

Michigan State Developmental Soccer League

Rules and Regulations

Updated September 2024

GAMES SHALL BE PLAYED IN ACCORDANCE WITH THE LAW OF THE GAME AS PUBLISHED BY FIFA AND THE FOLLOWING MODIFICATIONS FROM MSDSL

Rule 1: General Cases and Line of Authority

Section 1: In general cases, the League Commissioner/Board of Directors shall be responsible for governing those people associated with this organization. It is the duty of all officials and coaches to report immediately any infraction outlined in Rule 2.

Section 2: Should any person, team, or league want to question any issue(s), the first line of authority shall be the League Commissioner, then the Board of Directors for adverse decisions that require a need for an appeal (see rule 16).

Rule 2: Disciplinary Ruling and Minimum Punishment Per Season

Section 1: Any player sent off the field by the referee for a RED card shall receive a minimum of a one game suspension.

Section 2: Any player guilty of pushing, striking, or threatening any coach or referee shall receive a one-year suspension.

Section 3: Coaches or team officials who fight are guilty of pushing, striking or threatening any coach or official at any time shall be disciplined according to the following schedule:

FIRST TIME: The offender shall be suspended or a minimum of one year

SECOND TIME: Life suspension from MSDSL

Coaches may also be subjected to a disciplinary hearing by the MSYSA.

Section 4: Any coach or team receiving:

1. 3 Red cards in any one game, or
2. 5 Red cards per season, or
3. 5 cards, Red or Yellow, or any combination thereof, in one game, or
4. 10 cards, Red or Yellow or any combination thereof, per season, shall appear before the BOD. The club represented by this team shall play under probation until an appearance before the BOD.

Section 5: Any club and its representatives (coach, director, administrator, parent, etc.) who knowingly alters any roster or falsifies any birth dates may be expelled from the league by the BOD.

Section 6: Any offender receiving three yellow cards during a seasonal year will automatically be issued a red card for the next physically played game. This is considered a one game suspension.

Section 7: Any offender receiving three red cards is suspended until making an appearance before the BOD. This will be accomplished by requesting a hearing from said BOD.

Section 8: Any of the above suspensions will apply to the next physically played game. Any forfeited, canceled or postponed game is not considered a played game.

Section 9: Any coach that plays a player who has received either

1. Three Yellow cards
2. One Red card and is suspended
3. Or is not registered to play on the team, will receive a suspension and the club may place disciplinary sanctions. If a coach again plays a suspended or non-registered player, he/she and club will appear before the BOD and further action will be taken.

Section 10: Any club failing to appear at a scheduled disciplinary hearing without due cause and 72 hours' notice will be suspended until such time as another hearing can be scheduled.

Section 11: Red card suspension from USYSA sanctioned tournaments not served within the issuing tournaments, shall be observed in MSDSL matches. Suspensions from MSDSL matches do not carry over into USYSA sanctioned tournaments.

Section 12: All suspensions from USYSA sanctioned tournaments are reported to MSYSA (state) and USYSA (national) board.

Rule 3: Insurance

Insurance is obtained through MSYSA via each team's affiliation with the league. Additional insurance can be secured at the member's own prerogative. Club admin/coaches must contact the MSDSL admin with details of location and address of fields so they can send in the information in order to get a COI to send to club admin/coach.

Rule 4: Laws of the Game

Section 1: Rules of Play shall be the "Laws of the Game" as published by FIFA. All contests sanctioned by this league shall abide by the "Laws of the Game" and the modifications as permitted by the league shall be published under separate cover.

Section 2: All teams, coaches, leagues and clubs will follow the Bylaws of the League, USSF, MSYSA and USYSA.

Rule 5: Game Rules

Section 1: Any game that is called after the start of the second half because of inclement weather or darkness will be considered a completed game. If game is stopped prior to the 2nd half then after weather delay if time permits the game can resume if agreed upon by all parties including referees. If time does not allow the game will need to be rescheduled and agreed upon by both coaches and referee fees will again be the responsibility of the teams.

