

3.0 RULES & REGULATIONS

3.1 TEAM MEMBERSHIP

- 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 A). 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 full performance bond on deposit with the league (Appendix A).
 - c. Have a permitted, lined field that meets FIFA requirements.
 - d. Provide a primary contact with reasonable access to the internet and e-mail.
 - e. Have paid any fees or fines assessed by the Board.
 - f. Be represented at the AGM and all Membership Meetings.
- 3.1.2 The team manager listed in the league records shall be recognized as the official team representative and shall be responsible for all its administrative affairs. This shall also be the case when the team’s bond and/or affiliation fee was paid by a person or entity other than the team representative.
- 3.1.3 The transfer of management of a team from one manager to another shall require a written declaration of the current manager that he/she is giving up that management and allowing a new manager to assume it. Such a transfer shall not be effective until all outstanding fees of the team in question have been paid.
- 3.1.4 If a team wishes to have someone other than the team manager recognized as the official manager of the team, such as a sponsor or a club, it must declare this in a written statement signed by the last team representative. Such a transfer shall not become effective until the team’s financial obligations have been satisfied.
- 3.1.5 Teams dropping out of the league before they have completed their schedule or other obligations will forfeit their performance bond.
- 3.1.6 The bond money of teams wishing to leave the league after they have fulfilled their obligations shall be returned to the team manager, or whoever furnished that bond.

3.2 PLAYER REGISTRATION

- 3.2.1 Member teams shall register from a minimum of 15 players up to 25 players each season on or before the first day of competition.
- 3.2.2 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 **must** 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.
- 3.2.3 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.

- 3.2.4 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 Director of Discipline.

3.3 PLAYER ELIGIBILITY

- 3.3.1 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.
- 3.3.2 Players must be properly registered and not under suspension.
- 3.3.3 Players must have Amateur status through USSF.
- 3.3.4 Transferred players must have served their eight (8) day waiting period.
- 3.3.5 Over 50 teams are permitted three (3) players who have attained the age of 48 before their first game.
- 3.3.6 A player may play for only one team in each age group, except in the Open Division. See Section 3.3.7 for clarification.
- 3.3.7 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.
- 3.3.8 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.
- 3.3.9 A player whose team has completed its seasonal schedule may not transfer to another team in the same age group during that same season.
- 3.3.10 The use of ineligible player(s) in any game may result in game forfeiture and a fine for each incident. Additional infractions may result in a team suspension.
- 3.3.11 All players must have read and understand the Rules and Regulations for the MUSL.

3.4 SCHEDULE

- 3.4.1 Not later than by the first Managers Meeting of the season, managers shall present to the Director of Scheduling (Scheduler) 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 At the 1st Membership Meeting of the season, the Scheduler shall present a preliminary schedule of games. Updates or corrections to this schedule must be communicated to the Scheduler within two (2) weeks of the meeting or prior to the release date of the schedule.
- a. Teams that wish to enter any competition sponsored by our State, Regional, or National governing bodies must notify the Scheduler or Administrator via e-mail of this intent not later than by the First Managers Meeting of the year.

Such games automatically have the approval of the League and the State Association.

- b. For games, other than State, Regional or National competitions, against opponents that are members of the MSA, teams shall be required to obtain permission from the Board. The Board shall have the authority to deny such games if these interfere with the league schedule.
 - c. For games, other than State, Regional or National competitions against opponents that are not affiliates of the Michigan Soccer Association (MSA), teams will have to obtain permission from this league as well as from the MSA.
- 3.4.3 At the 2nd Membership Meeting of the season, the Scheduler will present the Final League Schedule.
- 3.4.4 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, noted on the game sheet, and initialed by both managers. At all times, the halves of any game must be of equal length.
- 3.4.5 In the absence of a USSF certified referees, the use of club linesmen shall be authorized at all time.

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:
 - 1. At least (14) days prior to the originally scheduled date without penalty.
 - 2. At least 4 days prior = \$20 fee.
 - 3. At least 48 hours prior = \$80 fee.
 - 4. Less than 48 hours prior = referees + field rental fees.
- 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 Scheduler, Administrator, or Director of Competition.
- 3.5.3 The Scheduler and the Director of Competition 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 Director of Competition shall settle the issue. Each team shall to the Scheduler submit a list of available dates, locations, and times. The Director of Competition will use the home team’s regular game day, location and time as a base line.
- 3.5.4 A game terminated or abandoned short of full time due to weather, darkness, or other outside cause may be replayed in its entirety. However, if at least sixty (60) minutes of the game had been played, that result will be allowed to stand. The Scheduler or

Director of Competition, with the agreement of the managers, shall have the authority to order the score at the time of game termination as the result of the game

- 3.5.5 The Board shall have the authority to reschedule games only for the following reasons:
- a. The scheduled game conflicts with an 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 Club Linesmen.
 - d. The referee terminates a game before the full 90 minutes have expired due to weather or field conditions.
- 3.5.6 In exceptional situations not included above, the Director of Scheduling or the Director of the Competition shall have the authority to decide whether to re-schedule or not, and notify both teams and the Scheduler.

