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| PLAYER | PHONE |
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# GENERAL LEAGUE RULES

GL1 - Rules in conjunction with USSF, USASA, & NMSSA

GL2 - Players in good standing

GL3 - Honoring suspensions

GL4 - League rules

GL5 - Team representative meetings

GL6 - Amendments

GL7 - Knowledge of rules & regulations

GL8 - Player injuries

GL9 - Fields

GL10 - Playing year

GL11 - Alcohol policy

GL12 - Web site

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| MVSL GENERAL LEAGUE RULES - SECTION I | | | | | | |
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| 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 (USSF), the United States Adult Soccer | | | | | |
|  | Association (USASA), and the New Mexico State Soccer | | | | | |
|  | Association (NMSSA). | | |  |  |  |
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| 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. |  |  |  |  |  |
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| 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. | | | |  |  |
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| GL4 - LEAGUE RULES | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | All teams shall play according to official League rules. | | | | |  |

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| GL5 - TEAM REP MEETINGS | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | Attendance at any announced team rep meeting is mandatory. | | | | | |
|  | Teams not represented at the meeting shall be fined $25, | | | | | |
|  | payable within seven(7) days of the missed meeting. 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. Any team not represented at the pre-season annual | | | | | |
|  | meeting may be denied from participation. Team representative | | | | | |
|  | or person in their stead will be responsible for passing on all | | | | | |
|  | information given to all team members. | | | |  |  |
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| 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(7) 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. You | | | | | |
|  | can access these email addresses through our web site | | | | | |
|  | [www.mesillavalleysoccer.org](http://www.mesillavalleysoccer.org) or on Facebook. Appeals must also include: Team | | | | | |
|  | name, team rep filing the appeal, reason for appeal, and specific | | | | | |
|  | amendment being addressed. | | |  |  |  |
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| 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. | |  |  |  |  |
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| 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. | | | | | |

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| GL9 - FIELDS | |  |  |  |  |
|  |  |  |  |  |  |
|  | At no time will MVSL authorize the use of playing fields outside of | | | | |
|  | scheduled games. Any team found in violation of this will be | | | | |
|  | subject to fine and suspension of play. 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. | | | | |
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| 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. | | | | |
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| GL11 - ALCOHOL POLICY | | |  |  |  |
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|  | 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. | | | |  |
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| GL12 - WEB SITE | |  |  |  |  |
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|  | The League maintains a web site for informational purposes. | | | | |
|  | Unless otherwise directed by official League communications, | | | | |
|  | this information should be used only as such. You are not allowed to post any illegal soccer practices or games that are being played on any City League fields. This will result in a fine or possible suspension. | | | | |

# SECTION II TEAM INFORMATION

TR1 - Team size

TR2 - Team representative information

TR3 - Team contact information

TR4 - Good standing

TR5 - Team information

TR6 - Dates of league meetings

TR7 - Divisions

TR8 - Team disbandment

TR9 - Registration sessions

TR10 - Uniforms

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| MVSL TEAM INFORMATION - SECTION II | | | | | | |
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| TR1 - TEAM SIZE | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | There is not a limit to the number of players on a roster for | | | | | |
|  | any division. | |  |  |  |  |
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| TR2 - TEAM REPRESENTATIVE INFORMATION | | | | |  |  |
|  |  |  |  |  |  |  |
|  | Each team representative and alternate team representative | | | | | |
|  | must sign a copy of the team rep agreement form. There is | | | | | |
|  | no additional fee for being a team rep. | | | |  |  |
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| TR3 - TEAM CONTACT INFORMATION | | | | |  |  |
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|  | All teams must provide the League with a working contact | | | | | |
|  | phone number for the team rep and the alternate team rep. | | | | | |
|  | A working email address must also be provided. | | | | |  |
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| TR4 - GOOD STANDING | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | All team reps and alternate team reps must be in good | | | | | |
|  | standing to register as such. Any player under suspension | | | | | |
|  | or owing fees will not be eligible. No team or its registered | | | | | |
|  | players shall be allowed to play in League games unless | | | | | |
|  | the team's membership is active and in good standing. | | | | |  |
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| TR5 - TEAM INFORMATION | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | The League must be notified of any changes in contact | | | | | |
|  | information for each team as soon as possible. Also, any | | | | | |
|  | team that changes its original uniform color submitted must | | | | | |
|  | notify the League before the next scheduled game. | | | | |  |

