

MVSL RULE BOOK



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SECTION 1: MVSL GENERAL LEAGUE RULES

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SECTION 1: MVSL GENERAL LEAGUE RULES

GL1 - RULES IN CONJUNCTION WITH USSF, USASA, & NMSSA

These rules and regulations are to be read in conjunction with applicable bylaws and policies of the United States Soccer Federation (USFF), the United States Adult Soccer Association (USASA), and the New Mexico State Soccer Association (NMSSA).

GL2 - PLAYERS IN GOOD STANDING

Only registered players in good standing shall be permitted to play in competitions under the auspices of Mesilla Valley Soccer League (MVSL or the League). A team which knowingly uses unregistered players or registered players not in good standing shall automatically forfeit all games in which said player(s) have participated and further action may be taken. The player and responsible team representative shall be suspended for one calendar year for violating this rule.

GL3 - HONORING SUSPENSIONS AND FINES

All teams affiliated with MVSL shall honor any and all orders of suspension or fines issued by MVSL. A player under suspension or with fines is not in good standing. A player who is not in good standing due to a CLASS 1 or CLASS 2 penalty cannot play in the division that the CLASS 1 or CLASS 2 penalty was incurred until all fines and suspensions have been served but CAN play in a separate division if they are dual registered. If a player incurs a CLASS 3 or CLASS 4 penalty, they CANNOT play in any division until all fees and suspensions have been served, regardless of dual registration.

GL4 - LEAGUE RULES

All teams shall play according to official League rules.

GL5 - TEAM REP MEETINGS

Attendance at any announced team rep meeting is mandatory. Teams not represented at the meeting shall be fined \$25 and must pay the fine before the team is permitted to register a team or play any games. Any person may represent the team if a Team Rep or Alternate Team Rep is not available but must notify the Board upon arrival at the meeting. Team representative or person in their stead will be responsible for passing on all information given to all team members.

GL6 - AMENDMENTS

Amendments to the Rules & Regulations may be made at any Board of Directors meeting by a majority of the voting members present. Any amendments will become effective seven days after all team representatives have been notified and no appeals of said amendments are filed. Appeals must come in the form of a letter or electronic email addressed to the entire Board. Appeals must include: Team name, team representative filing the appeal, reason for appeal, and specific amendment being addressed.

GL7 - KNOWLEDGE OF RULES & REGULATIONS

A plea of ignorance about the Rules & Regulations does not constitute a defense for any sanctions imposed pursuant to the Rules & Regulations. Changes to procedures will be decided by the board and teams will be notified immediately.

GL8 - PLAYER INJURIES

Any player who practices or plays while associated with MVSL, assumes all risks for possible injury to his/her person or property and agrees to indemnify the League for all damages or costs suffered. This will be a condition for League membership.

GL9 - FIELDS

At no time will MVSL authorize the use of playing fields outside of scheduled games unless authorized by the entity responsible for the fields. Any team found in violation of this will be subject to a \$25 fine or suspension of next game scheduled to be played. You are responsible for finding a location for any team practice or scrimmage. Any team found by the City of Las Cruces will also face trespassing charges and possible fines and/or imprisonment.

GL10 - PLAYING YEAR

The playing year runs from September 1st until August 31st of the following year. Number of seasons will depend on availability of fields and number of teams registered.

GL11 - ALCOHOL POLICY

As per the City of Las Cruces and Las Cruces Public School District rules & regulations, alcohol consumption is not permitted on or in the vicinity of any of the soccer fields. Any person, whether player or spectator, found in violation will be reported to local authorities, a request will be made to the City for a trespass card to be issued, and any League membership by that person will be revoked.

GL12 - WEB SITE

The League maintains a web site for informational purposes.

SECTION 2: TEAM RULES

TR1 - Team Size

TR2 - Team Representatives

TR3 - Team Contact

TR4 - Good Standing

TR5 - Team Information

TR6 - Dates of League Meetings

TR7 - Divisions

TR8 - Team Disbandment

TR9 - Registration Sessions

TR10 - Uniforms

SECTION 2: TEAM RULES

TR1 - TEAM SIZE

There is no limit on the number of players on a roster for any division.

TR2 - TEAM REPRESENTATIVE

Each team must have a team representative and an alternate team representative. One team representative must be a player on the team. Each team may also have one coach who is not a player on the team.

TR3 - TEAM CONTACT INFORMATION

Each team must provide the League with a phone number and email address for the team representative and for the alternate team representative. The League must be notified of any changes in contact information for each team as soon as possible.

TR4 - GOOD STANDING

All team representatives and alternate team representatives must be in good standing to register. Any player under suspension or owing fees will not be eligible. No players shall be permitted to register or play in League games unless the player is in good standing.

TR5 - TEAM INFORMATION

Teams need to provide their team name and team uniform colors to the League when signing up for a new season. Team names that are too similar to other teams or that are deemed vulgar or offensive by the MVSL Board must be changed. Also, any team that changes its original uniform color submitted must notify the League before the next scheduled game.

TR6 - DATES OF LEAGUE MEETINGS

All scheduled meetings will be announced via electronic mail or by posting on the website. It is the responsibility of the team rep to make sure that they have a representative present at each meeting. All announcements will be at least seven days before the date of the meeting.

