a “First Team” may be fielded in matches of the “Reserve Team” while an unlimited number of the “Reserve Team” players may be fielded in matches of the “First Team.
- 3.3.6 A player whose team has completed its seasonal schedule may not transfer to another team in the same age group during that same season.
- 3.3.7 Opposing coaches, referees or any Board official may verify the eligibility of any player by checking their identification such as driver’s license or any governmental picture I.D.
- 3.3.8 The use of ineligible player(s) in any game may result in game forfeiture and a fine for each incident (see Fees and Fines in APPENDIX A). Additional infractions may result in a team suspension.

### **3.4 SCHEDULE**

- 3.4.1 Not later than by the first Manager’s Meeting of the season, managers shall present to the League Administrator a list of dates on which they wish their team to be excused from league competition for the purpose of holding team or club events.
- 3.4.2 Not later than by the start of the first Membership Meeting of the season, Managers shall present to the League Administrator the name of their team’s home field, accompanied by a map of the field’s location. If home field is not yet available, managers must provide it as soon as possible thereafter.
- 3.4.3 At the 1<sup>st</sup> Membership Meeting of the season, the Scheduler shall present a preliminary schedule of games. Updates and corrections to this schedule must be communicated to the Scheduler at that meeting or as soon as possible.
- 3.4.4 At the 2<sup>nd</sup> Membership Meeting of the season, the Scheduler will present the Final League Schedule
- 3.4.5 Team Managers shall have the authority to agree on a game duration of less than ninety (90) minutes. Such abbreviated game durations must be communicated to the referee before the start of any match. At all times, the halves of any game must be of equal length.
- 3.4.6 In the absence of a USSF certified referee, team managers shall have the authority to agree upon a person to be designated at match time to act as a referee in this emergency. *The use of club linesmen shall be authorized at all times.*

### **3.5 RESCHEDULING GAMES**

- 3.5.1 Once the final schedule has been distributed, a team may petition the Scheduler for a schedule change.

- a) Both teams must agree to the date, time, and venue of the rescheduled game before petitioning the Scheduler for a change.
  - b) A “Request For Game Change” form must be submitted to the Scheduler at least ten (10) days prior to the originally scheduled date.
- 3.5.2 Managers are required to inform the league in writing on the Game Report Form of their desire to reschedule any game that had not been played to its completion. Later requests for rescheduling of games may be granted only at the discretion of the Board.
- 3.5.3 The Scheduler and the Administrator must approve all schedule changes. The team requesting the schedule change will also be responsible for any fees that may arise from the schedule change. If there is a dispute between two team managers over rescheduling, the Scheduler shall settle the issue. Each team shall submit to the Scheduler a list of available dates, locations, and times. The Commissioner will use the home team’s regular game day, location and time as a base line.
- 3.5.4 When a game that was ended (terminated or abandoned) short of full time due to weather or darkness, such a game must be replayed, unless both managers agree to let the score stand. This agreement must be indicated on the “Game Report” form.
- 3.5.5 The Board shall have the authority to reschedule games only for the following reasons:
- a) The scheduled game conflicts with an MSA approved Cup competition which the team has entered.
  - b) The original field or time slot is unavailable.
  - c) If no USSF certified referee was available for the middle and no suitable person to officiate could be agreed upon between the managers of the respective teams. However, uncertified persons shall always be permissible as Assistant Referees.
  - d) The referee terminates a game before the full 90 minutes have expired due to weather or field conditions.
  - e) Requests for schedule changes in the Open Age Group for reasons other than those listed in subparagraphs a) through d) above shall be charged with a “Schedule Change Fee”, (see APPENDIX A) if the opponent agrees to that change. That fee shall be equally divided between the league and the opponent of the requesting team.
- 3.5.6 In exceptional situations not included above, the Director of Scheduling or the Director of the Founders Cup, as the case may be, shall have the authority to decide whether to re-schedule or not, and notify both teams and the League Administrator.

### **3.6 THE LAWS OF THE GAME**

3.6.1 This League will abide by FIFA Rules except as modified hereafter.

#### **3.6.2 Substitutions**

Unlimited substitutions shall be allowed by either team

- a) At Half time or the beginning of extended time,

- b) After a goal has been scored,
- c) On any goal kick,
- d) When play was stopped for an injury (injured player only),
- e) When play was stopped by the referee to administer a caution, both players involved in that incident may be substituted
- f) By the team awarded a throw-in,
- g) Over 50 teams only may also substitute at **any** throw-in.

