

Rules and Regulations **of the** **Michigan Youth Soccer League (MYSL)**

The MYSL has established these rules of conduct and play for all of its affiliated teams. It is the responsibility of every administrator, coach and manager to be knowledgeable of them and to follow all applicable provisions during the seasonal year of play.

The MYSL Rules and Regulations also include:

- o The MYSL Club Passcard Rules
- o The MYSL Playing Grids
- o The US Soccer and MSYSA Codes of Conduct
- o Other rules/regulations as may be incorporated herewith by MSYL

All of which collectively form the MYSL Rules and Regulations.

It is the responsibility of the coach to distribute copies of these rules to all assistant coaches, parents and players.

Infraction of these rules constitutes unsportsmanlike conduct and is subject to disciplinary action.

ALL TEAMS MUST HAVE A COPY OF EACH OF THESE FOUR DOCUMENTS (Rules & Regulations, Passcard Rules, Playing Grids and Codes of Conduct) AVAILABLE FOR REFERENCE AT ALL MYSL GAMES.

The MYSL Rules of Play are focused on continuing player development both technically and strategically while enjoying the competitive game environment. MYSL Rules of Play will conform to the FIFA Laws of the Game, as modified by MYSL.

The MYSL seasonal year of play will be defined as beginning on the published tryout date and ending on the day before the following year's published tryout date.

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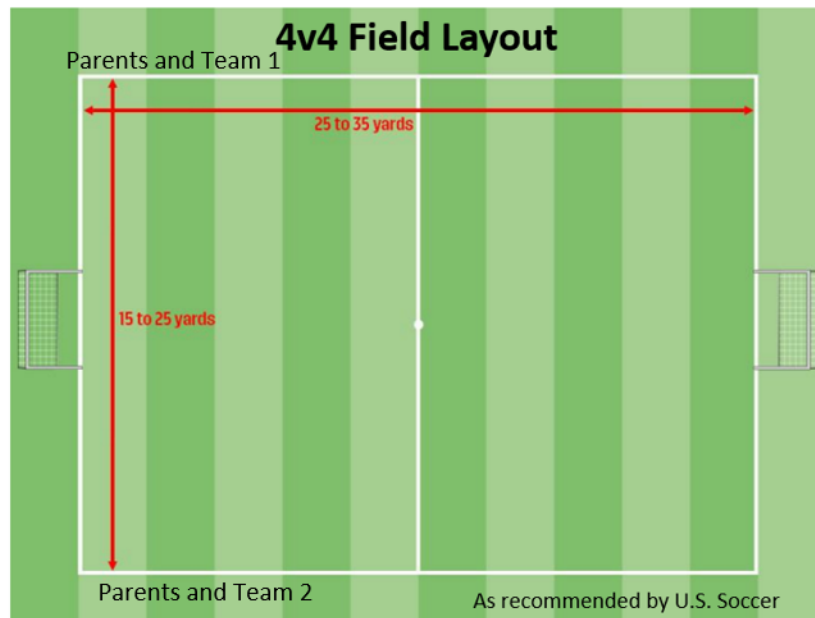
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MYSL GAMES/RULES OF PLAY – (4v4)

This playing format is focused on player development. As such, game results and goals will not be recorded and there will not be any standings.

- I. The home team has their choice of sideline, or end of the field in the cases where only one side of a field is available. Infraction of this rule constitutes unsportsmanlike conduct and is subject to disciplinary action.
- II. Giving one's own team points of strategy and position is permitted, provided:
 - a. No mechanical or electronic devices are used.
 - b. Tone of voice is informative and not a harangue.
 - c. Only coaches are allowed in the team area during the game.
- III. All family, friends, relatives and team officials must remain on the team's side or end of the field, and the coach is responsible for their behavior.
- IV. 4v4 Rules and Regulations

Field Markings:



- The home team and/or club will be responsible for the condition of the grounds, the proper field markings and proper equipment.
- Goals with nets are required.
- The home team will provide the game ball.

- All fields should be policed for litter before and after every game by both teams.
- Colors: Where colors of uniform are similar, the visiting team must effect a change to colors that are distinct from those of the opponent.

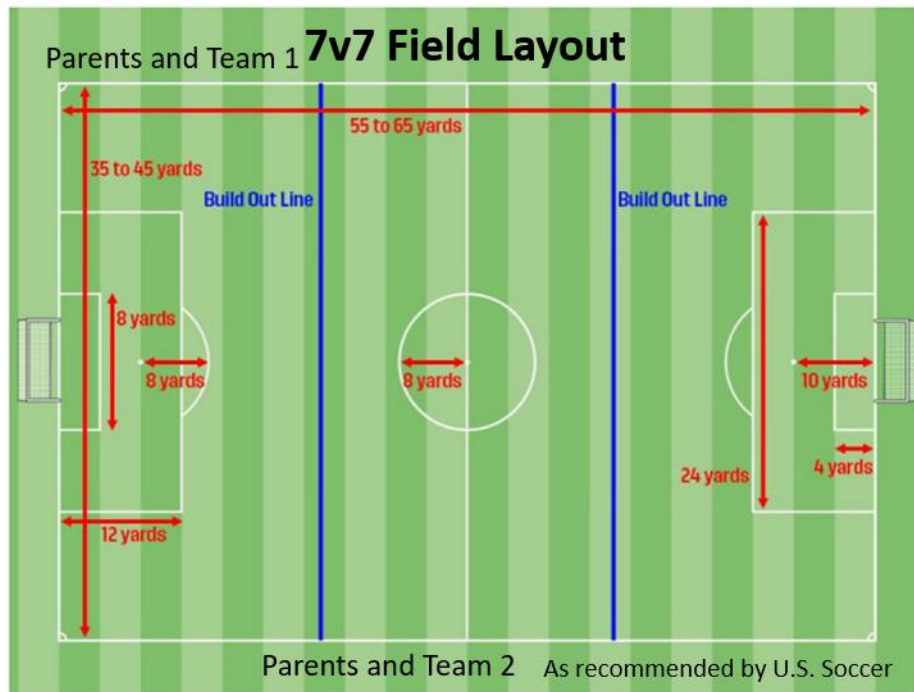
Rules and Regulations:

- A. Length of Game: four - 10 minute quarters (40 minutes total).
- B. Ball Size: 3
- C. The offside rule is NOT enforced.
- D. Goal kicks – game is restarted with a player kicking the ball in from the end line where the ball went out. The opposing team must retreat to their half of the field until the ball is put back in play.
- E. When the ball crosses a sideline, the game is restarted with a kick in from the spot where it crossed the sideline.
- F. All players must be 5 yards from the player taking any restart (with the exception of goal kicks, see Rule D above).
- G. All free kicks are INDIRECT, with opponents at least 5 yards from the ball until it is in play.
- H. The start of play shall be a kick-off from a center mark and all opponent players must be 5 yards from this mark on their side of the field.
- I. Corner kicks will be taken and, in the absence of field markings, the ball should be placed within 2 feet of the corner. A goal may be scored directly from a corner kick.
- J. There are no Penalty kicks in this format. If a player uses their hand, in front of the goal to prevent a goal, then the ball will be placed ten yards from the goal for an indirect kick.
- K. **Player substitutions may be made, by either team, at anytime.**
- L. In this format, since no score will be recorded, adding additional players onto the field, during a game, is permissible by agreement of both coaches, in a good sportsmanship manner for the development of the players.
- M. If the two teams both have at least three (3) players, the game shall start on the scheduled time. Otherwise they shall start when the two teams have reached that number or 15 minutes have elapsed.
- N. A (one) coach from each team will be allowed on the field to coach their own players and officiate the game. On field coaches will officiate the game in accordance with current MYSL Rules and Regulations.