TR7 - DIVISIONS

Each division may possibly be split into sub-divisions, depending on the number and caliber of the teams within that division. It will be at the discretion of the scheduler as to the placement

of each team. Teams may submit a request for placement, but the scheduler will complete each division as needed to accommodate a full schedule for all teams.

TR8 - TEAM DISBANDMENT

If a team forfeits two consecutive sanctioned League games due to an insufficient number of players or more than three sanctioned League games during a playing season, all fees paid to the League shall automatically be forfeited. The League shall retain the proceeds and the team so forfeiting shall automatically waive any right to a return of such payments and shall be considered disbanded.

TR9 - REGISTRATION SESSIONS

It is the responsibility of the team representative to organize the registration of the players on the team. This process includes adding the player to the roster, collecting the registration fees, and coming in during office hours to complete the registration process. Individual players are not to come into the office to register as it is the responsibility of the team representative or alternate team representative to register players. Failure to register the minimum necessary players by the deadline set by the scheduler will result in a team being removed from the game schedule.

TR10 - UNIFORMS

All teams must provide their own uniforms. Teams may choose any design or color, provided they contain no vulgar or offensive language or images. All teams must have matching uniforms no later than the third game for all seasons. Each team must provide a team captain's arm band for the team captain at each game. This is mandatory because this is the player who will conduct the coin toss and the only player who can approach the referee during the game.

***Please refer to the league website for further guidance.**

SECTION 3: PLAYER INFORMATION

PI1 - Registration

PI2 - Registration Sessions

PI3 - Registration Fees

PI4 - Player Pass Card

PI5 - Player Transfers

PI6 - Player Age Requirements

PI7 - Team Disbandment

PI8 - Player Equipment

PI9 - Player Eligibility

PI10 - Insurance Information

SECTION 3: PLAYER INFORMATION

PI 1 - REGISTRATION

Every player must be registered on a properly prepared and completed registration form designated by MVSL. Following completion and acceptance of the MVSL registration form, the team representative will be issued a player pass card for the registering player. Player registration must be completed prior to a player participating in any League-sanctioned activity. Registration includes submission of payment of individual player registration fees.

PI 2 - REGISTRATION SESSIONS

Team representatives or alternate representatives are responsible for coming to the office to process player pass cards. Individual players are not to come in to the office to process their player pass card unless approved by the registrar.

PI 3 - REGISTRATION FEES

Full registration fees are due at time of registration. No partial payments will be accepted. The State fees and insurance are good for the entire playing year. Playing fees will be based on the number of games in that season. All coaches must have a MVSL-issued card for \$25.

PI 4 - PLAYER PASS CARD

A player will not be eligible for any League-sanctioned activity without having their player pass card present. A player will not be allowed to enter a game without first presenting his/her card to the assigned referee, regardless of player's standing with the League. The fee for replacing a lost card is \$5. Referees will be charged for cards not returned to the team captain.

PI 5 - PLAYER TRANSFER

A player is deemed committed to the team that they register with for the entirety of the season. However, if circumstances cause the player to want to change teams, they must follow these steps: 1) Inform the team representative and alternate representative. 2) Obtain player pass card and give it to the team representative or alternate representative for the new team. 3) Pay the \$10 player transfer fee to the new team representative. 4) The new team representative or alternate representative will come into the office with the transfer fee and existing player pass card and exchange it for a new player pass card. A player may transfer only once per season.

PI 6 - PLAYER AGE REQUIREMENT

The minimum age for Men's or Women's Open Division is 14.

The minimum age for Men's Over 30 is 30.

The minimum age for Women's Over 30 is 30 with the exception of **one** player per team who can be 18 years or older.

The minimum age for the Vintage division is 40.

PI7 - TEAM DISBANDMENT

If a team chooses to disband or is forced to disband (See TR8), then players from that team shall be eligible to transfer to other League teams for only \$5 upon completion of the transfer procedures described in rule PI 5. To disband, a team must follow these steps: 1) Write a request to the Board of Directors, signed by seven players currently on the team roster. 2) Pay any outstanding fees, or fines. The Board may then approve the disbanding and will take appropriate steps to notify other teams and the referee scheduler as required. No more than 3 players from a disbanding team may transfer to another MVSL team during the playing season.

PI8 - PLAYER EQUIPMENT

- Each player must wear a shirt or jersey the same color as the rest of the team.
- Each player's shirt or jersey must have a unique number permanently marked and that number must be listed on the team roster with the player's name. All numbers must be visible from distance. Uniforms may not be shared during the course of any game. Each player must have their own jersey with unique identifying number for the entire duration of the game.
- A player's socks, shorts, or sliding pants do not need to be consistent in color.
- All jewelry must be removed with the exception of a medical tag that must be taped to the player's body.
- A player may cover his/her legs for protection from the cold or for religious reasons.
- All players must wear covered shin guards.
- A player may wear gloves and/or a knit hat for protection from the cold.
- No hats with bills are allowed; with the exception of goal keepers.
- A player's cleats/shoes must be approved by the referee prior to the start of the game.

PI 9 - PLAYER ELIGIBILITY

A player is only eligible to enter the field of play if the following conditions are met:

- A) They have presented their player pass card.
- B) They are on the game roster that was given to the referee from the Team Representative.
- C) They are cleared to play by the League registrar.
- D) They have permission from the referee.