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| TR6 - DATES OF LEAGUE MEETINGS | | | |  |  |  |
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|  | All scheduled meetings will be announced via electronic | | | | | |
|  | mail or by posting on our web site. It is the responsibility | | | | | |
|  | of the team rep to make sure that they have a representative | | | | | |
|  | present at each meeting. (see Section I-GL5) All | | | | |  |
|  | announcements will be at least seven(7) days before the | | | | | |
|  | date of the meeting. | |  |  |  |  |
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| 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. |  |  |  |  |  |
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| TR8 - TEAM DISBANDMENT | | |  |  |  |  |
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|  | If a team disbands or forfeits two or more sanctioned League | | | | | |
|  | games during a playing season, all fees paid to the League | | | | | |
|  | shall automatically be forfeited and the League shall retain | | | | | |
|  | the proceeds and the team so forfeiting shall automatically | | | | | |
|  | waive any right to return of such payments and shall be | | | | | |
|  | considered disbanded. | | |  |  |  |
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| TR9 - REGISTRATION SESSIONS | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | It is the responsibility of the team rep to inform and organize | | | | | |
|  | hi/her players to attend a scheduled registration session prior | | | | | |
|  | to the start of each season. Failure to register the minimum | | | | | |
|  | number of players may result in removal from game schedule. | | | | | |
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| TR10 - UNIFORMS | | |  |  |  |
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|  | All teams must provide their own uniforms. Teams may | | | | |
|  | choose any design or color, provided they can still fulfill | | | | |
|  | the responsibilities of a home team. (See Playing Rules - | | | | |
|  | PR2)  All teams must have matching uniforms no later than week 3 for all seasons. |  |  |  |  |