MYSL GAMES/RULES OF PLAY –7v7

- I. Coaching is to take place from the sidelines between the center line and the penalty area line. The home team has their choice of sideline, or end of the field in the cases where only one side of a field is available.
- II. Giving one’s own team points of strategy and position is permitted, provided:
 - a. No mechanical or electronic devices are used.
 - b. Tone of voice is informative and not a harangue.
 - c. Only coaches are allowed in the team area during the game.
- III. All family, friends, relatives and team officials must remain on the team’s side or end of the field, and the coach is responsible for their behavior.
- IV. 7v7 Rules and Regulations

Field Markings:



- The home team and/or club will be responsible for the condition of the grounds, the proper field markings and proper equipment.
- Goals with nets and corner flags are required.
- It will be the responsibility of the home team to provide the game ball.

- All fields should be policed for litter before and after every game by both teams.
- An improperly marked or unmarked field is grounds for cancellation at the discretion of the Referee.
- Colors: Where colors of uniform are similar, the visiting team must effect a change to colors that are distinct from those of the opponent.

Rules and Regulations:

- A. Length of Game: 60 minutes (two 30 minute halves).
- B. Ball Size: 4
- C. The offside rule IS enforced, only within the area between the goal line and build out line.
- D. Goal kicks – FIFA rules apply.
- E. The pass-back rule IS enforced.
- F. When the ball crosses a sideline, the game is restarted with a throw-in from the spot where it crossed the sideline.
- G. The goalkeeper, after handling the ball, may not punt or drop kick the ball. If the ball is drop kicked or punted an indirect free kick will be awarded to the opposing team. The 6 second rule will be enforced, when goalkeeper has possession of the ball and all opposing players are behind the build out line. A goalkeeper intentionally touching the ball with the hands after the ball has been released from his/her possession and before it has touched another player will be enforced.
- H. A build out line must be placed on the field 14 yards from the end line and run across the field touch line to touch line. When the goal keeper has possession of the ball in their hands, on a goal kick or free kick, the players on the opposite team must retreat beyond the build out line until the goal keeper releases the ball. The attackers can cross the build out line when the ball leaves the penalty area from a goal kick, free kick in the penalty area or when goalie gives up possession from the hands. Players on the same team as the goal keeper are allowed within the area of the build out line.
- I. All players must be 8 yards from the player taking any restart.
- J. All free kicks are INDIRECT (except penalty kicks), with opponents at least 8 yards from the ball until it is in play.
- K. The start of play shall be a kick-off from a center mark and all opponent players must be 8 yards from this mark on their side of the field. A goal may be scored directly from the kick-off.

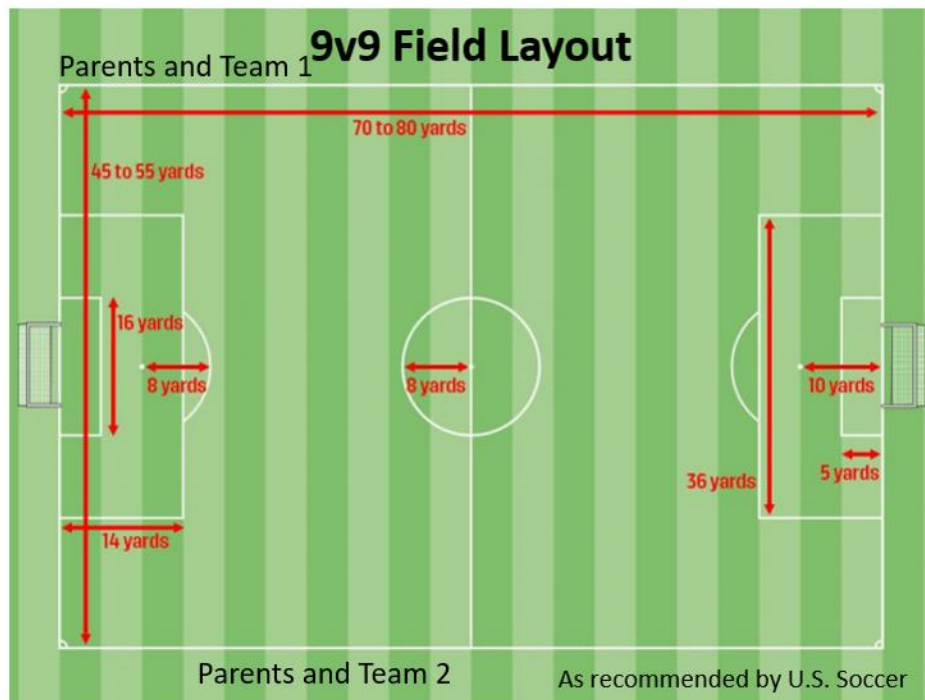
- L. Corner kicks will be taken and, in the absence of field markings, the ball should be placed within 2 feet of the corner. A goal may be scored directly from a corner kick.
- M. Penalty kicks may be awarded in accordance with FIFA laws of the game and will be taken 8 yards from the goal line, at a mark or place which is approximately the center of the goal.
- N. **Player substitutions may be made, by either team, on any restart when the ball is out of play.**
- O. An additional player may be added to the game by a team at each negative four-goal differential. For example, a player may be added by a team when it goes down by four goals AND another player may be added if the goal differential increases to eight goals, etc. However, if a team has introduced an additional player under this rule, the number of players on the field for that team must be adjusted downward before the restart of play when the goal differential falls below the level at which is rule permitted the addition of a player.
- P. If the two teams both have at least six (6) players, the game shall start at the scheduled time. Otherwise it shall start when the two teams have reached that number or 15 minutes have elapsed.
- Q. The home team is required to provide certified referees. Referees will officiate the game in accordance with current MYSL Rules and Regulations.
- R. In the event of nonappearance of the appointed Referee, the opposing coaches/managers should agree to a solution, written on the back of the game report and signed by both coaches. In that case, the game is to be played and will be official. If agreement is impossible, then the matter will be referred to the League Vice President for action.

MYSL GAMES/RULES OF PLAY –9v9

- I. Coaching is to take place from the sidelines between the center line and the penalty area line. The home team has their choice of sideline, or end of the field in the cases where only one side of a field is available.
- II. Giving one’s own team points of strategy and position is permitted, provided:
 - a. No mechanical or electronic devices are used.
 - b. Tone of voice is informative and not a harangue.
 - c. Only coaches are allowed in the team area during the game.
- III. All family, friends, relatives and team officials must remain on the team’s side or end of the field, and the coach is responsible for their behavior.