Any player found entering a game when they are ineligible will be subject to disciplinary action (See GL2) and their team will be subject to forfeiture of that game.

PI 10 - INSURANCE INFORMATION

Insurance information will be provided to any team representative who requests the information for a player injured in a sanctioned game. The injury needs to be listed in the game report by the referee, regardless of player contact resulted in the injury or not. This will include forms, instructions for completion, and coverage information. All claims must be completed and submitted according to provided guidelines.

SECTION 4: SCHEDULING RULES

SR1 - Game Forfeiture

SR2 - Postponement or Cancellation

SR3 - Failure to Show for a Match

SR4 - Game Abandonment

SR5 – Scheduling

SECTION 4: SCHEDULING RULES

SR1 - GAME FORFEITURE

Any team that fails to field the required number of players by the designated start time, will automatically forfeit the game. If an attempt was made to field a team, there will be no penalty assessed against the team that forfeited. Any team that does have the minimum amount of players and still refuses to begin will forfeit the game and a penalty fee of \$25 will be imposed. The referee will blow the whistle at midfield at the scheduled start time. Teams have 10 minutes from that point to field their teams or game will be forfeited. All players must be dressed and checked in by the referee to be counted as an eligible player. In the event neither team has the minimum number of players by the end of the allotted time frame, the game shall be cancelled with no reschedule. No score will be recorded and no points awarded to either team. Players must be checked in and equipment checked in by scheduled start time.

SR2 - POSTPONEMENT OR CANCELLATION

Games may be postponed (rescheduled) only if: 1) The Fields and Equipment Director determines that the fields are not playable or that play would do serious damage to the fields. 2) The referee determines that conditions do not allow the game to be played or that continued play would be hazardous to the players. 3) Teams may request that a game be rescheduled for the purpose of attending a tournament, but they must give at least one week's notice. Teams needing to reschedule for any other reason must submit a written request to the division scheduler with at least one week's notice. If both teams agree on a reschedule time and referees can be scheduled, the game can be rescheduled for a \$10 rescheduling fee. If both teams cannot agree on a time or referees are not available, the game will result in a forfeit for the team that cannot field enough players. Any cancellations because of weather will be rescheduled if time allows during the season. Teams not able to make their scheduled game on game day, need to contact the division scheduler with enough notice so that the opposing team may be notified, and referees may be cancelled. Failure to do so will result in a \$50 fine as per SR3 - FAILURE TO SHOW FOR A MATCH listed below. If there is enough time to contact the referees and the opposing team, the fine will be reduced to \$25.

SR3 - FAILURE TO SHOW FOR A MATCH

Any team that fails to show for a scheduled match or contact the League about their inability to make the match, will automatically forfeit the match and a \$50 fine will be imposed. This fee must be paid prior to the next scheduled game. If the team gives adequate notice, the fine is \$25.

SR4 - GAME TERMINATION

A match that is terminated by the referee for behavioral problems by players, coaches, or spectators of any team shall be credited as a win for the opposing team regardless of the score or remaining time of the match. A minimum \$50 fine will be levied against the offending team. An additional \$50 fine will be levied against the other team if the referee deems both teams at fault neither team will receive points or goals for the match. Additional fine(s), suspension(s), or expulsion(s) may be levied following a review by the MVSL Judiciary Committee. Any team that abandons the game during the course of the game and refuses to continue will be subject to a fine of no less than \$50.

SR5 - SCHEDULING

All schedule requests must be submitted in written form. Either by text or via electronic mail. All requests will be honored to the fullest extent possible. If any team rep has any questions or concerns, they need to contact their division coordinator as soon as possible. The League will announce any changes to the schedule with as much notice as possible. Schedules may be changed for a number of reasons, so it is the responsibility of the team rep to monitor their email and the web site for updates.

****Notice of conflicts must be provided within one week of the league schedule being published. Conflict forms will be provided during Team Rep Meetings with the season dates. If no conflict form is provided, the league assumes your team is able to play the schedule as is and agree to fines for forfeits.**

SECTION 5: PLAYING RULES

PR1 - Player Rosters

PR2 - Home Team Responsibilities

PR3 - Game Ball

PR4 - Length of Game Time

PR5 - Pre-Game Requirements

PR6 - Players' Area

PR7 - Substitutions

PR8 - Field Equipment

PR9 - Game Results

PR10 - Spectators

SECTION 5: PLAYING RULES

PR1 - PLAYER ROSTERS

A roster for each team will be provided to the referee for each game by a team Representative. Players must be on this roster in order to participate in the game. Only the League Registrar and/or Vice President can make changes or corrections to the roster on game day.

PR2 - HOME TEAM RESPONSIBILITIES

The home team shall have the responsibility to: 1) Change jerseys in case of conflict of colors with the visiting team. 2) Provide at least 2 game balls. Referee will determine if there is a conflict with team colors and will not start the game until it is rectified to his/her satisfaction.

PR3 - GAME BALL

Game ball size for all divisions is a size 5. Game balls need to be inspected and approved by the referee team prior to the start of the game.