3.6 FOUNDERS CUP

- 3.6.1 The League shall annually conduct a competition in honor of the founders of the league.
- 3.6.2 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.
- 3.6.3 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 shall be the home team.
- 3.6.4 The tournament will be a single game elimination.
- 3.6.5 The Director of the Founders Cup will create groupings based on age group and division.
- 3.6.6 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.
- 3.6.7 **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 Founders Cup Director.

- 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.

3.7 THE LAWS OF THE GAME

3.7.1 This League will abide by FIFA Laws of the Game except as modified hereafter.

3.7.2 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 48 and 50 teams only may also substitute at any throw-in.
- h. Substituted players may re-enter the game.

3.7.3 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.

3.7.4 Players who are given a yellow or red card may be immediately substituted; prior to the restart of the match.

3.7.5 Each team will supply (1) captain, with captain’s armband prior to the competition. The captain and/or team manager will be the focal point for speaking with the referee during and after the match. The captain may change due to substitution during the match. Only (1) captain for each team will be on the field at a time.

3.7.6 Players that are not denoted as the captain or manager of a team are not allowed to approach the referee during the match. A 5 yard “halo” must be allowed around the referee during any discussion of match events. As issues occur during the match, the players may use their captain to approach the referee with their concerns. Discretion must be used when discussions with the referee take place.

3.8 MANAGER’S / COACH’S RESPONSIBILITIES

3.8.1 Managers, Coaches, and team representatives shall be required to attend all Membership Meetings (see 3.1.e).

3.8.2 Managers, Coaches, and team representatives are responsible to ensure their players all know and understand the Rules and Regulations for the MUSL soccer

league.

- 3.8.3 Before the start of a game, the Manager/Coach of the **home team** must provide:
- a. A lined field that meets FIFA requirements,
 - b. Goal nets,
 - c. Corner flags,
 - d. Change of colors (uniform jerseys),
 - e. One (1) Captain, designated with a captain's arm band.
- 3.8.4 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 or cancellation of the match (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. Their suspension shall not be considered as having been served until their name has been entered in the 'Suspended Player' segment of the 'Game Report Form' for the applicable number of games the rules prescribe. Once the office has received the 'Referee Report' the names of suspended players will not show up printed on the 'Game Report Form' until the fine for the suspension has been paid
 - d. The MUSL 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 affected player/s must show a picture ID to the referee and sign the back of the game sheet. No player will be allowed to play in a match if his/her name is not printed on the game sheet. Failure to follow this procedure may serve as basis for a game protest and result in a game forfeiture.
- 3.8.5 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.
- 3.8.6 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.
- a. 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.

- b. 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.
 - c. 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.
- 3.8.7 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 3-0, be liable for the cost of field rental and pay the referee fees. All payments shall go through the MUSL office.
- 3.8.8 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:
- a. The final score is noted correctly,
 - b. The scores are attributed to the correct players,
 - c. The reasons for cautions or send-offs are provided,
 - d. Any injuries have been noted,
 - e. A request for re-scheduling may be entered into the Game Report if the game was not played to full time for any reason.

3.9 GAME PROTESTS

- 3.9.1 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.
- 3.9.2 The Director of Competition shall render a decision to both involved Team Managers within one (1) week of receiving the game report. Telephone protests are **not** acceptable.

3.10 REFEREES

- 3.10.1 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).
- 3.10.2 Coaches/Managers are encouraged to evaluate the performance of referees on the MUSL Referee Evaluation Form that can be found on the specific game page at www.musl.net. The Director of Competition will forward this information to the State Referee Administrator (SRA) and Referee Assignor.
- 3.10.3 The League Board has the authority to request that a certain referee no longer be assigned to a specific team.
- 3.10.4 Referees are required to review game sheets and player cards prior to game start. If a team does not have a proper MUSL game sheet printed out, the referee may

cancel the game.

3.10.5 Instructions to Referees from USSF Laws of the Game:

- 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.

3.11 DISCIPLINE

3.11.1 Cautions and Send Offs are part of a match and should be limited always. For specific definition of these matters see the USSF Laws of the Game.

3.11.2 Players will be assessed the following points and/or suspensions for cautions and send offs during league or Founders’ Cup matches.