IV. 9v9 Rules and Regulations

Field Markings:



- The home team and/or club will be responsible for the condition of the grounds, the proper field markings and proper equipment.
- Goals with nets and corner flags are required.
- It is the responsibility of the home team to provide a game ball.

- All fields should be policed for litter before and after every game by both teams. An improperly marked or unmarked field is grounds for cancellation at the discretion of the Referee.
- Colors: Where colors of uniform are similar, the visiting team must effect a change to colors that are distinct from those of the opponent.

Rules and Regulations:

- A. Length of Game: 60 minutes (two 30 minute halves)
- B. Ball Size: 4
- C. The offside rule IS enforced.
- D. Goal kicks – FIFA rules.
- E. The pass-back rule IS enforced.
- F. When the ball crosses a sideline, the game is restarted with a throw-in from the spot where it crossed the sideline.
- G. The goalkeeper, after handling the ball, may punt the ball or can play the ball to a teammate.
- H. All players must be 8 yards from the player taking any restart.
- I. Fouls and misconduct restarts may be direct or indirect. FIFA laws apply.
- J. The start of play shall be from a center mark, and all opponent players must be eight yards from this mark on their side of the field. A goal may be scored directly.
- K. Corner kicks will be taken and, in the absence of field markings, the ball will be placed within two feet of the corner. A goal may be scored directly.
- L. Penalty kicks will be taken **10** yards from the goal line, at a mark or place that is approximately the center of the goal.
- M. If the two teams both have at least eight (8) players, the game shall start on the scheduled time. Otherwise they shall start when the two teams have reached that number or 15 minutes have elapsed.
- N. **Player substitutions may be made, by either team, on any restart when the ball is out of play.**
- O. The home team is required to provide a certified referee. Referees will officiate the game in accordance with the current MYSL Rules and Regulations.

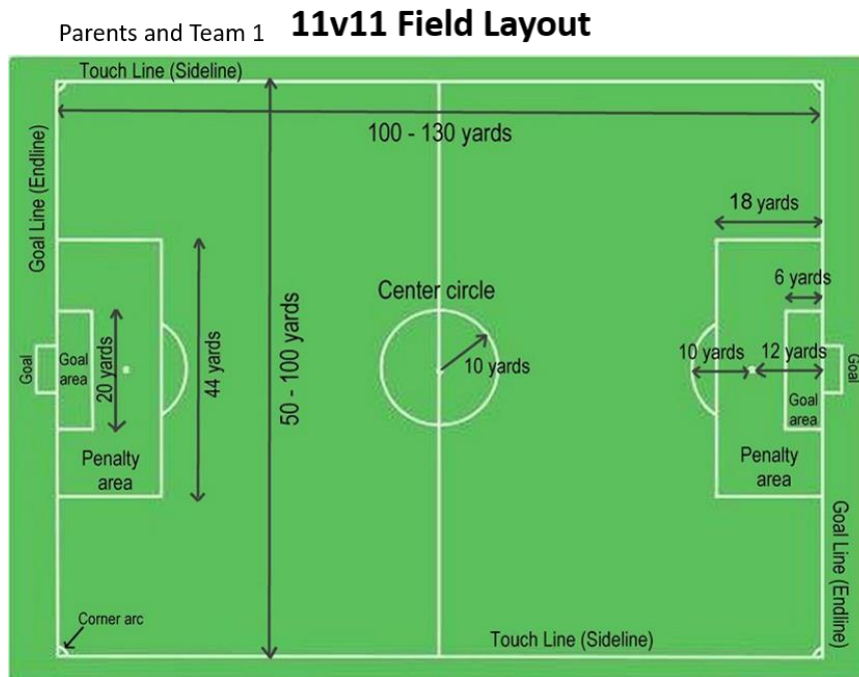
MYSL GAMES/RULES OF PLAY -11v11

- I. Coaching is to take place from the sidelines between the center line and the penalty area line. The home team has their choice of sideline, or end of the field in the cases where only one side of a field is available.
- II. Giving one's own team points of strategy and position is permitted, provided:
 - a. No mechanical or electronic devices are used.
 - b. Tone of voice is informative and not a harangue.
 - c. Only coaches are allowed in the team area during the game
- III. All family, friends, relatives and team officials must remain on the team's side or end of the field, and the coach is responsible for their behavior.
- IV. Rules and Regulations
 - A. U12Y, U-13, U-14
 - B. Length of Game: 70 minutes (two 35 minute halves)
 - C. Ball Size: 5

 - A. U-15, U-16
 - B. Length of Game: 80 minutes (two 40 minute halves)
 - C. Ball Size: 5

 - A. U-17, U-18, U-19 Youth
 - B. Length of Game: 80 minutes (two 40 minute halves)
 - C. Ball Size: 5

Field Markings:



Parents and Team 2

As recommended by U.S. Soccer

- The home team and/or club will be responsible for the condition of the grounds, the proper field markings and proper equipment.
- Goals with nets and corner flags are required.
- It will be the responsibility of the home team to provide a game ball.
- All fields should be policed for litter before and after every game by both teams.
- An improperly marked or unmarked field is grounds for cancellation at the discretion of the Referee.
- Colors: Where colors of uniform are similar, the visiting team must effect a change to colors that are distinct from those of the opponent.

Rules and Regulations:

A. Player substitutions may be made, by either team, on any restart when the ball is out of play.

In any case, a substitute may not enter the field of play until they have been given a signal to do so by the Referee.

B. If the two teams in age groups, U-13 and higher both have at least nine (9) players, the game shall start on the scheduled time. Otherwise they shall start when the two teams have reached that number.

C. In no case shall they start later than fifteen (15) minutes from the scheduled time. After the fifteen (15) minutes have elapsed, the league may assign a forfeit or re-schedule the game.

D. The home team must use a certified referee assignor for game officials. Referees will officiate the game in accordance with current MYSL Rules and Regulations.

E. In the event of nonappearance of the appointed Referee, the opposing coaches/managers should agree to a solution, written on the back of the game report and signed by both coaches. In that case, the game is to be played and will be official. If agreement is impossible, then the matter will be referred to the League Vice President for action.