PR4 - LENGTH OF GAME TIME

Men's and Women's Open - Two 45-minute halves

Men's and Women's Over 30 - Two 30-minute halves

Vintage - Two 30-minute halves

Referees shall not cut game time unless a delay in start is caused by one or both teams. Referees shall inform captains at coin toss of any reduction in time. Both halves will be of equal length of time. If teams are not ready at 10 minutes after scheduled game time, referee will cancel the game as per SR1, pg. 14. It is at the referee's discretion if a shortened game will be played and only if both teams agree.

PR5 - PRE-GAME REQUIREMENTS

All players must be present at least 20 minutes before scheduled game time. They must submit all equipment for inspection by the assigned referee team. All players must also submit their player pass card to the referee team and be cleared as an eligible player. Any player that arrives late must wait for approval from the center referee to be checked in once the game has begun, regardless of how many players are on the field.

PR6 - PLAYERS' AREA

All players must remain in the designated player area when they are not in the game. Only players and registered coaches are allowed in the player area. Both teams' player area should be on the same side of the playing field. All spectators shall remain on the opposite side of the playing field from the players' areas.

PR7 - SUBSTITUTIONS

There shall be unlimited substitution of players during a game. Substitutions may be made at any stoppage of play with the consent of the referee.

PR8 - FIELD EQUIPMENT

It is the responsibility of each team to inspect the field and equipment to be used prior to the game. Any concerns need to be reported to the field coordinator as soon as possible. Men's and Women's Over 30 teams are responsible for setting up nets and goals if they are the first game scheduled. If they are the last game scheduled, they are responsible for taking down and putting away the nets and goals.

PR9 - GAME RESULTS

Referee shall keep track of the score and report the score on the website. If a team representative notes an error in score, they are to report it to their Division Coordinator who will check with the opposing team and the referee in order to rectify the score. If a game has a separation of points equaling 10, the "Mercy Rule" will be instituted and the game will be concluded. Tiebreakers will be used in tournament play only. A tiebreaker shall consist of two 10-minute overtime periods with no "sudden victory", as per FIFA laws. If still tied at the end of over time play, the winner will be decided by penalty kicks as per FIFA laws. The only exception to this rule is for Quarterfinal and Semifinal games. These may go directly to penalty kicks if an extended playing time would cause delays in any subsequent games that follow on those specific fields.

PR10 - SPECTATORS

Teams are responsible for the behavior of their spectators. Any spectator found to be disrupting the game in any way will be asked to leave. Referees or League officers will make this request through the team representative. Failure to comply with the request can result in forfeiture of the game.

SECTION 6: PLAYER PENALTIES

PP1 - Class I Penalties

PP2 - Class II Penalties

PP3 - Class III Penalties

PP4 - Class IV Penalties

PP5 - Penalty Definitions

PP6 - Vice President

PP7 - Judiciary Committee

PP8 - MVSL Penalty Chart

PP9 - Division Coordinators

PP10 - Player Cautions

PP11 - Fighting

PP12 - Community Service Option

PP13 - Player Probation

PP14 - Player Issued a Send Off

SECTION 6: PLAYER PENALTIES

PP1 - CLASS I PENALTY

This class of penalty is defined as a sendoff that is not deemed to be violent. It includes the following:

1. Denies goal scoring opportunity by an infraction that results in a Free Kick or Penalty Kick.
2. Denies Goal or Goal Scoring Opportunity by deliberately handling the ball.

PP2 - CLASS II PENALTY

This class of penalty is defined as a sendoff for actions that have caused or might cause injury to a player or opponent, or that represents continued unsportsmanlike behavior. It includes:

1. Second Caution in a Match
2. Serious Foul Play

PP3 - CLASS III PENALTY

This class of penalty is defined as a sendoff that is violent in nature or deliberately unsportsmanlike. It includes the following:

1. Foul/Abusive Language
2. Violent Conduct
3. Referee Abuse
4. Spitting at any person
5. Leaving player area during an altercation

PP4 - CLASS IV PENALTY

This class of penalty is defined as a sendoff that is deemed aggravated because of a player's continued lack of restraint during any Class III incident or a player's history of similar incidents. It includes the following:

1. Aggravated Violent Conduct
2. Aggravated Referee Abuse
3. Persistent Send Offs of lesser Class (3 in a playing year)

PP5 - PENALTY DEFINITIONS

Serious Foul Play (SFP) - A foul that endangers the safety of a player. A foul that occurs against an

opponent while the ball is in play.

Violent Conduct (VC) - Includes but is not limited to: pushing, striking, kicking, threatening, or throwing an object at a person, or inciting another person to do the same. SFP will be considered VC when there is an obvious intent to injure. VC can occur when the ball is in play or not.

Spitting - Spitting at any person including teammates, opponents, or spectators. Spitting towards any referee will be termed referee assault.

Foul/Abusive (FAL) - Using offensive, insulting, or abusive language or gestures. Includes, but is not limited to comments about race, sex, religion, nationality, gender, or other comments that are degrading to an individual.

PP6 - VICE PRESIDENT

The Vice President of the League shall review all send offs and cautions. After review of the official game report, the VP shall issue the penalty based on the League's penalty chart. The VP shall have the right to form a Judiciary Committee to review any penalty or player disciplinary issue that he/she finds requires further consideration. Notice of the penalty assessed should be done within 48 hours after the game report is submitted, but no later than 24 hours before the next scheduled game. Not providing adequate notice of assessment in no way gives the offender grounds for an appeal. If the VP has a conflict of interest in making a decision, the order of responsibility is as follows: 1) President 2) Registrar 3) Secretary 4) Treasurer or until a League officer without a conflict is reached.