Section 2: Game format rules and regulations for 4v4

1. 4v4 U7/U8-Four 10-minute quarters size 3 or 4 ball based on coaches agreeing. If coaches do not agree then size 3 ball will be used.
2. The home team/club will be responsible for the condition of the grounds, the proper field markings and proper equipment.
3. Goals and nets are required and home teams are responsible for some form of anchor so goals cannot tip over. Referees have the right to stop play or not start a game if they feel the goals are not safe.
4. The home team will provide the game ball.
5. The home team will wear their light-colored uniform (white, light grey, etc.) The Away team will wear their dark colored uniform (navy blue, black, etc.). Should the visiting team arrive wearing their white uniform, it will be the away team's responsibility to change into their dark uniform or wear a contrasting training bib.
6. The offside rule IS NOT ENFORCED.
7. All free kicks shall be indirect.
8. No goal kicks-**restarts** will either be a kick or dribble in. Other teams must retreat to half line and then when the ball moves it is in play.
9. No throw ins, just dribble or kick ins.
10. All kicks are indirect including goal kicks, kick in and corner kicks.
11. There are no penalty kicks in this format. If players use their hand in front of the goal to prevent a goal, then the ball will be placed 10 yards from the goal for an indirect kick.
12. Player substitutions may be made, by either team at any time.
13. If the two teams have at least 3 players, the game shall start as scheduled. Otherwise, they shall start when the two teams have reached that number or 15 minutes has elapsed.
14. One coach from each team will be allowed on the field.
15. There is only one referee.
16. Heading is not allowed.
17. There should not be a player assigned to "hang back" and act as a Goalkeeper. If a player is assigned the role to "stay back" near or in front of the goal-this rule is being violated.

Section 3: Game format rules and regulations for 7v7

1. 7v7 U9Y-U10- Two 25-minute halves, Size 4 ball.
2. The home team/club will be responsible for the condition of the grounds, the proper field markings and proper equipment.
3. Goals and nets are required and home teams are responsible for some form of anchor so goals cannot tip over. Referees have the right to stop play or not start a game if they feel the goals are not safe.
4. The home team will provide the game ball.
5. The home team will wear their light-colored uniform (white, light grey, etc.) The Away team will wear their dark colored uniform (navy blue, black, etc.). Should the visiting team arrive wearing their white uniform, it will be the away team's responsibility to change into their dark uniform or wear a contrasting training bib.
6. Substitutions may take place with any ball out of bounds (goal, goal kick, corner kick, throw in) at the referee's discretion. It is highly suggested that the referee only allows subbing if the team that wants to sub has possession of the corner kick or throw in. The referee does not have to allow the red team to sub during the Blues team throw in or corner kick. All subs are allowed on goal kicks and after a goal has been scored.

7. Build Out Line-The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in hand in the run of play (from the opponent) or from a goal kick, the opposing team must move behind the build out line. The retreating team can resume normal play once the ball crosses the penalty area line. For example, the keeper drops the ball and starts to dribble-you can enter once the ball leaves the penalty area and the same if GK throws, rolls to a wide player. By allowing an extra moment of the build out team to actually build out will help develop our players long term. The Build out Line shall be placed equidistant between the top of the penalty line (not the top of the arc that is attached to the penalty line) and the halfway line of the field.
8. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting and dropkicks are not allowed). If the goalkeeper chooses to play the ball before the opposing teams retreat to the build out line-all players resume normal play immediately upon release from the GK.
9. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
10. The 6 second rule starts when all opposing players have retreated to the build out line. If the opposing team crosses the build out line early-the 6 seconds starts over after all opposing players properly retreat to the build out line.
11. HEADING-Deliberate heading of the soccer ball is prohibited in U10 and below games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
12. Offsides-The build out line will also be used to denote where offsides offenses can be called. Players cannot be penalized for an offside offense between the two build out lines on the field. Players can be penalized for an offside offense between the build out line and goal line.
13. Free kicks both direct and indirect kicks per FIFA Laws of the Game.
14. Goal Kick- restarts are started with the ball on the ground placed inside the 6-yard box (no more GK picking up the ball and restarting with ball in hand).
15. If the two teams have at least 5 players, the game shall start as scheduled. Otherwise, they shall start when the two teams have reached that number or 15 minutes has elapsed.
16. 3 referees are used for this format.