3.6.3 Substituted payers may re-enter the game.

3.6.4 Tied games shall be allowed to stand for league competition, except that games in the Founders Cup must be played to a decision with extra time and kicks from the penalty mark, if necessary. However, for the O-50 Founders' Cup matches see rule 3.14.6

### **3.7 MANAGER'S/COACH'S RESPONSIBILITIES**

3.7.1 Managers, Coaches and team representatives shall be required to attend all Membership Meetings (see 3.1.1-e)

3.7.2 Before the start of a game, the Manager/Coach of the **home team** must provide:

- a) A lined field that meets FIFA requirements (Law 1-The Field of Play)
- b) Goal nets
- c) Corner flags
- d) Change of colors (uniform jerseys)
- e) A pre-addressed, stamped envelope for mailing the Game Reports (*home team only*)

3.7.3 Before the start of the game, **each team** manager must present the game officials with:

- a) Compensation; each team paying half of the total fee (see Table of Fees and fines in APPENDIX A)
- b) A completed "MUSL Game Report". Failure to use the authorized MUSL Game Report Form may be subject to a fine (see APPENDIX A, Fees and Fines). Only players of the Open Age Group who are switching between "First" and "Reserve" teams are permitted to be handwritten into the Game Report Form.
- c) Ineligible and/or absent players must have a line drawn through their name. Players serving a suspension must be listed in the "Suspended Player" section
- d) The pass cards of his/her players. (The referee will return the pass cards to the manager/coach at the end of the game, except those of players sent off, which shall be sent to the MUSL office together with the referee's game report)
- e) No one may play in any MUSL matches without having been issued an MUSL pass card.
- f) If pass card(s) is/are not available at the start of the game, the opposing coach shall have the right to demand that all thus affected player/s must show a picture ID to the

- referee. Failure to follow this procedure may serve as basis for a game protest and result in a game forfeiture.
- 3.7.4 All players are required to wear uniform jerseys with numbers. The goalkeeper's uniform color must be different from that of his teammates and opponents.
- 3.7.5 Both teams must be assembled and ready to play at the scheduled kick-off time. A minimum of seven (7) players is required to start any league game. The referee shall allow fifteen (15) minutes for the seventh player to take the field.
- If a team is unable to field 7 players within 15 minutes of the scheduled kick-off time, the referee shall abandon the game and the team with the insufficient number of players will forfeit the match.
  - If at any time during play a team drops below the minimum of seven (7) players, the referee shall abandon the game and the team with too few players will forfeit.
  - If a team has fielded a minimum of seven (7) players within the 15 minute grace period granted by the referee as mandated by the MUSL, the referee shall start the game clock with no loss of time and two (2) 45 minute halves shall commence.
- 3.7.6 Any team that fails to take the field with a minimum of seven (7) players within fifteen (15) minutes of its scheduled game time shall forfeit that game to its opponent by a score of 5-0, be liable for the cost of field rental and pay their share of the referee fee at a minimum
- 3.7.7 Upon conclusion of the game, both managers/coaches shall check the referee's entries into the Game Report for accuracy and completeness before signing the Game Report, making sure that:
- The final score is noted correctly
  - The scores are attributed to the correct players
  - The reasons for cautions or send-offs are provided
  - Any injuries have been noted
  - A request for re-scheduling may be entered into the Game Report if the game was not played to full time for any reason

### **3.8 GAME PROTESTS**

- 3.8.1 Game protests may be submitted for infractions of the above rules. Any team protesting a game must do so in writing or via e-mail to the Director of Competition within three (3) days following the game with a copy of the protest provided to the opposing team manager.

A partially refundable Protest Fee shall be required (see Fees and Fines, APPENDIX A). A game must actually have been played to be protested

- 3.8.2 The Commissioner shall render a decision to both involved Team Managers within one (1) week of receiving the game report. Telephone protests are not acceptable.

### 3.9 REFEREES

- 3.9.1 Referee fees will be established in negotiations between the Board and the Referee Association prior to each season (see Fees and Fines, APPENDIX A). Referees are assigned through the Referee Assignor of the Michigan Referee Committee (not the MUSL Scheduler).
- 3.9.2 Coaches/Managers are encouraged to evaluate the performance of referees by writing their comments on the back of the white copy of the Game Report, or on the MUSL Referee Evaluation Form, in an e-mail, or in a letter. The League Secretary will forward this information to the State Referee Administrator (SRA) and Referee Assignor.
- 3.9.3 The League Board has the authority to request that a certain referee no longer be assigned to a specific team.
- 3.9.4 Instructions to Referees from USSF Rules
- a) The referee may terminate a match for reasons of safety (bad weather or darkness), for any serious infringement of “The Laws”, or because of interference by spectators. Only the League, not the referee, has the authority to declare a winner, a forfeit, and/or no result or order a replay of the match in its entirety. The referee must report fully on the events
  - b) The referee may abandon a match if there is an insufficient number of players to meet the requirements of “The Laws” of the competition, if a team does not appear or leaves before competition of the game has begun, or if the field or any of its equipment do not meet the requirements of “The Laws” or are otherwise unsafe. An abandoned match is replayed unless the competition rules provide otherwise