# 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

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| MVSL PLAYER INFORMATION - SECTION III | | | | | | |
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|  |  |  |  |  |  |  |
| PI1 - REGISTRATION | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | Every player must be registered on a properly prepared and | | | | | |
|  | completed registration form designated by MVSL. Registration | | | | | |
|  | forms must be signed by both the registering player and | | | | | |
|  | the team rep. 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. | | | | | |
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| PI2 - REGISTRATION SESSIONS | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | A player may register during any standard MVSL registration | | | | | |
|  | session, by appointment, or during a time that the League | | | | | |
|  | registrar is available at the game fields. Player's needing | | | | | |
|  | appointments must have that scheduled through their team | | | | | |
|  | rep. |  |  |  |  |  |
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| PI3 - REGISTRATION FEES | | |  |  |  |  |
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|  | Full registration fees are due at time of registration. No | | | | | |
|  | partial payments will be accepted. The registration form | | | | | |
|  | will not be accepted until all fees are submitted. State fees 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 $10. | | | |  |  |
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| PI4 - 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 player pass cards  consist of a valid driver’s license, | | | | | |
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| PI4 - PLAYER PASS CARD CONT'D | | | |  |  |  |
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|  |  | | | | | |
|  | Player/team rep must notify the League Registrar at | | | | | |
|  | least 1 week prior to first game if teams want MVSL issued cards. The fee for replacing any MVSL issued cards is $10. You must give the registrar at least 48hrs notice of when you will need the replacement by. | | | | |  |
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| PI5 - PLAYER TRANSFER | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | The submittal of a signed player registration form binds that | | | | | |
|  | player to that team for the season, unless transfer procedures | | | | | |
|  | are completed. In order to change teams during the season, a | | | | | |
|  | player must do the following: | | |  |  |  |
|  |  | A) Complete a new registration form with the new | | | | |
|  |  | team, pay the transfer fee as set by the Board of | | | | |
|  |  | Directors. Return the existing player pass card, and | | | | |
|  |  | submit a completed transfer form. | | | |  |
|  |  | B) Follow the same timelines as set for registering | | | | |
|  |  | to be eligible for the next scheduled game. | | | |  |
|  | \*\*\*No player transfers will be allowed in any season past the | | | | | |
|  | halfway point in the season. | | |  |  |  |
|  | \*\*\*A player may only transfer once per season | | | | |  |
|  | \*\*\*Disputes arising between players and team representatives | | | | | |
|  | or between team representatives regarding their ability to | | | | | |
|  | transfer players between teams shall be resolved by the | | | | | |
|  | Board of Directors. | |  |  |  |  |
|  | \*\*\*No player registered to play in the League may transfer to | | | | | |
|  | or play for another team in the League unless the team he/she | | | | | |
|  | is, has been, or was registered with has paid all of its dues, | | | | | |
|  | operating fees, and fines. | | |  |  |  |
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| PI6 - PLAYER AGE REQUIREMENT | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | The minimum age for any "Open" division is 14. Other divisions | | | | | |
|  | may have specific age restrictions. All players under the age of 18 must do their registration in person and A parent/legal guardian with photo ID is required to be there. | | | |  |  |
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| PI7 - TEAM DISBANDMENT | | |  |  |  |  |
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|  | If a team is disbanded (See TR8) of its own accord, then | | | | | |
|  | players from that team shall be eligible to transfer to other | | | | | |
|  | League teams upon completion of the transfer procedures | | | | | |
|  | described in rule PI5 if such disbanding is accomplished | | | | | |
|  | through the following steps: | | |  |  |  |
|  |  | A) A written request to disband must be | | | |  |
|  |  | forwarded to the Board of Directors, in care of | | | | |
|  |  | the President, and must be signed by seven(7) | | | | |
|  |  | players currently on the team roster. | | | |  |
|  |  | B) Any outstanding fees, fines, and assessments | | | | |
|  |  | payable to the League must be paid. | | | |  |
|  | 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 year in | | | | | |
|  | which the disbanding takes place. | | | |  |  |
|  | \*\*\*If the disbanding takes place more than halfway through | | | | | |
|  | the season, no player from the disbanded team may | | | | |  |
|  | transfer to a team and be eligible for post season play. | | | | |  |
|  | \*\*\*If a team forfeits two or more games during a playing | | | | | |
|  | season without providing proper notice to the League, the | | | | | |
|  | members of that team will be ineligible to transfer to any | | | | | |
|  | MVSL team pending Board approval. | | | |  |  |
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| PI8 - PLAYER EQUIPMENT | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | 1. Each player must wear a shirt or jersey the same color | | | | | |
|  | as the rest of the team. | | |  |  |  |
|  | 2. 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. | | | |  |  |
|  | 3. 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. | | | |  |  |
|  | 4. A player's socks, shorts, or sliding pants do not need to | | | | | |
|  | be consistent in color with the rest of his/her uniform. | | | | |  |
|  | 5. All jewelry must be removed with the exception of a medical | | | | | |
|  | tag that must be taped to the player's body. | | | | |  |

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| P18 - PLAYER EQUIPMENT CONT'D | | | |  |  |  |
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|  | 6. A player may cover his/her legs for protection from the cold | | | | | |
|  | of for religious reasons. | | |  |  |  |
|  | 7. All players must wear covered shin guards | | | | | |
|  |  | | |  |  |  |
|  | 8. A player may wear gloves for protection from the cold. | | | | | |
|  | 9. A player may wear a knit hat for protection from the cold. | | | | | |
|  | 10. No hats with bills are allowed. With exception to goal keepers. | | | |  |  |
|  | 11. A player's cleats/shoes must be approved by the referee | | | | | |
|  | prior to the start of the game. | | |  |  |  |
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| LAWS OF THE GAME - Law 4 | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | "A Player must not use equipment or wear anything | | | | | |
|  | which is dangerous to himself or another player | | | | |  |
|  | (including any kind of jewelry)" | | | |  |  |
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| PI9 - 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 League. | | |  |  |
|  |  | 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. | | | |  |  |
|  |  |  |  |  |  |  |
| PI10 - INSURANCE INFORMATION | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | Insurance information will be provided to all team reps when | | | | | |
|  | they register. This will include forms, instructions for completion, | | | | | |
|  | and coverage information. All claims must be completed and | | | | | |
|  | submitted according to provided guidelines. | | | |  |  |