Section 4: Game format rules and regulations for 9v9

1. 9v9 U11Y-U12-Two 30-minute halves Size 4 ball.
2. The home team/club will be responsible for the condition of the grounds, the proper field markings and proper equipment.
3. Goals and nets are required and home teams are responsible for some form of anchor so goals cannot tip over. Referees have the right to stop play or not start a game if they feel the goals are not safe.
4. The home team will provide the game ball.
5. The home team will wear their light-colored uniform (white, light grey, etc.) The Away team will wear their dark colored uniform (navy blue, black, etc.). Should the visiting team arrive wearing their white uniform, it will be the away team's responsibility to change into their dark uniform or wear a contrasting training bib.

6. Substitutions may take place with any ball out of bounds (goal, goal kick, corner kick, throw in) at the referee's discretion. It is highly suggested that the referee only allows subbing if the team that wants to sub has possession of the corner kick or throw in. The referee does not have to allow the red team to sub during the Blues team throw in or corner kick. All subs are allowed on goal kicks and after a goal has been scored.
7. The offside rule IS ENFORCED.
8. Free kicks both direct and indirect kicks per FIFA Laws of the Game.
9. Goal kicks-The ball is kicked from any point within the goals area by a player of the defending team. Opponents remain outside the penalty area until the ball is in play. The kicker cannot touch the ball again until it has touched another player. The ball is in the play when it is kicked directly out of the penalty area.
10. A goal may be scored directly from a corner kick not only by opposing team.
11. Penalty kicks-A goal may be scored directly from a penalty kick.
12. If the two teams have at least 7 players, the game shall start as scheduled. Otherwise, they shall start when the two teams have reached that number or 15 minutes has elapsed.
13. 3 referees are used for this format.

Section 5: Game format rules and regulations for 11v11

1. 11v11 U13Y-U14 two 35-minute halves, size 5 ball. U15-U16 two 40-minute halves, size 5 ball. U17-U19 two 45-minute halves, size 5 ball.
2. The home team/club will be responsible for the condition of the grounds, the proper field markings and proper equipment.
3. Goals and nets are required and home teams are responsible for some form of anchor so goals cannot tip over. Referees have the right to stop play or not start a game if they feel the goals are not safe.
4. The home team will provide the game ball.
5. The home team will wear their light-colored uniform (white, light grey, etc.) The Away team will wear their dark colored uniform (navy blue, black, etc.). Should the visiting team arrive wearing their white uniform, it will be the away team's responsibility to change into their dark uniform or wear a contrasting training bib.
6. Substitutions may take place with any ball out of bounds (goal, goal kick, corner kick, throw in) at the referee's discretion. It is highly suggested that the referee only allows subbing if the team that wants to sub has possession of the corner kick or throw in. The referee does not have to allow the red team to sub during the Blues team throw in or corner kick. All subs are allowed on goal kicks and after a goal has been scored.
7. The offside rule IS ENFORCED.
8. Free kicks both direct and indirect kicks per FIFA Laws of the Game.
9. Goal kicks-The ball is kicked from any point within the goals area by a player of the defending team. Opponents remain outside the penalty area until the ball is in play. The kicker cannot touch the ball again until it has touched another player. The ball is in the play when it is kicked directly out of the penalty area.
10. A goal may be scored directly from a corner kick.
11. Penalty kicks-A goal may be scored directly from a penalty kick.
12. If the two teams have at least 9 players, the game shall start as scheduled. Otherwise, they shall start when the two teams have reached that number or 15 minutes has elapsed.
13. 3 referees are used for this format.