MYSL GAME CONDUCT, VIOLATIONS AND DISCIPLINARY RULINGS

- I. Disciplinary Rulings and Minimum Punishments
 - A. Players guilty of fighting before, during or after games shall receive a minimum two (2) game suspension for the first offense. For a second offense within two (2) seasonal years, the player will appear before the Disciplinary Board and may be suspended for a period up to one (1) year.
 - B. Player guilty of using profanity, either by word or sign, against other players, coaches, spectators, Referees or any League official shall receive a minimum two (2) game suspension.
 - C. Players guilty of making threatening gestures against other players, coaches, spectators, Referees, or any League official shall receive a minimum one (1) game suspension.
 - D. Players guilty of pushing or striking any coach or official shall receive a one (1) year suspension.
 - E. Any player or team official sent off the field by the Referee shall receive a minimum one (1) game suspension.
 - F. Any player or team official receiving three (3) cautions, i.e., yellow cards, within a seasonal year shall be dealt with as in Section E above.
 - G. Coaches or team officials who make threatening gestures or use threatening language will be disciplined according to the following:
 - i. First offense: The offender shall appear before the League Disciplinary Panel and shall be suspended for a minimum of two (2) games or more if found guilty.
 - ii. Second offense (within three [3] seasonal years): The offender may be suspended for a period no less than one (1) year.
 - H. Coaches or team officials who fight at any time shall be disciplined according to the following schedule:
 - i. First offense: The offender shall be suspended a minimum of one (1) year.
 - ii. Second offense: Suspended for not less than three (3) years.
 - I. Any player or team official who has been suspended shall not be on, or in the vicinity of, the field during games from which he/she is suspended.
 - J. Any club or club official/coach/trainer/manager guilty of violating MYSL Rules and Regulations or the laws of the game may be fined or otherwise dealt with by the Vice President or the Disciplinary Panel.

GAME PROCEDURES

- I. General
 - A. Our purpose is to promote, teach and play soccer; to be flexible; to develop the abilities of our players; and above all, to advance good sportsmanship. Enjoy the game and leave it on the field. MYSL teams compete outdoors over two seasons, a Fall and Spring season — combined they make up a seasonal year.
 - B. All teams are expected to play their complete schedule unless extenuating circumstances cause a cancellation. In the case of a cancellation, the Director of Coaching must be informed, and unless approved by the Director of Coaching, the teams should reschedule. (See below.)
 - C. Players in the MYSL should expect to play in each game. Coaches are required to inform parents of disciplinary issues prior to sitting the player out and should inform the Vice President if a problem is anticipated.

- II. Postponements and Forfeits
 - A. The Director of Coaching must be notified by email of all games that are not played as scheduled, specifying the game number and reason for cancellation.
 - B. Games scheduled without notification and approval of the Director of Coaching will not count in the standings.
 - C. Request for a game change must be entered on the MYSL website – michigansoccer.com 24 hours in advance of the scheduled match. The coaches must mutually agree to the change and the request will be complete upon acceptance by the MYSL and posted on its web site under Schedule and Standings.
 - D. Games rescheduled without the approval of the MYSL Director of Coaching will not count in the final standings and the team responsible for violating the change rules will be fined \$250.
 - E. Teams that cause forfeits will not be eligible for trophies or consideration for assignment to the state scheduling league. A score of 1-0 will be awarded to the team winning the forfeit decision.
 - F. Coaches will be equally responsible for Referee fees if the Director of Coaching and Referee schedulers are not notified of a cancellation.
 - G. Referees shall be paid one-half of their fee for matches that are cancelled due to weather or if the field is determined to be unplayable by the Referee prior to the start of the game.

- H. Once a game has been started, the officials receive their full fees. If the first half has been completed, the score will stand. If the match is called prior to the completion of the first half, it must be rescheduled and replayed from the start of the game.
- I. Coaches must make every effort to reschedule the game within seven (7) days of the cancellation. If they are unable to reach an agreement, the Home team will provide the President with three (3) dates and the game will be set by the President.
- J. Forfeits will be awarded after a review of the facts, and then only by the Director of Coaching. The Director of Coaching will notify the coaches, the team causing the forfeit may be fined \$250, and the club affiliating the team may be required to post a \$500 performance bond for the subsequent season. The Club/League will lose their bond for a repeat violation of the same or similar nature as determined by the MYSL Executive Board.

In case of a tornado watch or warning issued by the National Weather Service for the area in which a game is scheduled to be played, all games will be cancelled until the watch or warning is lifted. Also a **wait of a minimum of 30 minutes** from the last observed lightning or thunder before resuming activities

III. Red Cards and Yellow Cards

- A. Players who are issued red cards must sit out the remainder of the game (and change into a different shirt) in which the card was issued and the number of additional games indicated on the lineup sheet.
- B. Coaches who are issued red cards must leave the field for the remainder of the game in which the card was issued and the number of additional games indicated on the lineup sheet.
- C. Players or coaches receiving a second red card in the same Fall or Spring season are subject to further review and a hearing with the Disciplinary Board may result.
- D. Coaches may be carded or ejected for failure to control their sidelines or their players.
- E. Players who are cautioned **MUST** be substituted immediately and **MUST** sit out until the team's next opportunity to substitute.
- F. Suspensions **MUST** be served during the team's next MYSL game(s). A player/coach red carded during the last game of the season is required to sit out their suspension the following season.

- G. Players who receive three (3) yellow cards during a seasonal year must sit out the next game. All players/coaches sitting out suspensions must be noted on the front of the lineup sheet of the games they are sitting out.
- H. Players who are suspended at tournaments must sit out the remaining suspension during League play. League suspensions must be served during MYSL league play.
- I. Failure to comply with game suspensions will result in forfeiture of the current game and the player/coach being required to sit out the following game.

IV. Protests and Appeals

- A. Should any person, team or club want to protest or appeal any decision, the line of authority shall be: To the League Vice President, then to the League Disciplinary Panel, then to the League Executive Board, then to MSYSA, then to the line of authority as specified by the USYSA.
- B. The Vice President shall deal with all protests and appeals arising out of any league games. Protests and appeals are to be sent to the Vice President, within three (3) calendar days following the date of the match or the disciplinary decision being protested. The protest fee (a \$250.00 check made payable to MYSL) must be enclosed with all protests.
- C. The protest fee will be returned if the protest is upheld. The fee to file an appeal will be returned if the Vice President is overruled and so on down the line.
- D. The Referee's judgment with regard to the physical condition of the field and its playability, with regard to the actual happenings and occurrences on and off the field from the time he or she arrives until he or she leaves the field, and with regard to those prerogatives granted to him by the "Laws of the Game" published by FIFA SHALL NOT BE SUBJECT TO CHALLENGE.
- E. 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 as protests.
- F. Appeals will be made in the same manner as protests and will be accompanied by a \$250.00 check made payable to MYSL. An appeal will be acted upon by the Disciplinary Panel at a hearing convened within fifteen (15) days of their receipt of said appeal by the chairperson of the Disciplinary Panel. The affected parties will be invited to this hearing. The hearing shall be conducted under these Rules and Regulations and shall comply with USSF By-Laws and USSF Policies, along with the Rules and Regulations of the MYSL.

- G. Disqualification, suspension, other disciplinary action, or dismissal of charges will take effect following the ruling of the Disciplinary Panel.