# SCHEDULING RULES

SR1 - Game forfeiture

SR2 - Postponement or cancellation

SR3 - Failure to show for a match

SR4 - Game abandonment

SR5 – Scheduling

|  |  |  |  |  |  |  |
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| MVSL SCHEDULING RULES - SECTION IV | | | | | | |
|
|  |  |  |  |  |  |  |
| 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. | | | |  |  |
|  | \*\*\*The referee may extend this time limit (PR4) | | | | |  |
|  | \*\*\*Players must be checked in and equipment checked in by | | | | | |
|  | scheduled start time. | | |  |  |  |
|  |  |  |  |  |  |  |
| SR2 - POSTPONEMENT OR CANCELLATION | | | | |  |  |
|  |  |  |  |  |  |  |
|  | Games may be postponed (rescheduled) only if: | | | | |  |
|  | \*\*\*The Fields and Equipment Director determines that the fields | | | | | |
|  | are not playable or that play would do serious damage to the | | | | | |
|  | fields. |  |  |  |  |  |
|  | \*\*\*The referee determines that conditions do not allow the game | | | | | |
|  | to be played or that continued play would be hazardous to the | | | | | |
|  | players. |  |  |  |  |  |
|  | \*\*\*Teams may request that a game be rescheduled for the | | | | | |
|  | purpose of attending a tournament, but they must give at least | | | | | |
|  | one week notice. | |  |  |  |  |
|  | \*\*\*Teams needing to reschedule for any other reason must submit | | | | | |
|  | a request to the division scheduler with at least one week notice. | | | | | |
|  |  | | | | | |
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| --- | --- | --- | --- | --- | --- | --- |
| SR2 - POSTPONEMENT OR CANCELLATION CONT'D | | | | | |  |
|  |  |  |  |  |  |  |
|  | \*\*\*Any cancellations because of weather will be rescheduled | | | | | |
|  | if time allows during the season. | | |  |  |  |
|  | \*\*\*Teams not able to make their scheduled game time need | | | | | |
|  | to contact the division scheduler with enough notice so that | | | | | |
|  | the opposing team may be notified and referees may be | | | | | |
|  | cancelled. This will require at least 3 hours notice. Failure | | | | | |
|  | to do so will result in the automatic forfeiture of the game | | | | | |
|  | by the team not able to make it. Games will be rescheduled | | | | | |
|  | only if referees can be contacted and both team reps and | | | | | |
|  | the division scheduler approve. | | |  |  |  |
|  | \*\*\*Traveling teams cancellation will be on a case by case bases. |  |  |  |  |  |
|  |  |  |  |  |  |  |
| 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. Team will also be held responsible for all game | | | | | |
|  | fees incurred. Fees must be paid prior to next scheduled | | | | | |
|  | game. |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| SR4 - GAME ABANDONMENT | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | A match that is abandoned 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. 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, and the team representative may face | | | | | |
|  | additional penalties after a review by the Judiciary committee. | | | | | |
|  | \*\*\*Any game abandonded because of safety issues or concerns | | | | | |
|  | must be reported to a League rep the same day it occurs. | | | | | |

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| SR5 - SCHEDULING | |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  | All schedule requests must be submitted in written form. Either | | | | | |
|  | by mail, in person, 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 | | | | | |
|  | scheduler 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. | | |  |  |  |
|  |  |  |  |  |  |  |

# 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 - Rules of play

PR10 - Spectators

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| --- | --- | --- | --- | --- | --- | --- |
| MVSL PLAYING RULES - SECTION V | | | | | | |
|
| PR1 - PLAYER ROSTERS | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | A roster for each team will be provided to the referee team for | | | | | |
|  | each game by the League. Players must be on this roster in | | | | | |
|  | order to participate in the game. Only the League Registrar and 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 | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | Length of game times will be as follows: | | | |  |  |
|  |  | Men's and Women’s Open - Two 45 minute halves | | | |  |
|  |  | Women's 11v11 - Two 45 minute halves | | | |  |
|  |  | Men's and Women’s over 30 - Two 30 minute halves | | | |  |
|  |  | 5v5 - 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 game is started late (up to 9 minutes | | | | | |
|  | after scheduled start time, then halves will still be 45 minutes | | | | | |
|  | in length. If teams are not ready at 10 minutes after scheduled | | | | | |
|  | game time, referee will call game a forfeit. (see SR1 pg 18) | | | | | |
|  | It is at the referee's discretion if a shortened game will be played | | | | | |
|  | only if both teams agree. | | | | | |
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| PR5 - PRE-GAME REQUIREMENTS | | | | |  |  | |  | |
|  |  | |  |  |  |  | |  | |
|  | All players must be present at least 20 mins 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. | | | |  |  | |  | |
|  | \*\*\*Burn Lake will have separate area arrangements provided | | | | | | | | |
|  | if necessary. | | |  |  |  | |  | |
|  |  | |  |  |  |  | |  | |
|  |  | |  |  |  |  | |  | |
| 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. | | | | |  | |  | |
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| PR8 - FIELD EQUIPMENT | | | |  |  |  | |  | |
|  |  | |  |  |  |  | |  | |
|  | It is the responsibility of each team to inspect the field and | | | | | | | | |
|  | equipment to be used prior to the game. Over 30 and Women's | | | | | | | | |
|  | 5v5 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. Any concerns need to be reported to the field | | | | | | | | |
|  | coordinator as soon as possible. | | | | |  | |  | |