Section 6: Substitutions

1. The number of substitutions shall be unlimited unless competition under MSYSA jurisdiction specifically determines otherwise.
2. Substitutions may be made by either team:
 - a. Prior to a throw in, ONLY if the offensive team is also substituting.
 - b. Prior to a goal kick.
 - c. After a goal.
 - d. After an injury, (1 for 1) after the referee stops play.
 - e. At halftime.
 - f. After a Yellow card, the carded player(s) may be substituted and if substituted, the opposing team may substitute players (1 or 1).

IN ALL CASES, A SUBSTITUTE MAY NOT ENTER THE FIELD OF PLAY UNTIL SIGNALLED BY THE REFEREE

Section 7: Any team delaying the start of a scheduled game by more than 15 minutes without authorization of the League shall forfeit the game to their opponent and shall be responsible for full payment of the referees. Failure to pay these referee fees will result in suspension for the delinquent team and/or club from the league until fees are paid.

Section 8: In the event that both teams do not show up for a scheduled game, and referee-rules the ground payable, then both teams shall be responsible for their half of the referee fees.

Section 9: On fields where it is possible, teams shall take the opposite side as their spectators; the home team has a choice of side. No coach, trainer, manager, substitute, or player not in the game, is to be anywhere except by the touchlines between the penalty areas. Coaches are responsible for the behavior of their spectators. Nor spectators are allowed on or behind the goal lines.

Section 12: Both teams share the expense of the referee fees.

Section 13: A team official (head coach, or manager listed on a MSDSL team roster from that club) must be present at every game. If not, registered coaches are available, then the game must be rescheduled or forfeited by the team without the coaching staff (refer to rule 18, section 4 and 5). Parents are not allowed to fill-in without an official team/club coach being present.

Rule 6: Age Limit Definition

Section 1: The term "youth" as applied to these bylaws shall mean an amateur player who has not attained his or her 19th birthday before the first day of August of the season in which he or she applies for registration.

Section 2: Attaining age limit. Players attaining the limiting age for any age group on or after January 1st, will be eligible to play for the remainder of the season.

Section 3: Reinstated player. A reinstated player shall mean a player who has been reinstated to an amateur youth status.

Section 4: Age Groups:

1. The league shall divide play among teams from U7-U19. Eligibility for age groups shall be determined by a player's age on January 1 of the season.
2. There will be single year age groups (U7-U19) in the boys and girls when enough teams are registered to comprise a division.
3. If there are not at least 4 teams registered in an age division, there will be no division for that age group, or teams will be placed into an older age group.

Rule 7: Proof of Age

Section 1: Authority to contest. The BOD or Commissioner/Registrar may call upon any players to prove his/her legal age.

Section 2: Legal proof of age: Birth Certificate, driver's license, passport, certificate of naturalization, or alien registration card shall be sufficient for proof of age.

Rule 8: Player Registration, League Entry and Team Affiliation Requirements

Section 1: Proper Registration Procedure. All players are required to submit a signed player registration form and proof of age to their designated club representative. The signed player registration form binds the player to that team and club for the seasonal year which runs from July 1 through the day before the state association-designated tryout date unless the player is granted a transfer under rule 11. Each club is required to submit to the appropriate league officer or representative various forms as may be required for the operation of the league and pay all fines, dues, or fees that may be levied by the league. The BOD will determine the final registration date of each playing season. All paperwork, forms and fees must be submitted before the league season begins.

Section 2: Requirements for Possession of Player Pass card.

1. All Players shall present to the referee their player pass card before the start of the match.
2. All pass cards are to be returned to the coach prior to the start of the match.
3. If a player or coach is ejected for misconduct, then the referee shall note ejection in the game report. That player is ineligible until his suspension has been completed.
4. Should any player(s) misplace their pass card, they shall be permitted to play in the match. However, they shall be open to "challenge" by the opposing team in Rule 9.

Section 3: Club Pass Cards.