V. Passcards

- A. The Registrar shall issue a valid registration passcard to eligible players, coaches and team officials.
- B. Player and coach passcards must not be tampered with in any way. Teams/clubs will be assessed a fee of \$100 to replace a set of passcards and individual passcards will be replaced for \$10 each. No replacement cards will be issued until the fee is paid.
- C. Check-in should begin approximately 15 minutes prior to the scheduled kickoff and every effort should be made to start the game on time.
- D. All player passcards must be made available for referee check-in prior to the start of each game. Players who arrive late must check in with the Referee and present their passcard prior to playing in the match.
- E. If the designated coach and/or assistant are not present, the Referee may take appropriate action to demand their cooperation, where necessary, if either is in the vicinity of the field.
- F. Teams may use Club Passcards in accordance with the rules and regulations set out by the MYSL CLUB PASSCARD RULES (see the MYSL website or below), which are incorporated and made part of these rules.

VI. Club Passcards

Club Passcards are available to all MYSL Leagues and Clubs with the objective of allowing coaches to move players within their own League/Club based on a player's development needs and specific team needs.

Abusing or violating any of the MYSL rules and regulations while using Club Passcards is a serious offense and will be dealt with as such.

Each participating League/Club must give MYSL an approved logo that will be printed on all of their passcards. This enables the referee and opposing team to determine that there may be Club Passcard players participating in an MYSL league game. **The official MYSL game sheet must note, in the spaces provided, ALL players competing in that game who are using their Club Passcards,**

**supplying their name, original team, age group and division.
FAILURE TO FILL OUT GAME SHEETS PROPERLY COULD RESULT
IN A MISUSE OF CLUB PASSCARDS AND A VIOLATION OF
REGULATIONS AS STATED BELOW.**

Misuse of Club Passcards

- A. Teams that misuse Club Passcards will forfeit the games in which the players participated, and both the team and its league/club will be fined \$100.00 for the first violation.
- B. Upon a second violation, the head coach will incur a fine of \$250.00 and a three-game suspension, and your league/club will be fined \$250.00.
- C. A third violation, the head coach will be fined \$500.00 and will receive a one-year suspension, and your team's league/club will have to post a \$500.00 bond for the next seasonal year.

Club Passcard Rules by Age Group:

Age Groups U11 and higher:

- A. A player can only use a Club Passcard to play on a team competing in a higher ranked division of competition than that indicated on his/her registered team's Club Passcard **OR** an older age group. FOR AGE GROUPS U-13 and HIGHER a player may **not** move down a division. FOR AGE GROUPS U-11 and U-12 a player **may** move up or down divisions in their Age Group. A player may **not play in an age group lower than shown on his/her passcard** (even if otherwise age appropriate).
- B. A player may **not** move up more than two age groups. At no **time** can you Club Passcard a player to a team playing in the **same division and age group**.
- C. Teams playing 9 v 9 or 11 v 11 may move up NO MORE than **FOUR PLAYERS** for any given game.
- D. Teams must, at all games, meet all age group roster requirements; roster size cannot be increased beyond the specified roster size as shown by the MYSL playing grid for each age group.

Age Groups U10 and lower:

- A. A player can use a Club Passcard to PLAY for any of their specific Club/League teams in their respective age groups, while playing U10 and lower. A player may **not play in an age group lower than shown on his/her passcard** (even if otherwise age appropriate). For example, a U-8 player

registered on a U-10 team **cannot Club Passcard down** to a U-8 or U-9 team.

- B. At no **time** can you Club Passcard a player to a team playing in the **same division and age group**.
- C. **A player registered on a team in the Premier Division of their age group can't play as a club passcard player in a White Division or Green Division game in their registered age group.**
- D. Teams playing small-sided games (7v7 and 9v9), can move up NO MORE than **THREE** players for any given game.

Penalty Points (Yellow/Red Cards):

- A. Cards accrued will remain with the player on the player's 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 was received.
- B. **Please Note: In order to avoid forfeiting a game and possible league position in the standings you must mark clearly that the player is serving his/her penalty for a red card or yellow card infraction on your game sheet.**
- C. If a player receives three (3) or more yellow cards in any seasonal year, they must sit out a game. This applies to all league play regardless of which team and or teams they received the yellow cards with. **THREE (3) YELLOW CARDS IN REGULAR LEAGUE PLAY** require a player to sit out one (1) game with his rostered team.

VII. Challenge of Player Not in Possession of Player Passcard (Procedure and Penalties)

- A. If a player does not present a player passcard to the referee prior to the game, they are open to 'challenge' by the coach of the other team.
- B. If a coach desires to challenge, he shall notify the Referee and the opposing coach that the player is under 'challenge' (not to be confused with Protest) prior to the start of the game.
- C. The player(s) being challenged shall give their name(s) to the opposing team, and this information will be noted on the referee report in addition to documenting and signing the white copy of the game report sheet (as required and explained above).
- D. The challenging coach shall then contact the League Registrar for verification that the challenged player(s) is (are) properly

registered. If the Registrar's records show the player is properly registered, the matter is finished.

- E. If the player is not properly registered, their team shall automatically forfeit that game and may face further disciplinary action by the League and/or the MSYSA Board, depending on the nature of the violation.
- F. If the coach and/or assistant coach are not in possession of either their risk management cards or their passcards, the opposing team must note on the referee report the name, address and telephone number of the person(s) acting as coach or assistant, and each will be required to sign the lineup sheet. Coaches and assistants participating in games when not in possession of their risk management cards or their passcards may be dealt with by the Disciplinary Committee.
- G. In case of forfeiture, the score shall stand 1-0 against the forfeiting team.

VIII. Risk Management Cards

- A. The Referee MUST CHECK risk management cards for all team officials. Individuals not in possession of a risk management card must provide picture identification, print their name and sign the back of the game sheet. This failure to have proper certification must be noted on the front of the lineup sheet and the opposing team coach must be notified. Failure to display: first violation is \$100, second violation is \$250 and a one-game suspension; third violation is \$500 and a three-game suspension along with disciplinary action by MYSL.
- B. If upon investigation it is found that any individual directly involved with a team is not Risk Management-certified, the offending team will be immediately suspended, all games in which the ineligible officials were involved will be forfeited, and the individual will be automatically suspended and further subjected to disciplinary procedures. If properly certified individuals cannot be found to direct the team, the team can no longer participate in the MYSL.
- C. Failure of Referee to check that the Team Coach, Manager or Trainer possesses, a valid Risk Management Card will be grounds for discipline. The first occurrence will result in a written warning, the second another written warning along with a \$50 fine, and the third violation will result in suspension from officiating MYSL matches for a seasonal year and the USSF will be notified.