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| PR9 - RULES OF PLAY | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | Uniforms - | |  |  |  |  |
|  |  | 1. Each player must wear a shirt or jersey the same | | | | |
|  |  | color as the rest of the team. | | |  |  |
|  |  | 2. Each player's shirt or jersey must have a unique | | | | |
|  |  | number permanently marked and that number must | | | | |
|  |  | be listed on the team's roster with the player's name. | | | | |
|  |  | 3. Uniforms may not be shared during the course of | | | | |
|  |  | a game. Each player must have their own jersey with | | | | |
|  |  | unique identifying number for the entire duration of the | | | | |
|  |  | game. |  |  |  |  |
|  |  | 4. A player's socks, shorts, or sliding pants do not | | | | |
|  |  | need to be consistent in color with the rest of his/her | | | | |
|  |  | uniform. |  |  |  |  |
|  |  | 5. A player may cover his/her legs for protection from | | | | |
|  |  | the cold or for religious reasons. | | |  |  |
|  | Tiebreakers - | |  |  |  |  |
|  |  | Tiebreakers will be used in tournament play only. A | | | | |
|  |  | tiebreaker shall consist of two 10 minute over time | | | | |
|  |  | 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 specators. 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 (See Section IX-R6) | | | | | |
|  |  |  |  |  |  |  |

# 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 - Penalty chart

PP9 - Division coordinators

PP10 - Player cautions

PP11 - Fighting

PP12 - Community service option

PP13 - Player probation

PP14 - Player issued a Send Off

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| --- | --- | --- | --- | --- | --- | --- |
| PP1 - CLASS I PENALTY | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | This class of penalty is defined as a send off that is not deemed | | | | | |
|  | to be violent. It includes the following: | | | |  |  |
|  |  | \* Denies Goal Scoring Opportunity by an infraction | | | | |
|  |  | that normally results in a Free Kick or Penalty Kick. | | | | |
|  |  | \* Denies Goal or Goal Scoring Opportunity by | | | | |
|  |  | Deliberately Handling the Ball. | | |  |  |
|  |  |  |  |  |  |  |
| PP2 - CLASS II PENALTY | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | This class of penalty is defined as a send off for actions that | | | | | |
|  | have caused or might cause injury to a player | | | | |  |
|  | or opponent, or that represents continued unsportsmanlike | | | | | |
|  | behavior. It includes the following: | | | |  |  |
|  |  | \* Serious Foul Play | |  |  |  |
|  |  | \* Second Caution in a Match | | |  |  |
|  |  |  |  |  |  |  |
| PP3 - CLASS III PENALTY | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | This class of penalty is defined as a send off that is | | | | |  |
|  | violent in nature or deliberately unsportsmanlike. It includes the | | | | | |
|  | following: |  |  |  |  |  |
|  |  | \* Violent Conduct | |  |  |  |
|  |  | \* Referee Abuse | |  |  |  |
|  |  | \* Foul/Abusive Language | | |  |  |
|  |  | \* Spitting at any person | | |  |  |
|  |  | \* Leaving player area during an altercation | | | |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| PP4 - CLASS IV PENALTY | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | This class of penalty is defined as a send off 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: | | | |  |  |
|  |  | \* Aggravated Violent Conduct | | |  |  |
|  |  | \* Aggravated Referee Abuse | | |  |  |
|  |  | \* Persistent Send Offs of lesser Class(3 in playing year) | | | | |