3.11.3 Caution (yellow card):

- a. Caution 1 = 2 Points. (A second caution in the same game will be recorded as a combined send-off)
 1. Delays Restart of Play (#4 on game sheet)
 2. Fails to Respect 10 Yard Rule (#5 on game sheet)
- b. Caution 2 = 3 Points. (A second caution in the same game will be recorded as a combined send-off)
 1. Unsporting Behavior (#1 on game sheet)
 2. Dissent by Word or Action (#2 on game sheet)
 3. Persistent Rule Breaking (#3 on game sheet)
 4. Enters or Leaves Field without Permission (#6 on game sheet)
- c. A second caution in the same game will be recorded as a combined send off.

3.11.4 Send off (red card):

- a. A player sent off (red carded) will be assessed a minimum of five (5) points and minimum one (1) game suspension depending on the nature of the infringement. Send offs are subject to the fine assessed by the league to the team.
- b. Infringements with typical penalties of 1 game suspension, \$35 fine, and 5 penalty points:
 1. **Serious Foul Play** (#7 on game sheet)
 2. **Denies Obvious Scoring Opportunity** (#10 on the Game Sheet)
 3. **Offensive, Abusive, or Insulting Language** (#11 on the Game Sheet)

4. **Second Caution in one Game** (#12 on the Game Sheet)
- c. Suspensions from send offs in section 3.10.3.b shall be served in the next scheduled game in that age group; whether league or cup game.
- d. Infringements with minimum penalties of 2 games suspension, \$75 fine, and 10 penalty points:
 1. **Violent Conduct** (#8 on the Game Sheet)
 2. **Spitting at Another Person** (#9 on the Game Sheet)
 3. **Referee Abuse or Assault** (#13 on the Game Sheet)
- e. Suspensions from send offs in section 3.10.3.d shall be served in the next scheduled game in any age group; whether league or cup game.
- f. Players reported for “Referee Abuse or Assault” 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.

3.11.5 Suspensions can only be served in games that are played to completion.

3.11.6 All disciplinary actions of this league shall be in conformity with its Constitution, Bylaws, and Rules and Regulations.

3.12 PLAYER POINT ACCUMULATION

3.12.1 Players who accumulate the following point totals in both league and cup games during ones season will serve the following additional suspensions listed below. Player points totals are cumulative across all age groups and competitions.

3.12.2 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 3:0. Additional sanctions may be determined by the Director of Discipline.

- a. **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.
- b. **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.
- c. **17 Points in one Season** = Player shall stand suspended until the Disciplinary Chair issues a ruling on the length of the player’s suspension. This may include expulsion. 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.

3.13 TEAM POINT ACCUMULATION

3.13.1 Teams accumulate points based on their individual players. Player points for a team are compiled towards a team total. These points are accumulated by teams

in a certain age group or division and their accompanying Founders Cup points.

- 3.13.2 Team managers are responsible to track their team disciplinary points.
- 3.13.3 The team point totals will be used by the MUSL Board to determine whether sanctions are to be levied against teams, up to and including expulsion from the league.
 - a. **35 Points in one Season** = point total at which a team manager must attend a meeting with the Board.
 - b. Any point total beyond 35 is subject to disposition by the Board.

3.14 APPEALS & DISCIPLINARY HEARINGS

- 3.14.1 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.
- 3.14.2 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.
- 3.14.3 The membership of a member and/or team whose suspension is in effect on the last day of a seasonal year is to be terminated as of the first day of the next seasonal year unless the Board of Directors provides otherwise.
- 3.14.4 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).

3.15 FORFEITS

- 3.15.1 Games may be ruled a forfeit by the league for:
 - a. Use of an ineligible player (see section 3.3)
 - b. Failure to field a team by the scheduled kick-off time (see 3.7.6.a)
 - c. Inability to complete a game with the minimum number of players required (see 3.7.6.b)
 - d. Causing the referee to terminate a game short of full time because of misconduct (see 3.7.6.b)
 - e. Failure to schedule a Cup game by the published date or “make-up” date
- 3.15.2 A team forfeiting a game shall lose the match by a score of 3:0 and game may be

subject to punitive action by the league based on the discretion of the Director of Discipline.

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

3.16 EXPULSION

3.16.1 The MUSL Board may expel a team from the league for violations of its rules and regulations.

3.16.2 Expulsion duration will be determined by the MUSL Board and given to the offending player or team.

3.16.3 Appeal of expulsion determinations may occur per part 4, "Appeals".

3.16.4 Re-admittance to the League may occur after the player or team has served their suspension. A hearing with the Board is necessary to complete re-admittance.

3.17 AMENDMENTS

3.17.1 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.