1. Players registered in the MSDSL may use their MSDSL player pass card to play for any age appropriate or older teams within their same club that are also registered in MSDSL. As long as the player does not play "down".
2. MSDSL pass cards utilized in this manner are considered "Club pass cards".
3. Teams utilizing an MSDSL club player pass card must meet all other roster requirements.
4. Players whether be primary rostered or guests can only play 2 age groups UP
5. Teams can play up one age group.
6. Girls can play on boys' teams. Boys cannot play on girls' teams. Teams that want to play in a different Gender Division - Must seek and receive approval from the League Commissioner Prior to League Divisioning.
7. Each club is encouraged to add a unique identification to the MSDSL pass card, i.e., sticker, stamp to assist in this process.

Section 4: Registration Fees

1. Registration fees shall be set prior to registration for each season. Fees will cover administration costs as well as registration fees to the MSYSA.
2. Registration fees and all pertinent documentation are to be submitted within the time period set forth in the league calendar. Late fees may be incurred for the time period set forth in the league calendar. Late fees may be incurred for those clubs who fail to submit paperwork within the stated deadlines.

Section 5: Dual Registration

1. A player is allowed to play for a team in the MSDSL and another league, or two teams within the MSDSL if they are from the same club but not within the same division of play. Players who are dual registered must follow MSYSA guidelines.
2. A player can play for only one team in any competition sponsored by the USYSA (i.e., State cup)
3. League issued dual registration forms must be on file with the league registrar.

Rule 9: Challenge of Player not in Possession of Player Pass card

Section 1: Procedure and Penalties

1. If a player does not present a player pass card to the referee prior to the game, they are open to “challenge” by the coach of the opposing team. Each coach shall inform the opposing coach concerning all players without pass cards.
2. The player(s) being challenged shall give their name, signature and birth date to the referee who shall note this on his referee report. The referee shall make this information available to the challenging coach prior to the start of the match.
3. The challenging coach may then contact the commissioner and registrar for verification that the challenged player(s) is properly registered within 48 hours of the completed match. If the records show the player(s) to be properly registered, the matter is finished.
4. If the player(s) is not properly registered, the team shall automatically forfeit that match and the coach will face further disciplinary action by the BOD.

Rule 10: Youth Participation in Senior Game

Section 1: A youth player will be permitted to play an unlimited number of senior games without losing his/her eligibility if the youth participation forms are approved by the MSYS Registrar (per USYSA rules). Any youth playing for a senior club without MSYSA approval shall be declared ineligible for youth games. Any youth team using an ineligible player shall forfeit all games in which that player took part.

Rule 11: Player Transfer, Release and Roster Limit

Section 1: A registered player shall be committed to a team for a seasonal year. Once registered and in the absence of mitigating circumstances, a player must remain with his team until the final day of that seasonal year. Any attempt to induce a player to change teams during this time shall be considered poaching. During the period of tryouts designated by the State soccer association, players, clubs, coaches, team officers or representatives may freely discuss new affiliation for the following season.

1. The 3 exceptions to the above are as follows:

- A. The club suspends operation of that team for the remainder of the seasonal year and grants the release of those players.
 - B. The player moves to a new address, a distance that in the opinion of the BOD would make it impractical for the player to continue with the original team.
 - C. The current club's director or designated representative grants a player transfer.

Section 2: In any of the above cases where a player is transferring their registration from one club to another, the player must first take application to the original club and when granted approval, the clubs will notify the league.

Section 3: Player rosters maximum and minimums:

U7-U8 4v4-8 players max and 4 players min

U9Y-U10 7v7-12 players max and 6 players min

U10Y-U12 9v9-16 players max and 7 players min

U13Y- 11v11 18 players max and 9 players min

U14-U19-11v11-22 players max and 9 players min

Section 3: Transfer cut off dates. The BOD and/or MSYSA may set cut off dates for player transfer for each playing season or seasonal year.

Section 4: To remove injured players or players who quit during the season: Follow the procedure established by the league. Teams may add players to open roster spots at any time as allowed by the league and MSYSA. All additions require an additional registration fee and may be performed up to the cutoff date established by the league and MSYSA each season, late registration charges may be charged.