### 3.10 Discipline (Cautions & Send Offs)

- 3.10-1 Players will be assessed the following points and/or suspensions for cautions and send-offs during league or Founders’ Cup matches.
- a) **Cautions = 2 Points.** (A second caution in the same game will be recorded as a combined send-off)
  - b) **Send-off = 5 Points minimum** (Up to 10 points based on offense.)
- 3.10.2 A player sent off (red carded) will be assessed 5 or 10 points depending on the nature of the infringement and a minimum one game suspension. Sendoffs are subject to the fine assessed by the league to the team (\$35 or \$75). As players accumulate points over the season, they are subject to additional suspensions and their teams are subject to additional fines (see 3.11 Accumulation of Points and Consequences.). Players registered to more than one team will accumulate points separately in each age group in which they compete.
- a) **Serious Foul Play**.....5 Points (# 7 on the Game Sheet)
  - b) **Denies Obvious Scoring Opportunity** .....5 Points (#10 on the Game Sheet)
  - c) **Offensive, Abusive, or Insulting Language**.....5 points (#11 on the Game Sheet)
  - d) **Second Caution in one Game**.....5 Points (#12 on the Game Sheet)

The player shall stand suspended for one game and the team shall be fined \$35. The suspension shall be served in the next scheduled game in that age group, whether league or cup game.

**3.10.3 Violent Conduct**.....10 Points (#8 on Game Sheet)

**Spitting at Another Person**.....10 Points (#9 on Game Sheet)

The player shall stand suspended until the Director of Discipline announces the length of the suspension, which could include the player being banned from the MUSL. The team shall be fined \$75 and shall pay the fine within 10 days of notice or the player will remain suspended until the fine has been paid. The suspension will be applied to all league and founders' Cup games for which the player is registered throughout the MUSL. If the player is registered to more than one team, the player's points shall be applied to the age group in which the points were earned.

**3.10.4 Send-offs Involving Injury**

Players sent off whose conduct resulted in the injury of another player shall be suspended until the matter is reviewed by the Director of Discipline. The suspension may include the player being banned from the MUSL. The team may be fined up to \$75, which must be paid within 10 days of notice or the player will remain suspended until the fine is paid.

**3.10.5 Referee Abuse or Assault**

Players reported for "Referee Assault" or Referee Abuse" shall automatically stand suspended until they have attended a mandatory hearing by the Disciplinary Committee of the Michigan Soccer Association to determine the punishment for the misconduct. The MUSL will not tolerate this kind of conduct and reserves the right to impose additional sanctions, including the player being banned from the MUSL. The Player's team shall be fined \$100.

**3.11 Accumulation of Points and Consequences**

Players who accumulate the following point totals in both league and cup games during ones season will serve the following additional suspensions listed below. If a player is registered in more than one age group, the point totals and suspensions are specific to each age group in which the points were earned. Players in the Open Age Group will accumulate points in all divisions of that age group.

**3.11.1 Three Cautions in one Season** = 1 game suspension to be served during the next scheduled game in that age group, whether league or cup game. (If the player surpasses this point total via a send-off, this suspension is in addition to the original send-off suspension.

**3.11.2 9 Points in one Season** = 1 game suspension to be served during the next scheduled game in that age group, whether league or cup game. (If the player surpasses this point total via a send-off, this suspension is in addition to the original send-off suspension.

**3.11.2 12 Points in one Season** = 1 game suspension to be served during the next scheduled game in that age group whether a league or cup game. The team shall be fined \$25 and

shall pay this fine within 10 days of notice or the player will remain suspended until the fine is paid. (If a player surpasses this point total via a send-off, this suspension and fine is in addition to the send-off suspension and fine.)

- 3.11.3 **17 Points in one Season** = Player shall stand suspended until the Disciplinary Chair issues a ruling on the length of the player's suspension. The team shall be fined \$35 and shall pay this fine within 10 days of notice or the player will remain suspended until the fine is paid. (If a player surpasses this point total via a send-off, this suspension and fine is in addition to the send-off suspension send-off and fine.)
- 3.11.4 **Excess of 19 Points in one Season** will result in suspension until the Disciplinary Chair announces the length of the suspension or possible expulsion from the MUSL. (If the player is registered to more than one team, the player will be suspended in the division in which the points/cautions/send-offs were given.)
- 3.11.4 Team managers are responsible to track their player's disciplinary points and player suspensions as those occur. Players serving a suspension must be noted on the Game Sheet. Teams fielding a suspended player shall lose the game by forfeit with a score of 5:0. Additional sanctions may be determined by the Director of Discipline.
- 3.11.5 All disciplinary actions of this league shall be in conformity with its Constitution, Bylaws, and Rules and Regulations.