|  |  |  |  |  |  |  |
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| PP5 - PENALTY DEFINITIONS | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | Serious Foul Play - | | A foul that endangers the safety of a | | | |
|  | SFP |  | player. A foul that occurs against an | | | |
|  |  |  | opponent while the ball is in play. | | | |
|  | Violent Conduct - | | Includes but is not limited to: | | |  |
|  | VC |  | 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 team- | | | |
|  |  |  | mates, opponents, or spectators. | | | |
|  |  |  | Spitting towards any referee will be | | | |
|  |  |  | termed ref assault. | |  |  |
|  | Foul/Abusive | | Using offensive, insulting, or abusive | | | |
|  | Laguage - |  | language or gestures. Includes but is not | | | |
|  | FAL |  | 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. 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 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. | | | | |  |

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| PP7 - JUDICIARY COMMITTEE | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | If a Judiciary Committee is formed by the Vice President, it shall | | | | | |
|  | consist of 3 members including the Vice President. The other | | | | | |
|  | 2 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 - PENALTY CHART | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | All send offs will follow an accumulation process for discipline as | | | | | |
|  | shown in the following chart. The chart is to be used as a | | | | | |
|  | guideline and the punishments can be changed based on the | | | | | |
|  | incident. |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Penalty | 1st Offense | | 2nd Offense | | 3rd Offense | |
| Class I | $5 Fine | | $10 Fine | | $25 Fine | |
| 1 Game Suspension | | 1 Game Suspension | | 3 Game Suspension | |
| Minimum | | Minimum | | Minimum | |
| Class II | $10 Fine | | $25 Fine | | $50 Fine | |
| 1 Game Suspension | | 3 Game Suspension | | 5 Game Suspension | |
| Minimum | | Minimum | | Minimum | |
| Class III | $50 Fine | | $75 Fine | | $100 Fine | |
| 2 Game Suspension | | 5 Game Suspension | | 10 Game Suspension | |
| Minimum | | Minimum | | Minimum | |
|  | |  | |  | |
| Class IV | $100 Fine | | $250 Fine | | $500 Fine | |
| 10 Game Suspension | | 1 Calendar Year | |  | |
| Minimum | | Suspension | | Life Suspension | |
|  | | Minimum | |  | |
| \*\*\* All penalties will remain on a player's history. Class III and IV instances | | | | | | |
| will accumulate through a player's total history. Class I and II will accumulate | | | | | | |
| only for the particular playing year. IE - A player sent off for a Class I or II in | | | | | | |
| 2008 and then again in 2010, each will be a 1st offense. A Class III or IV in the | | | | | | |
| same manner would be considered a 2nd offense. | | | | |  |  |
|  |  |  |  |  |  |  |
| PP9 - DIVISION COORDINATOR | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | Division Coordinators will be used to assist with penalty review | | | | | |
|  | and communication of assessments to team representatives | | | | | |
|  | if the positions are filled by a member in good standing. | | | | | |

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| PP10 - PLAYER CAUTIONS | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | Cautions without resulting in send off 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 | | | | | |
|  | send off 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 fo | | | | | |
|  | 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 send off must leave the vicinity of the playing | | | | | |
|  | field immediately or game can be stopped by referee until he/she | | | | | |
|  | complies. A player serving a suspension cannot be in the | | | | | |
|  | player's area at any subsequent games while serving a | | | | | |
|  | suspension. | |  |  |  |  |

# PROTESTS & APPEALS

PA1 - Protesting a match

PA2 - Protesting a card

PA3 - Judiciary hearing

PA4 - Playing under appeal

PA5 - Appeals of referee decisions during a match

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| MVSL PROTESTS & APPEALS - SECTION VII | | | | | | |
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|  |  |  |  |  |  |  |
| PA1 - PROTESTING A MATCH | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | All game protests shall be directed in writing to the League | | | | | |
|  | accompanied by a $25 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 are 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 rep of the intention either prior to, at | | | | |  |
|  | halftime, or 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 such. 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 | | | | | |
|  | 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 remove assessed | | | | | |
|  | penalties. |  |  |  |  |  |