PP7 - JUDICIARY COMMITTEE

If a Judiciary Committee is formed by the Vice President, it shall consist of three members including the Vice President. The other two members shall be League officers in good standing and without a conflict of interest. The VP will utilize the member's input to reach a decision on an assessment.

PP8 - MVSL PENALTY CHART

Penalty	1st Offense	2nd Offense	3rd Offense
Class I	\$5 Fine	\$10 Fine	\$20 Fine
	1 Game Suspension Minimum	1 Game Suspension Minimum	3 Game Suspension Minimum
Class II	\$10 Fine	\$20 Fine	\$40 Fine
	1 Game Suspension Minimum	3 Game Suspension Minimum	5 Game Suspension Minimum
Class III	\$50 Fine	\$75 Fine	\$100 Fine
	2 Game Suspension Minimum	5 Game Suspension Minimum	10 Game Suspension Minimum
Class IV	\$100 Fine	\$250 Fine	\$500 Fine
	10 Game Suspension Minimum	1 Calendar Year Suspension Minimum	Life Suspension

All penalties will remain on a player's history. Class III and IV instances will accumulate throughout a player's total history. Class I and II instances will accumulate for the playing year only. (i.e. A player sent off for a Class I or II in 2017 and then in 2019, each will be considered a first offense whereas a Class III or IV will be considered a second offense).

PP9 - DIVISION COORDINATOR

Division Coordinators will be used to assist with penalty review and communication of assessments to team representatives.

PP10 - PLAYER CAUTIONS

Cautions without resulting in sendoff shall be accumulated for the playing year for each player. Once a player accumulates 4 cautions, the player must sit out the next scheduled game. If a player accumulates 2 cautions in one game, the player will be assessed a penalty from the sendoff portion and will not accumulate the 2 cautions.

PP11 - FIGHTING

Fighting will not be tolerated. Any fighting is considered a Class IV infraction. Law enforcement will be contacted.

PP12 - COMMUNITY SERVICE OPTION

An option to perform community service in lieu of fines might be available for Class I or Class II offenses. A request to perform community service must be submitted within 24 hours of penalty assessment. If available, community service will be scheduled, and details of community service will be provided. Failure to comply with any assigned community service tasks will result in reinstatement of original penalty assessment and a player will not be able to request community service again.

PP13 - PROBATION

Any player with a history of send offs or excessive cautions may have a status of probation applied. Any incidents of future misconduct may gain aggravated status if a player is on probation. The VP and/or Judiciary Committee will determine if a probationary status is valid or warranted. This status can be applied in addition to a penalty assessment.

PP14 - PLAYER ISSUED A SEND OFF

A player issued a sendoff must leave the vicinity of the playing field immediately or the game can be terminated by referee until the player complies. A player serving a suspension cannot be in the player's area at any subsequent games while serving a suspension.

SECTION 7: PROTESTS & APPEALS

PA1 - Protesting a Match

PA2 - Protesting a Card

PA3 - Judiciary Hearing

PA4 - Appeals of Referee Decisions During a Match

SECTION 7: PROTESTS & APPEALS

PA1 - PROTESTING A MATCH

All game protests shall be directed in writing to the League accompanied by a \$50 fee. The fee will be returned if the protest is upheld; it shall revert to the MVSL treasury if the protest is denied. The protest must explain in detail how the protesting team was treated in a manner not commensurate with the aims and ideals of the League. Unfair treatment of a team member shall be considered unfair treatment of the team. The decisions of the referee on points of fact connected with play shall be final so far as the result of the game is concerned. If the protest is upheld, the game shall be replayed with a different referee at a time set aside for make-up games if possible. The team representative intending to protest a game must notify the referee and the opposing team representative of the intention immediately after the game.

PA2 - PROTESTING A CARD

Team representatives may appeal any fine or penalty for a player, or a player may submit an appeal on their own behalf. Protests for individual cards must be submitted no later than 48 hours after the issuance of the assessed penalty. A \$25 fee must accompany the written protest. The fee will be returned if the protest is upheld; it shall revert to the MVSL treasury if the protest is denied. The protest must explain in detail how you believe the card was issued unjustly. Decisions of referees cannot be reversed unless there was a technical mistake in the issuance of a caution or send off. The League does not have the authority to remove a card once issued, but if the protest is upheld the League can modify or reduce assessed penalties.

PA3 - JUDICIARY HEARING

Some protests will be handled through the Judiciary Committee when the Vice Presidents deems necessary. This committee will be made up of elected League players in good standing. The elected Vice President shall head this committee regardless of other member's board position. If a hearing is called to determine or clarify actions of a specific player, then attendance will be mandatory for that player as well as the team representative or alternate team representative. Team representatives submitting a game protest can request permission to address the committee prior to a decision. This request must be given when the written appeal is submitted.

PA4 - APPEALS OF REFEREE DECISIONS DURING A MATCH

A team's captain may occasionally request a referee to explain a point of law or a decision provided the request does not adversely affect the flow of the game and is done in a respectful manner. Referees are not required to explain their decisions but must deal with the request in a respectful manner. On matters regarding points of law, it is recommended that referees educate players on FIFA or local laws as is appropriate for the situation. No other team member may communicate with referee (unless requested by referee) prior to, during, or after

the game. Team captains should be marked accordingly with appropriate attire that makes their status obvious (i.e. Captain's armband).