IX. Reporting and Team Standings

- A. The WINNING TEAM must report the game score within 48 hours of the end of their game. HOME teams will report the score for tied games. Scores should be submitted by accessing the MYSL web site – michigansoccer.com under the Standings and Schedules section. Access is granted through the MYSL number assigned to each team. Include game number, age division, winning team name and score, losing team name and score. Teams failing to report a game score timely may be fined.
- B. MYSL will not post scores greater than a four-goal differential as it's not required in any tie breaker situation and is strongly discouraged by MYSL. MYSL encourages the winning teams in a lopsided game to reduce players on the field, allow the other team to add players, and/or put restrictions on players/team to reduce the score from being run up. MYSL reviews games with a goal differential of greater than 8 and may impose fines and/or disciplinary actions to the coach and/or club of the winning team.
- C. Points will be awarded for games played to determine team standings. Three (3) points will be awarded for a winning game. One (1) point will be awarded for a tied game. The following criteria will be used to resolve first and second place ties:
 - i. Head-to-head competition in League play.
 - ii. Goal differential in head-to-head competition (goals for vs. goals against with max goal differential of 4 goals)
 - iii. Most wins
 - iv. Goal differential in League play (goals for vs. goals against), maximum four (4) per game
 - v. Total goals against.

X. Forfeits

- A. A team causing a forfeit may be fined up to \$250 per forfeit.
- B. The team will not be awarded first or second place trophies.
- C. The team will not be considered for sponsorship to the State Premier League.
- D. The club/league sponsoring the team that causes the forfeit will post a \$500 bond for the following season.
- E. The team causing the forfeit will pay all Referee fees.

REGISTRATION

I. Age Limit Definition

- A. The term 'youth' as applied to these Rules & Regulations shall mean any amateur player who has not attained his or her 19th birthday

- before the last day of December preceding the seasonal year in which he or she applies for registration.
- B. Players attaining the limiting age for any age group on or after January 1 will be eligible to play for the full seasonal year.
 - C. A reinstated player shall mean a player who has been reinstated to an amateur youth status.
- II. Age Groups
- A. All teams, unless otherwise sanctioned by the Board shall divide play among teams of equal age groupings. Included age groups are: U-6, U-7, U-8, U-9, U-10, U-11, U-12, U-13, U-14, U-15, U-16, U-17, U-18, and U-19.
- III. Proof of Age
- A. Any player can be called upon to prove his or her legal age by the MYSL Board, the Registrar or the League Vice President. A birth certificate, driver's license, passport, board of health record, certificate of naturalization or alien registration card shall be sufficient for proof of age.
- IV. Team/Club Registration Procedure
- A. All players are required to submit a properly completed player registration form, with the required number of pictures. The submittal of such form binds that player to that club or team for the seasonal year unless granted a transfer or release under those rules.
 - B. Each club or team shall be required to submit to the appropriate League officer various forms as may be required for the operation of the League, including the appropriate number and type of Club Passcard identifications, if participating in the Club Passcard program.
 - C. Prior to each fall and spring season, by dates established by the Executive Board, each team must submit properly completed affiliation, registration and roster form to the age-appropriate Registrar, along with the established fees. Only those properly registered players appearing on the roster form are eligible to play that season. No player may be added to the roster after deadlines have passed, unless granted a hardship ruling by the Executive Board.
 - D. Each team official (i.e., coach, assistant coach, manager) shall be listed on the team affiliation form and roster.
 - E. No player shall be registered to play for more than one team within this League. No player shall play concurrently on any USSF-affiliated league team outside this League without obtaining the approval of the Executive Board. MYSL permits the use of Club Passcards, whose rules and regulations are incorporated with these Rules and Regulations.
- V. Player Registration

- A. 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/her team in the League in which his/her team participates until the completion of the spring session.
- B. Any attempt to induce a player to change teams for either the current or the following seasonal year during the session(s) in which his/her team is in competition shall be considered poaching and in violation of these Rules and Regulations (see Poaching Section). During the time that a team has suspended League play, players and club or team officers or representatives may freely discuss new affiliation for the following seasonal year.
- C. MYSL-registered players who participate on high school teams and who play only during the one session of a seasonal year are expected to play in tournaments and cup games with the team to which they are rostered through June 30 of the seasonal year or until granted a proper transfer or release.
- D. Registration for high school-aged players' teams shall be for a single session and not the seasonal year.

VI. Player Roster Limits

Player roster minimum and maximum numbers are shown on the MYSL competition playing grids.

VII. Date of Registration

- A. A player is registered the moment the player and his/her parent or guardian (if the player is under 18 years of age) signs the League Player Registration or submits any fees due at that time and is accepted by a responsible team/club/league official.
- B. The Executive Board will set cut-off dates for Registration each playing or seasonal year.

VIII. Multiple Rostering

- A. A player may register with more than one team per seasonal year. The following restrictions apply to multiple registrations:
 - i. A player cannot play for more than one team in the MYSL.
 - ii. The team with which a multiple-rostered player first registers shall be designated as his/her primary team and the other his secondary team. On days on which both teams have games, the player must play for his/her primary team if he/she plays. If both teams enter the same competition (e.g., State Cup, tournaments, etc.), the player must play for his/her primary team. Any player who registers for a team without informing the responsible team official that he/she is already registered

with another team shall be assumed to be a single rostered player. Should the player subsequently request approval of a multiple rostering form with that team shown as his/her secondary team, the team has the right to insist that it be shown as the primary team. If the coaches of the two teams disagree on the designation of the primary team, the player may not play until the issue has been resolved via the appeals process.

- iii. Teams may register as many dual-rostered players as they wish, but teams that dual roster more than two players must play in our most competitive division in that age. Failure to comply with this restriction will result in a \$100 fine and the team will not be awarded first- or second-place trophies.

IX. Voluntary and Involuntary Releases

- A. A player's right to a voluntary release is absolute and may not be challenged; no player is required to play for a team he/she no longer wishes to play for. Upon receipt of the proper, complete and approved paperwork, the player will be considered released. It is the coach's responsibility to return a released player's passcard to the appropriate MYSL Registrar to consider the team roster spot available.
- B. Additionally, releases will be granted if:
 - i. The original team suspends operations for the remainder of the seasonal year, OR
 - ii. The player moves to a new address a distance which, in the opinion of the Board or its delegates would make it impractical for him or her to continue with the original team, OR
 - iii. There are mitigating circumstances that, in the opinion of the Board or its delegates, justify a release.
- C. Involuntary releases will be granted if:
 - i. The player has violated rules of this Association or League and has been suspended for a period of time greater than five (5) games, OR
 - ii. The player is injured in such a manner that the player will not be able to participate for the remainder of the season, OR
 - iii. The player moves to a new address, a distance that, in the opinion of the Board or its delegates would make it impractical for him/her to continue with the original team.
- D. In any of the above cases, where a player seeks a voluntary release or transfer or a team seeks to involuntarily release a player, a Player Release/Transfer Form must be completed by the player and/or team. The form, with appropriate fees, must be submitted for approval by MYSL.

- X. Player Transfers
- A. A player may transfer between MYSL teams between seasons of a seasonal year if the transfer is approved by coaches, the club or league and the MYSL. The new team must have room on its roster to accept the transfer player during any seasonal year; a team may have no more than two (2) transfer players on its roster unless granted a hardship ruling by the Executive Board. Any team accepting transferred players or adding players not previously registered, shall be re-evaluated for divisional alignment
 - B. A team is considered 'hardship' when its roster is legally reduced to two players above its minimum registered requirement (see the MYSL playing grids pages 27 and 28). Application for player transfer must be made to the MYSL on the required forms.
 - C. The Executive Board will set cut-off dates for each playing or seasonal year for transfers.
- XI. Poaching
- Any club or team which, through its responsible officers or representatives, attempts at any time to induce a registered player of any team under the jurisdiction of this League, during the session the team is in competition or prior to the officially announced tryout date to change teams for either the current seasonal year or the following seasonal year, may be deemed to have committed the offense of poaching and shall be dealt with by the League Vice President subject to Executive Board approval and recommendations.