Rule 11.5: Pass carding

Section 1: The spirit of the club pass rule is to assist in the overall development of players. Teams are allowed to pass card players from lower and higher-level teams. It is highly encouraged to not use higher level players just to win a game - if this is inappropriately used your club and coach may face sanction, fine and or removal from the League.

Section 2: Proper protocol for club pass players involves informing the opposing team's coach at least 24 hours in advance and designating players on the game report. OUTSIDE PLAYERS WANTING TO PASSCARD IN FROM OTHER LEAGUES MUST BE DISCUSSED AND RECEIVE PERMISSION FROM MSDSL COMMISSIONER.

Section 3: Guest player roster limits-No more than 5 guest players will be allowed. Guest players should be MSDSL pass carded players. They also must be from within your own club. You cannot exceed the roster size limits either when adding guest players.

Section 4: If an individual player is with a team that is playing "up" in a division, they will be able to pass carded into appropriate age level of play. Assuming all of the above considerations are in place - not to win a game, proper development of the individual player, proper notification of opposing coaches, etc.

Rule 12: Poaching

Section 1: Any team or club which, through its responsible officers or representatives, attempts to induce a registered player of any team under jurisdiction of this League to leave their team before the end of the current season shall be deemed to have committed a poaching offense and shall be dealt with by the BOD. A poaching violation may result in immediate expulsion of the club and its teams from the league; the club in question would need to reapply for league membership. See league Anti-Poaching Guidelines and Protocol for additional information.

Rule 13: Referee Game Sheets/Reports

Section 1: The referee shall require that both teams enter/print out all appropriate information on a legible, official game report prior to the start of the match. The winning team will be responsible for inputting game scores as well as uploading game reports and in case of a tie the home team.

Section 2: The referee shall verify the identity of the players with their pass cards. He/she shall collect the pass cards of those players who are to participate in the match. He/she should not allow player(s) into the match if they have no pass card, or whose name does not appear on the Referee report form (see rule 9). Players not in possession of a league pass card must sign the back of the game report and will be allowed to play, and the opposing coach may protest the results of the game if he/she chooses per guidelines of rule 16.

Section 3: Upon conclusion of the match, the referee and coaches shall check the game report for accuracy and sign their names.

Section 4: The commissioner and administrator shall be advised of improperly completed match reports. This may result in a fine assessed by the State Referee Development Board to the reporting referees.

Section 5: Prior to the match, the referee shall make sure that each player's equipment is in proper order. The referee's decision is final in regards to the safety of all equipment worn by a player.

Section 6: All referees will be registered on USSF referee registration forms through the local Senior State Association. No person shall officiate as a referee or neutral linesman in any match under the sanction or jurisdiction (direct or indirect) of the USSF who is not registered with this Federation.

Section 7: Referee Authority. The referee shall have the power to decide the fitness of the field in all matches.

Section 8: Referees should not officiate a match in which a member of their family plays.

Rule 14: Players

Section 1: All players must wear shin guards. Shin guards are covered entirely by the stocking, are made of suitable material, and shall be properly sized to provide a reasonable degree of protection.

Section 2: All players must possess an official league pass card.

Section 3: All players must wear full-identified numbered uniforms during league matches. If two players have the same number then one of the numbers needs to be altered. I.e., with tape etc.

Section 4: Players will not be allowed to play with blood exposed on their body or uniform.

Section 5: Coaches are encouraged to play each participant a minimum of one half of the game, unless a player is subject to reasonable team discipline or injury.

Rule 15: Coaches

Section 1: All coaches, assistant coaches, managers, trainers, and team representatives MUST HAVE in their possession a Risk Management Card issued by MSYSA at all team events (games and practices) if acting as a team representative during said events.

Section 2: All league coaches, assistant coaches and managers must be identified by an official pass card with their picture visible.

Section 3: Coaches are responsible for the conduct of their player, other team officials and spectators before, during and after the match.

Section 4: Each coach is responsible for providing an accurate Team Line UP and Referee Report, proper player pass cards, referee fees (if applicable).

Section 5: Coaches who are going to protest a match must inform the referee prior to the start of the match if possible, and will inform the referee in all cases at the end of the match so the referee may note the reasons for the protest on the referee report.