SECTION 8: RESULTS & STANDINGS

RS1 - Team Standings

RS2 - Web Site

RS3 - Game Results

RS4 - Playoffs

RS1 - TEAM STANDINGS

Team standings in the League will be determined by the following guidelines:

- 1) A team will receive 3 points for a win
- 2) A team will receive 1 point for a tie
- 3) A team will receive zero points for a loss

Resolution of Ties - If two or more teams are tied in points as described above, the leader will be determined by:

- 1) The team with the better goal differential
- 2) The team with the least amount of goals against
- 3) The team with the most goals scored
- 4) The result of head to head play

RS2 - WEB SITE

The web site will be used to display information of the following categories:

- 1) Game results
- 2) Division standings
- 3) Scheduled games

If there is a discrepancy between the information posted on the web site and the information provided by the League officer responsible for any of this information, the information presented by the League officer will be used.

RS3 - GAME RESULTS

The results of each game are taken directly from what is submitted on the official game report. If a scoring discrepancy is noted, the Division Coordinator must be notified so she/he can confirm the results with both teams. A correction will be made if a discrepancy is confirmed by both teams.

RS4 - PLAYOFFS

Post-season play will be scheduled when there are sufficient teams in the division to do so. Minimum number of teams needed in a division is 6. Playoff schedules and their formats will be based on the number of teams in the division. Playoff schedules may be made for days that the division does not normally play if field availability is an issue. If there is an issue with field availability, then the number of teams involved in post season play may be reduced. Playoff schedules and the formats will be provided to team representatives once all teams are legally registered for the season.

SECTION 9: REFEREES

R1 - Referee Responsibilities

R2 - Referee Abuse

R3 - Referee Assault

R4 - Referee Conflict

R5 - Referee as a Player

R6 - Game Abandonment

R7 - Referee Assignors

SECTION 9: REFEREES

R1 - REFEREE RESPONSIBILITIES

Each match is controlled by a referee who has full authority to enforce the Laws of Game which include:

1. Working together with assistant referees to ensure a fair and safe game.
2. Ensuring that any ball used meets the requirements of Law 2.
3. Checking that the players' equipment meets the requirements of Law 4.
4. Conducting coin toss with captains. Winner chooses side to defend and the loser kicks off.
5. Acting as timekeeper and keeper of a record of all game events.
6. Stops, suspends, or terminates the game, at his/her discretion, for infringement of the Laws.
7. Stops, suspends, or terminates the game because of outside interference of any kind.
8. Stops the game if, in his/her opinion, a player is seriously injured and ensures that they are removed from the field of play and the injury is noted in the game report.
9. Allows play to continue until ball is out of play if a player goes down but may not be injured.
10. Ensures that any player bleeding leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped.
11. Allows play to continue if a team experiences an offense and stoppage would benefit the offending team but can penalize the offense if the anticipated advantage does not ensue.
12. Punishes the more serious offense when a player commits more than one offense at the same time.
13. Takes disciplinary action against players guilty of cautionable and send off offenses. He/she is not obliged to take action immediately but must do so when the ball next goes out of play.
14. Takes action against team officials who fail to conduct themselves in a responsible manner and may at his/her discretion, expel them from the field and its immediate surrounds.
15. Acts on the advice of assistant referees regarding incidents which she/he has not seen.
16. Ensures that no unauthorized persons enter the field of play or players' area.

R1 - REFEREE RESPONSIBILITIES (continued)

17. Restarts the match after it has been stopped.
18. Provides the appropriate authorities with a game report within 48 hours.
19. Provides detailed information on game report regarding events of the match including cards issued, scoring by players, and injuries.
20. Starts the game on time and adds on injury time if required.

R2 - REFEREE ABUSE

Referee abuse is a verbal statement or physical act which implies or threatens harm to a referee or the referee's property or equipment. Abuse includes but is not limited to the following acts committed upon a referee: using foul or abusive language toward a referee; spitting or spewing any beverage on a referee or a referee's personal property; throwing anything at a referee or a referee's equipment; or verbally threatening a referee. Verbal threats are remarks that carry an implied or direct threat of physical harm.

R3 - REFEREE ASSAULT

Referee assault is an intentional act of physical violence at or upon a referee. Assault includes but is not limited to the following acts committed upon a referee: hitting, kicking, punching, choking, spitting at, or on, grabbing or bodily running into a referee; the act of kicking or throwing any object at a referee that could inflict injury; damaging the referee's uniform or personal property, (i.e. car, equipment, etc.).

R4 - REFEREE CONFLICT

A team may submit a written request to not have a specific referee assigned to their games. This request can be submitted in person, by mail, or by electronic mail. The referee assignor for the division the team is in will be notified of the conflict to avoid scheduling that referee. This is not a guarantee that it will never happen, as there are times there is a referee shortage and that referee may be needed to avoid the game being short or cancelled. A team, when submitting the request, does not need to give detailed explanations as to why they are making the request. Any perceived conflict by the team is sufficient. Any player who is also a referee needs to inform the assignors in all divisions as to which team he/she plays for as well as any family members who play in that division.