MISCELLANEOUS ADMINISTRATION

- I. Parental Harassment and Bad Language
- A. Harassment and bad language by parents are unacceptable. Please control your sidelines and make the games more enjoyable for everyone. Leagues/Clubs and coaches will be held responsible for the conduct of their spectators on the sidelines. Leagues/Clubs, teams, coaches, players and/or parents who continue to violate this rule will be observed by MYSL representatives and will face possible ineligibility from future registration, forfeiture of games and/or awards, and other disciplinary actions as deemed necessary.
- II. Field Maintenance
- A. Field maintenance is the responsibility of the home team. Accurate and clearly marked field with proper cutting are of vital importance. Goal posts should be properly painted. Nets, corner

flags, and suitable game ball are also the responsibility of the home team. All fields should be policed for litter before and after every game by both teams. An improperly marked or unmarked field is grounds for protest, at the discretion of the Vice President. The game may be canceled at the discretion of the Referee.

- II. Senior Amateur Trial Games
 - A. Any youth player wishing to try out for a senior amateur team must make application through the Registrar. Any youth player who plays for a senior team without obtaining the necessary approvals shall be declared ineligible for youth games.
- III. Professional Status
 - A. Any player signing a 'letter of intent,' a professional contract, or playing with a professional team without the permission of the USSF Affiliate League shall be declared a professional.
 - B. The MSYSA Board, along with the Michigan Interscholastic Association, may grant a youth amateur permission to play in benefit or exhibition games only where professional players are involved.
 - C. Any player who has signed a 'letter of intent,' a contract, or played in any game where professional players are involved without permission of the MSYSA Board will not be permitted to be reinstated to a youth amateur status.
- IV. Insurance
 - A. All players registered with the League shall be required to have in effect medical insurance coverage through a program specified by the League.
 - B. All injuries to be claimed against the medical insurance shall be complete and on the proper form (obtainable from the MYSL Vice-President and/or Michigan State Youth Soccer Association). All reports of injuries must be submitted to the above-mentioned person within seventy-two (72) hours of the injury.
- V. Trophies
 - A. Trophies will be awarded to the first- and second-place teams (first place only if division has five teams or less), with the exception that all players in the U-9 and younger age divisions shall only receive a participation award.
- VI. Referee Fees
 - A. The MYSL Executive Board shall be responsible for establishing Referee fees for all games played under the jurisdiction of MYSL.
- VII. Affiliated Clubs/Leagues may deem it necessary to enact rules and regulations more stringent than those included herein, but in no case may their rules and regulations be less stringent than these MYSL Rules and Regulations.

- VIII. A plea of ignorance to these Rules and Regulations is not sufficient, and violators may expect appropriate action by the Executive Board of this League.
- IX. Michigan State Premier Program
A. Teams sponsored to the State Premier League will pay a \$75 fee in addition to registration fees.
- X. Risk Management Card
A. All coaches, trainers, managers and individuals who are involved with a team playing in the MYSL must have or be in the process of securing a Risk Management Card. Any team official in violation of this policy will be fined \$500 and suspended indefinitely. The Risk Management Card must be available at all games. Any team in violation of this policy will be fined. Failure to display for individuals: first violation is \$100, second violation is \$250 and a one-game suspension; third violation is \$500 and a three-game suspension along with disciplinary action by MYSL. See Referee section.
- XI. Athlete & Participant Safety Program Certification - All coaches, trainers, managers and adults who are involved with a team playing in the MYSL must take the on-line training course and provide completed certification to MYSL with their team registration packet. No one without this certification is able to participate in any team functions without this certification. Any team in violation of this policy will be fined and face disciplinary action.
- XII. No club or league may register any teams until all fines are paid in full.
- XIII. A club/league must have a minimum of three (5) teams, a board of directors with the minimum of three individuals and an odd number of directors. For new affiliations, MYSL must first have received a timely request for affiliation with all required forms including an approved current set of by-laws for the club/league to be considered for MYSL membership.
- XIV. Each member league/club must have a representative at our scheduled membership meetings. Failure to provide a representative may result in a \$100 fine and/or further disciplinary action by the MYSL Board.
- XV. All referee assignments **must be done by designated certified referee assignors**. Failure to use a certified referee assignor may result in a \$250.00 fine per incidence.
- XVI. MYSL bylaws define the geographic playing area boundaries as I-69 to the North, US-127 to the West, St. Clair River and Lake St Clair to the East, and the South from the Lodge Freeway (MI-10) continuing on to US 96/696. MYSL at its discretion may exempt a club or league from compliance with the boundaries. If your field location is outside of the described boundaries (approved or not approved) **YOU MUST** include in the map field name that is used in the MYSL scheduling system the name of your field and next to the field name "field located outside

MYSL boundaries". Your field map as described in this rule **MUST** be in the scheduling system from the start of the scheduling process. It is also expected that you tell the opposing team that your field is outside of the MYSL boundaries when you schedule the game with them. In cases of non-compliance of this rule and/or use of unapproved fields outside of boundaries, MYSL reserves the rights to have the game moved to a field within the MYSL boundaries.

MYSL REFEREE FEES AND COMPETITION RULES

FEES: (The HOME TEAM pays the Referee fees)

Game Time	Age Group	Referee Position	
		Center/Line/Line	One Referee Alone
4x8min Qtrs.	U-6 (4v4)	no referee	
4x8min Qtrs.	U-7 (4v4)	no referee	
3x15min Prds.	U-8 (4v4)	no referee	
60 Minutes	U-9* (7v7)	\$25/\$15/\$15**	\$30
60 Minutes	U-10 (7v7)	\$25/\$15/\$15**	\$30
60 Minutes	U-11 (9v9)	\$30/\$20/\$20	\$40
60 Minutes	U-12 (9v9)	\$30/\$20/\$20	\$40
70 Minutes	U-13	\$40/\$27/\$27	\$45
70 Minutes	U-14	\$40/\$27/\$27	\$45
80 Minutes	U-15	\$47/\$32/\$32	\$60
80 Minutes	U-16	\$47/\$32/\$32	\$60
80 Minutes	U-17	\$55/\$37/\$37	\$70
80 Minutes	U-18	\$55/\$37/\$37	\$70
80 Minutes	U-19	\$55/\$37/\$37	\$70

* Also applies to U6Y, U7Y and U8Y (7v7). ** MYSL suggests using Assistant Referees (ARs) for 7v7.

NOTE: The above fees and MYSL Rules and Regulations are to be used for ALL MYSL competitions, superseding any local league/club rules and regulations. Any questions should be directed to the MYSL President.