Section 6: Teams must have a coach or team official from their club at every game. Refer to Rule 5.

Rule 16: Protest and Appeals

Section 1: Should any person or team want to protest or appeal any decision; the line of authority shall be:

1. The League Commissioner-protest
2. Then the League Board of Directors (BOD)-appeal
3. Then to MSYSA (State)-appeal
4. Then to the United States Soccer Federation

Section 2: The commissioner shall deal with all protests arising out of any league matches; all protests must be in writing (typed) and must include a \$150 protest fee. Any appeal of the commissioner's decision shall be put into writing (typed) and sent to the President of BOD along with a \$250 appeals fee (check or money order made out to MSDSL).

Section 3: Protest and appeal fees will be returned if the original decision is overturned in the protesting or appealing party's favor. It will not be returned if the protest or appeal is rejected and the original decision is upheld.

Section 4: The referee's judgment with regard to the physical condition of the field and its acceptance for play, to the actual happenings and occurrences related to the conduct of the game and those prerogatives granted to the referee by the "Laws of the Game" published by FIFA SHALL NOT BE CHALLENGED.

Section 5: Only violations of the Constitution of the league, its By-laws, Rules and Regulations and misapplication of the law shall be proper subjects to consider for protest and appeals.

Section 6: Protests and appeals are to be emailed and sent to the appropriate party as stated above within 3 calendar days following the date of the match of the disciplinary decision being appealed. The proper fees must be mailed by the US Postal Service.

Section 7: Protests and appeals will be acted upon by the appropriate party within 3 working days of his/her receipt of the appropriate fee. These actions will be reported to the involved parties within this time limit. An appeal will be acted upon by the BOD at a meeting to be convened at the earliest time possible for all parties to be present. The affected parties will be invited to this meeting. Suspension, other disciplinary action or dismissal of charges will take effect following the ruling of the BOD.

Rule 17: Uniforms

Section 1: Each team is responsible for its own uniforms. The away team is responsible for wearing a dark uniform (navy, black, green etc. The home team shall wear their light uniform (white, light grey, etc.) Should the visiting team show up in their light-colored uniform-it will be their responsibility to change or wear a contrasting training bib. If the home team arrives wearing their dark jersey-they will be responsible for changing or wearing a contrasting training bib. This rule applies to Jersey, shorts and socks.

Section 2: A player's socks shall cover the entire shin guard and the jersey must be tucked inside shorts/pants at all times.

Section 3: All jerseys must be clearly numbered on the back. If duplicate numbers then one jersey must be altered (tape).

Section 4: Cleats must be of the soccer variety and shall not place another player at risk of injury.

Section 5: No jewelry is to be worn or taped over.

Section 6: Any article of clothing, medial brace, cast, or personal effect deemed usage by the referee will be removed before the player is allowed to participate in the match. Casts may be wrapped and padded to the satisfaction of the referee. The referee's decision is final in regards to the safety of all equipment worn by players.

Rule 18: Game Schedule

Section 1: Games may be scheduled by the league as "Match Days". Match days are played at a club in a league that hosts fields and teams have the option to play two games during the day. Boys will be on one day and girls will play on another day to be determined by the league. If coaches opt to play in then they agree to make themselves available that day and the league will not work around requests. They will only make sure the coach does not have conflicts with their teams if they have multiple teams. The league will schedule the fields and times and the hosting club will make sure the fields are properly lined, marked, goals secure and corner flags. League will be responsible for referees but teams are still expected to pay the fees as outlined by the league.

Section 2: Games not scheduled on designated Match Days will be treated as One-Offs, or self-scheduled games. The two teams are responsible for scheduling this game on their own. The host clubs are responsible for providing a proper field and certified referees through a certified referee assignor.

Section 3: Teams must play on dates scheduled; matches that require rescheduling must follow the reschedule procedures established by the league. Minimum number of players required to start a game without forfeit are as follows:

1. 11v11-9 Players
2. 9v9-7 Players
3. 7v7-5 Players
4. 4v4-3 Players

Section 4: For postponed matches on game day, the teams will do its best to reschedule games during a different game day date. If a date cannot be agreed upon then a 0-0 tie will be awarded.