### **3.12 APPEALS & DISCIPLINARY HEARINGS**

- 3.12.1 Appeal and disciplinary hearing procedures are governed by the MUSL "Appeals Procedure", which is published in part four (4) of this document. Fines shall be set annually by the Board (see Fees and Fines in APPENDIX A), and must be published at, or before, the second Managers' Meeting of each year.
- 3.12.2 The Board, at its discretion, may:
- a) Add to any MSA disciplinary action taken against an individual or team.
  - b) Act unilaterally to issue disciplinary actions against an individual or team.
  - c) Suspend, fine, or terminate (or any combination thereof) the membership of any Member of the MUSL if the Board determines that the conduct of the member and/or team is adverse to the best interests of soccer or the MUSL
  - d) Suspend, fine, or terminate (or any combination thereof) any member and/or team that has not complied with the requirements of its membership in the MUSL
- 3.12.3 The membership of a member and/or team whose suspension is in effect on the last day of a seasonal year is terminated as of the first day of the next seasonal year unless the Board of Directors provides otherwise.
- 3.12.4 Suspensions and other disciplinary actions taken by the MUSL Board and/or Discipline Chair shall be recognized by the MUSL and its membership upon notification. Determination of a suspension exceeding four (4) games by the MUSL Board and/or Director of Discipline shall entitle the party subject to the action to an appeal hearing before the Board (see section 4.0-4.5).



### **3.13 FORFEITS**

3.13.1 Games may be ruled a forfeit by the league for:

- a) Use of an ineligible player (see 3.3.5)
- b) Failure to field a team by the scheduled kick-off time (see 3.7.5)
- c) Inability to complete a game with the minimum number of players required ( see 3.7.6)
- d) Causing the referee to terminate a game short of full time because of misconduct (see 3.7.4 – e and 3.14.6 – b)
- e) Failure to schedule a Cup game by the published date or “make-up” date

3.13.3 A team forfeiting a game shall lose the match by a score of 5:0 and game may be subject to punitive action by the league based on the discretion of the Director of Discipline.

3.13.4 The forfeiting team shall stand suspended until the fine, if imposed, has been paid.

### **3.14 FOUNDERS’ CUP**

3.14.1 The League shall annually conduct a competition in honor of the founders of the league.

3.14.2 Teams registered at the start of the Spring Session and in good standing with the MUSL and the MSA will automatically be included in the Founders Cup competition, except any team may opt out of that year’s Cup competition by written notice to the Competitions Director within the time prescribed by that Director.

3.14.3 Cup games will be scheduled in conjunction with the regular League schedule with pairings to be drawn at the second Managers’ Meeting of the season. The first team of each pair shall be the home team.

3.14.4 The tournament will be a single game elimination. The Open division shall compete in a single group. The Over 30 1<sup>st</sup> and 2<sup>nd</sup> division teams shall compete in one group, and the Over 30 3<sup>rd</sup> and 4<sup>th</sup> and 5<sup>th</sup> division in a second group. The Over 40 division teams and the Over 50 teams shall each compete in their own age group.

3.14.5 A player may play for only one team in each age group of the Founders’ Cup, providing that he/she is in good standing and meets the age requirement.

#### **3.14.6 Competition Rules**

Rules for the Founders Cup shall be the same as for league games except as noted hereafter.

- a) If a Cup game has to be abandoned due to darkness, weather, or field conditions, the game must be replayed in its entirety.
- b) If a Cup game was terminated short of full time by the referee due to the misconduct of players or fans, the Board shall hear the case in a disciplinary hearing and determine the disposition of the game
- c) All Cup games scheduled must start no later than 6:30 p.m. unless they are played on lighted fields or have been approved by the Director of Competition.

- d) All Founders' Cup games must result in a winner. Games tied at the end of regulation time shall play two (2) periods of 15 minutes extra time and, if needed, go to "Kicks from the Penalty Mark" to obtain a winner, except that games in the Over 50 age group shall play only two periods of five (5) minutes extra time

### **3.15 AMENDMENTS**

Amendments to the Rules and Regulations may be made at any MUSL Managers' or Board meeting and shall require a simple majority of the votes cast for adoption.