R5 - REFEREE AS A PLAYER

Any registered player who also serves as a referee to the League must exemplify good behavior at all times. Failure to comply with USSF policies on behavior toward a fellow referee can result in disciplinary action as a player as well as removal as a referee from serving the League.

R6 - GAME ABANDONMENT

If a referee must abandon a game due to behavioral issues with the players, team officials, or spectators, he/she will not declare a winner of the game. League officers will declare the outcome or determination after reviewing the incident that caused the termination of the game. A detailed explanation of events needs to accompany the game report and if necessary, supplemental reports from each member of the referee team.

R7 - REFEREE ASSIGNOR

The President shall hire a certified referee assignor for each division. The assignor may be hired for more than one division at the same time. The assignor must provide a copy of their certification and have a signed copy of the assignor agreement on file before the start of the playing year. The assignor will be responsible for following up with referees on game report submissions, any instances of abuse or assault, and for submitting reports on referees removed from the list of eligibility for reasons of behavior or certification issues. The Referee Assignor will communicate MVSL expectations to referees and ensure consistent enforcement by all referee teams.

SECTION 10: LEAGUE BOARD

LB1 - Elections

LB2 - Terms of Office

LB3 - President

LB4 - Vice President

LB5 - Secretary

LB6 - Treasurer

LB7 - Registrar

LB8 - Fields and Equipment Manager

LB9 - Division Coordinator

LB10 - Scheduler

LB11 - Web Master

LB12 - Tournament Director

SECTION 10: LEAGUE BOARD

LB1 - ELECTIONS

Elections will be held once each playing year at the end of the final season. Any registered player in good standing can run for a position. Certain positions will require specific skills or resources in order to accomplish set requirements. Positions are voted on by the Governing body which is made up of current League officers and team representatives. Each League officer may cast one vote for each position. Each team representative may cast one vote for each position. Voting must be done in person. Voting will be by majority decision. If a team representative or alternate team rep cannot attend the annual election meeting, they are required to have a person attend in their place. This person must inform the League officers of their intention to represent a team prior to any votes being cast. Teams and their representatives must be in good standing in order to participate in the election process.

Elections will be structured as follows:

President, Treasurer, Registrar, Tournament Director will be elected in odd numbered years
Vice President, Secretary, Field Marshall/Equipment Manager and web master will be elected in even numbered years.

Division Coordinators and schedulers will be elected annually.

LB2 - TERMS OF OFFICE

Each elected League officer will serve, depending on position, a one or two year term for that position. If in good standing, at the end of that term, league member may seek re-election to the same or a different position.

LB3 - PRESIDENT

Main position responsibilities include the following:

- 1) Hiring of referee assignor
- 2) Completion of Insurance Claims
- 3) Team disbandment decisions
- 4) Scheduling Board/League meetings
- 5) Communications with the City of Las Cruces and Las Cruces Public Schools
- 6) Acquisition of field usage permits
- 7) Setting agendas for all meetings
- 8) Communication with other leagues
- 9) Other duties assigned by Board

LB4 - VICE PRESIDENT

Main position responsibilities include the following:

- 1) Assigning fines and suspensions using MVSL Penalty Chart
- 2) Chairing Judiciary Committee
- 3) Acting as President in the absence of President
- 4) Maintains player records of fees and penalties
- 5) Other duties assigned by Board

LB5 - SECRETARY

Main position responsibilities include the following:

- 1) Communication between Board members
- 2) Set up of Board Meetings and Annual Meetings
- 3) Sign In at all Board Meetings and Annual Meetings
- 3) Taking and sending out of all meeting minutes
- 4) Other duties assigned by Board

LB6 - TREASURER

Main position responsibilities include the following:

- 1) Making League deposits
- 2) Records of League income and out flow
- 3) Payments to referees and board members
- 4) Accounts payable
- 5) Other duties assigned by Board

LB7 - REGISTRAR

Main position responsibilities include the following:

- 1) Player registration
- 2) Team roster records
- 3) Process player pass cards
- 4) Player transfers
- 5) Player eligibility
- 6) Registration scheduling
- 7) Other duties assigned by Board

LB8 - FIELDS AND EQUIPMENT MANAGER

Main position responsibilities include the following:

- 1) Preparing all fields for play
- 2) Opening/closing fields for game times
- 3) Storage and maintenance of League equipment

- 4) Assessing playability of fields
- 5) Field Marshall Duties to include enforcing city ordinances related to parking, pets, trash, protecting equipment, safety of spectators, players, referees and calling police if needed.
- 6) Other duties assigned by Board

LB9 - DIVISION COORDINATOR

Main position responsibilities include the following:

- 1) Communicate information to team representatives and alternate representatives
- 2) Standings for assigned division
- 3) Serve on judiciary committee when player from their division files an appeal.
- 4) Other duties assigned by Board

LB10 - SCHEDULER

Main position responsibilities include the following:

- 1) Preparation of schedule for assigned division
- 2) Postponements and reschedules
- 3) Post-Season Tournament Schedules
- 4) Team division assignment
- 5) Communication with Referee Assignor
- 6) Other duties assigned by Board

LB11 - WEB MASTER

Main position responsibilities include the following:

- 1) Management of Web Site
- 2) Troubleshooting Web Site issues
- 3) Posting of League activities on Web Site
- 4) Management of social media presence
- 5) Other duties assigned by the Board

LB12 - TOURNAMENT DIRECTOR

Main position responsibilities include the following:

- 1) Chair of tournament committee
- 2) Distribution of tournament information
- 3) Organization & coordination of tournaments
- 4) Tournament responsibility assignments

5) Other duties assigned by Board

SECTION 11: OVER 30 DIVISION RULES

0-30 1 - General Information

0-30 2 - Playing Rules

0-30 3 - Player Penalties

0-30 4 - Pre-Game Requirements

SECTION 11: OVER 30 DIVISION RULES

0-30 1 - General Information

Over 30 Division rules are closely aligned with FIFA Laws. The Men's Over 30 is restricted to players who are 30 years of age. Players who turn 30 during the season, may not play their first game until they have reached 30 years of age. The Women's Over 30 Division can have 1 player who is under 30 for each team. The minimum age for that player is 18 year of age.

0-30 2 - Playing Rules

1. Kick off requires a 5-yard opponent distance, and first touch can go forward or backward.
2. Touch lines will be the midfield line of large field and the 18-yard line of the penalty area.
3. If the ball leaves field of play over a touch line, the ball is put in play from outside the touch line with a ground kick of stopped ball.
4. Goalkeeper can handle ball with hands within a 5-yard box around the small goal.
5. Goalie will put ball into play with hand pass for all goal "kicks". This hand pass cannot go past midfield. There are no drop kicks or punts allowed. Restart after an infraction is an indirect free kick at the midfield line.
6. Goalie can put the ball down and dribble down field but cannot pick the ball up again.
7. Corner kicks will be taken the same as an 11 v 11 game.
8. Penalty kicks will be taken from midfield, with no goalie.
9. There is no offside in the 5v5 format.
10. Substitutions will be made at midfield, with referee's permission, but ball stoppage is not necessary.
11. All fouls result in indirect free kicks, except those resulting in penalty kicks.
12. There is no slide tackling allowed in this division.
13. There is no contact allowed except for shoulder charges. It is the referee's discretion as to what she/he deems contact.
14. A team may use guest players provided that those players are registered with another team in the same division, but only with the approval of the opposing team's team captain. The number of guest players is limited to three and cannot outnumber regular team members.
15. As regular team members arrive after the start of the game, they must replace a guest player of their choosing. The result of the game will be final, and not subject to protest.
16. Guest players are not allowed in post-season tournament games.

0-30 3 - Player Penalties

All cautions and send offs will be treated as in Section 6 Player Penalties of the League Rules.

0-30 4 - Pre-Game Requirements

All Pre-Game requirements are the same as PR-5 of Section 5: Playing Rules. The minimum number of players needed to start a game is four; the minimum players required on the field after the start is three with one player serving as the goalkeeper.

SECTION 12: VINTAGE DIVISION RULES

VD1 - General Information

VD2 - Age Restrictions

VD3 - Slide Tackling and Rough Play

SECTION 12: VINTAGE DIVISION RULES

VD1 - General Information

This division is a CO-ED division created to be low contact with low risk of injury to older players. This division does not have set teams, but rather colored jerseys are distributed at each session and teams are created to be as even as possible.

VD2 - Age restrictions

This division is for players Over 40 and older.

VD3 - Slide Tackling and Rough Play

There is no slide tackling or rough play permitted in this division. Any players who consistently demonstrate disregard for these rules will be invited to play in the Over 30 or Open Divisions rather than the Vintage Division.

SECTION 13: CO-ED DIVISION

CE1 - Playing Format

CE2 - Women's Scoring

CE3 - Slide Tackling

CE4 - Player Penalties

CE5 - Substitutions

CE6 - General Information

SECTION 13: CO-ED DIVISION

CE1 - PLAYING FORMAT

Co-ed format is 11 v 11. Five women must be on the field at all times and no more than six men per team allowed on the field. If a team is unable to field five women, they will have to play down player(s). If a team is unable to field at least seven players (at least two women) at the start of the game, the game is forfeited.

CE2 - WOMEN'S SCORING

Any goal scored by a woman will count as two goals towards the overall game total.

CE3 - SLIDE TACKLING

Slide tackles are not allowed and will result in a direct free kick. It is at the discretion of the referee as to whether a caution or send off is also warranted. Goalkeepers can slide in the box only.

CE4 - PLAYER PENALTIES

This division will follow the Player Penalty format set forth in Section 4 of the League Rules with the following exceptions:

1) There will be a zero-tolerance policy towards violent conduct. If VC occurs, observed by referee or not, the Judiciary Committee will hold a hearing. All cases of VC in the co-ed division will be punishable by expulsion from the division unless the Judiciary Committee finds cause that such punishment is not warranted.

2) Serious Foul Play send offs will have a different penalty assessment than the Player Penalty section:

1st offense - 2 game suspension/\$25 fine

2nd offense - 2 game suspension/\$50 fine

3rd offense - Expulsion from division/\$100 fine

CE5 - SUBSTITUTIONS

Substitutions will follow the same guidelines as set forth in Section 5 - PR7.

CE6 - GENERAL INFORMATION

All other FIFA and League Rules will be followed as written.