Section 5: Forfeiture: Clubs unable to field a team for a scheduled game MUST notify the league and the opposing team by phone at least 48 hours prior to match time. Teams forfeiting matches may incur game related expenses for being unable to field a team. Expenses not reimbursed during the current competitive season will be assessed and must be paid prior to the beginning of the next season. A team and/or club may be ineligible to participate until these fines have been paid and a performance bond as determined by the BOD is paid. Forfeited matches will be recorded as 4-0.

Section 6: Published standing will be kept.

Rule 19: Team Rules

Section 1: Teams/clubs may deem fit to enact rules and regulations more stringent than those included herein, but in no case may their rules and regulations be less stringent than the league and/or MSYSA By laws.

Rule 20: Pleas of Ignorance

Section 1: A plea of ignorance to this Constitution, Bylaws and Rules and Regulations are not sufficient and violators may expect appropriate action by the League's BOD.

Rule 21: Tiebreakers

Section 1: In case of a tie (same points total) all teams will be awarded as MSDSL Champion.

Rule 22: Goals Scored

Section 1: When a team reaches 5 goals more than their opponent: The team that is losing will be able to add 1 player per every 5 goals if they chose. If after adding the player the score becomes i.e. 5-1 then the losing team must remove the extra player from the field. The winning team must have a 5 goal lead before players can be added.

Rule 23: Penalty (Yellow/Red Cards)

Section 1: Cards accrued will remain with the player on the players originally registered team. The penalized player must serve (sit out) his/her penalty at the next physically played league game of their originally registered team, regardless of which team he/she was playing for when the card happened.

Section 2: If a player receives 3 or more yellow cards in any seasonal year, they must sit out a game. This applies to all league play and must sit out 1 game.

Rule 24: Heading the Ball

Section 1: Elimination of Heading Policy

1. teams that are 11 and younger, may not head the ball.
2. A header by these players shall result in an indirect free kick awarded to the opponent at the spot of the infraction. If the header occurs within the goal area, the indirect free kick shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
3. If a player heads the back, but the referee deems that is not purposeful, then play shall continue.

Rule 25: Coaching from the Sidelines

Section 1: Coaching from the sidelines, giving directions to one's own team on points of strategy and position, is permitted provided:

1. No mechanical devices are used
2. Tone of voice is informative and not a harangue
3. No coach or substitute or player is to be anywhere except on the sidelines between the top of the penalty area and the half field mark during the game.
4. The coaching must be coming from the player side and not the spectator side

Rule 26: Team Benches

Section 1: Teams shall take opposite sidelines for their benches. Home teams have a choice of preferred sidelines. Parents and spectators must take the same sideline as their respective team, unless the facility prevents otherwise. It will be the responsibility of each team's officials (coach, assistant coach, manager) to educate and see that their fans or spectators behave in a proper and respectful manner.

Rule 27: Misconduct

Section 1: Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein and as published by the USSF, including cautions, ejections, and standard suspensions. Any coach or team official shall be held responsible for the actions of any individual(s) who violate these rules and who in the opinion of the disciplinary authority, is a supporter of that team.

Section 2: Misconduct toward game officials can result in cautions, suspension, ejections. Referee misconduct will not be tolerated by the league and should be reported immediately to the league, governing body (MSYSA, Referee Committee).

Section 3: Any misconduct can result in Disciplinary policies as outlined in MSYSA Rules, Regulations and Policies.

Forfeits:

- a. If a team decides to forfeit a game then they will be assessed a fine and if less than 24 hours of scheduled game they will also be responsible for the FULL referee fees depending on the amount of referees scheduled and confirmed for the game.
- b. If rescheduling is due to field closures, weather, no referees showing then there will NOT be a fee applied.
- c. Fees will be \$150 for first forfeit, \$300 for 2nd forfeit and \$500 if happens 3 times or more.