- I. Pay only the officials who report for the game. Do not pay the full fee if only one or two officials report. The fee schedule above is for all MYSL games. Should a local referee association require additional fees, payment of these fees is the HOME team's responsibility.
- II. Assignments for 9v9 and 11v11 centers and all officials for U-13 and up will be certified Referees from the local referee association. The HOME team is responsible for the assignment of certified assistant referees (AR) for the U-12 age group and for all officials for U-11 and younger age groups.

- III. ARs are not required for U-6 through U-10 games, but they are suggested and highly recommended for U-9 and U-10. Every effort should be made to provide ARs for U-11 and up matches and consistent failure to do so may result in moving matches to fields where certified officials are available on a consistent basis.
- IV. Every effort should be made to play all games as scheduled. If the Referee fails to report, the senior AR should whistle the game. If no Referees report, U-8, U-9, U-10 and U-11 games can be officiated by a previously certified parent or sibling, or officiating can be shared by the coaches as a last resort. PLEASE NOTE: These changes should be agreed to beforehand and should be written on the back of the lineup sheet and then signed by both coaches.
- V. All formal Referee complaints must be made in writing with the coach's phone number and his signature or the signature of his designated representative. Complaints should be mailed to the Vice President who will pass them along to the association responsible for the assignment. ALL formal complaints will be addressed through the following steps: First, the official will be observed and assessed by a senior official. Second, if a problem is found, the official will be trained and their assignments modified to accommodate their level of competence. Finally, if the Referee cannot perform up to an acceptable level, they will no longer be eligible to officiate MYSL games. The coach will be notified by the referee association of the action taken.
- VI. The Referee MUST CHECK all the players' passcards prior to the game.
 - a. If a player does not present a player passcard to the referee prior to the game, they are open to 'challenge' by the coach of the other team.
 - b. If a coach desires to challenge, he shall notify the Referee and the opposing coach that the player is under 'challenge' (not to be confused with Protest) prior to the start of the game
 - c. The player(s) being challenged shall give their name(s) to the opposing team, and this information will be noted on the referee report in addition to documenting and signing the white copy of the game report sheet.

MYSL Playing Grid U6 through U12

[Ver: 19.1/July2019]

Age Group	U6/U7/U8	U6/U7/U8/U9/U10	U11 / U12
Number of Players	4v4	7v7	9v9
Split Game Format	No	No	No
Max. Registered Players	8	13	16
Min. Registered Players	4	7	9
Registration Costs Fall 2018	\$320	\$475	\$475
Registration Costs Spring 2019*	\$170	\$250	\$250
Ball Size	3	4	4
Recommended Field Size	25-35 x 15-25 yards max	65-55/45-35 yards	80-70/55-45 yards
Recommended Max Goal Size	4'x6'	6.5'x18.5'	6.5'x18.5'
Recommended Goal Area Maximum	n/a	4x8	5x16
Recommended Penalty Area Maximum	n/a	12x24	14x36
Penalty Mark Distance to Goal Maximum	n/a	10 yards	10 yards
Opponent Distance at Restart	5 yards	8 yards	8 yards
Throw-ins	FIFA Rules	FIFA Rules	FIFA Rules
Offside Rule Enforced	No	Yes***	Yes
Duration of Game	4 x10-minute qtrs.	30 minute halves	30 minute halves
Max Break Time	5 minutes	10 minutes	10 minutes
Pass Back Rule Enforced	No	Yes	Yes
Build Out Line	n/a	14 yards	n/a
Goal Keeper Punting	n/a	No	Yes
Assistant Referee	No Refs	Suggested	Yes
Trophies	ALL Players	U9&U10 1st and 2nd** U8 & lower ALL Players	1st and 2nd**
Underage Player Limits	See notes 1 and 2	See note 2	See note 2
Dual Registration	n/a	n/a	Yes

*Costs shown for teams returning from Fall 2019. ** Second place trophies awarded only for divisions with six or more teams.

Note 1: All MYSL players must be born before 01/01/15. *** Only between goal line and build out line

Note 2: It is strongly suggested that underage players should be within two years of being team age appropriate. Failure to abide by this recommendation may result in the team being denied registration and/or scheduling.

MYSL Playing Grid U12Y-U19

[Ver: 6.5 /2016]

Age Group	U12/U13/U14	U15/U16	U17/U19
Number of Players	11 v 11	11 v 11	11 v 11
Split Game Format	n/a	n/a	n/a
Max Registered Players	18	22	22
Min Registered Players	15	15	15
Registration Costs Fall 2018	\$475	\$550	\$550
Registration Costs Spring 2019	\$250	\$250	\$250
Recommended Field Size	100-130/50-100 yards	110-130/50-100 yards	110-130/50-100 yards
Recommended Goal Size	7-8 x 21-24 feet	7-8 x 21-24 feet	7-8 x 21-24 feet
Ball Size	5	5	5
Assistant Referee(s)	Yes	Yes	Yes
Trophies	1st and 2nd*	1st and 2nd*	1st and 2nd*
Duration of Game	2 x35-minute halves	2x40-minute halves	2x40-minute halves
Throw-ins	FIFA Rules	FIFA Rules	FIFA Rules
Offsides	FIFA Rules	FIFA Rules	FIFA Rules
Underage Player Limits	n/a**	n/a	n/a
Dual Registration	Yes***	Yes***	Yes***

* Second place trophies awarded only for divisions with six or more teams.

** It is strongly suggested that under-aged players should be within two years of being team age appropriate. Failure to abide by this recommendation may result in the team being denied registration.

*** Teams playing U-13 and up in the major, red or white divisions will be limited to dual registering no more than two players involved in leagues deemed more competitive than MYSL first division (i.e., MSPSP, MRL). Failure to comply with this policy will result in forfeiture of all games and a fine of \$250. The coach may be placed on probation for a period not to exceed two years.

MYSL Playing Age Groups for Fall 2019/Spring 2020

I. Playing 4 v 4*

Age Group	Birth Year	Maximum/Minimum Number of Registered Players
U6	2014	8 / 4
U7	2013	8 / 4
U8	2012	8 / 4

II. Playing 7 v 7*

Age Group	Birth Year	Maximum/Minimum Number of Registered Players
U6Y	2014	13 / 7
U7Y	2013	13 / 7
U8Y	2012	13 / 7
U9	2011	13 / 7
U10	2010	13 / 7

III. Playing 9 v 9*

Age Group	Birth Year	Maximum/Minimum Number of Registered Players
U11	2009	16 / 9
U12	2008	16 / 9

IV. Playing 11 v 11*

Age Group	Birth Year	Maximum/Minimum Number of Registered Players
U12Y	2008	18 / 15
U13	2007	18 / 15
U14	2006	18 / 15
U15	2005	22 / 15
U16	2004	22 / 15
U17	2003	22 / 15
U18	2002	22 / 15
U19	2001	22 / 15

* Expressed as number of players versus number of players.