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| PA3 - JUDICIARY HEARING | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | All protests will be handled through the Judiciary Committee. | | | | | |
|  | 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 rep. 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 - PLAYING UNDER APPEAL | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | Player must sit out required number of games. You are only appealing the fine not suspension. | | | | | |
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| PA5 - 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 that this 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 team captain(and all other players and team officials) | | | | | |
|  | 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 representatives should | | | | | |
|  | be marked accordingly with appropriate attire that makes their | | | | | |
|  | status obvious (IE - Captain's armband). | | | |  |  |

# RESULTS & STANDINGS

RS1 - Team standings

RS2 - Web Site

RS3 - Game results

RS4 - Playoffs

RS5 – Scoring

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| MVSL RESULTS & STANDINGS - SECTION VIII | | | | | | |
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|  |  |  |  |  |  |  |
| 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) Individual scoring | |  |  |  |
|  |  | 4) 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. All results are verified and are made | | | | | |
|  | final by the League officer responsible for collating this data. A | | | | | |
|  | team representative can submit a request for a copy of the official | | | | | |
|  | game report to be emailed to him/her. This request is limited to | | | | | |
|  | a game in which that team rep's team participated. Copies of the | | | | | |
|  | game report are available through email only. With exception to the game reports being asked being in the process of an appeal. | | | | |  |

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| RS4 - PLAYOFFS | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | Post season play will be made available 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 on if field availability is an | | | | | |
|  | issue. If there is an issue with field availability, then the | | | | | |
|  | number of teams involved in post peason play may be | | | | |  |
|  | reduced. Playoff schedules and the formats will be provided | | | | | |
|  | to team representatives once all teams are legally registered | | | | | |
|  | for the season. | |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| RS5 - SCORING | |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  | The League will track the scoring efforts of all players in | | | | | |
|  | each division. In the event that there is sufficient funding | | | | | |
|  | for such, an award will be presented to the leader of each | | | | | |
|  | division at the end of the regular season. | | | |  |  |
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# REFEREES

R1 - Referee responsibilities

R2 - Referee abuse

R3 - Referee assault

R4 - Referee conflict

R5 - Referee as a player

R6 - Game abandonment

R7 - Referee assignors

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| MVSL REFEREES - SECTION IX | | | | | | |
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|  |  |  |  |  |  |  |
| R1 - REFEREE RESPONSIBILITIES | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | Each match is controlled by a referee who has full authority to | | | | | |
|  | enforce the Laws of the Game in connection with the match to | | | | | |
|  | which he/she is assigned. | | |  |  |  |
|  | \*\*\* Enforces the Laws of the Game | | | |  |  |
|  | \*\*\* Controls the match in cooperation with the assistant referees | | | | | |
|  | and, where applicable with the fourth official | | | |  |  |
|  | \*\*\* Ensures that any ball used meets the requirements of Law 2 | | | | | |
|  | \*\*\* Ensures that the players' equipment meets the requirements | | | | | |
|  | of Law 4 |  |  |  |  |  |
|  | \*\*\* Acts as timekeeper and keeps a record of the match | | | | | |
|  | \*\*\* Stops, suspends, or terminates the match, at his/her | | | | | |
|  | discretion, for any infringements of the Laws | | | | |  |
|  | \*\*\* Stops, suspends, or terminates the match because of | | | | | |
|  | outside interference of any kind | | |  |  |  |
|  | \*\*\* Stops the match if, in his/her opinion, a player is seriously | | | | | |
|  | injured and ensures that they are removed from the field of play | | | | | |
|  | \*\*\* Allows play to continue until the ball is out of play if a player | | | | | |
|  | is, in his/her opinion, only slightly injured | | | |  |  |
|  | \*\*\* Ensures that any player bleeding from a wound 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 |  |  |  |  |  |
|  | \*\*\* Allows play to continue when the team against which an | | | | | |
|  | offense has been committed will benefit from such an advantage | | | | | |
|  | and penalizes the original offense if the anticipated advantage | | | | | |
|  | does not ensue at that time | | |  |  |  |
|  | \*\*\* Punishes the more serious offense when a player commits | | | | | |
|  | more than one offense at the same time | | | |  |  |
|  | \*\*\* Takes disciplinary action against players guilty of cautionable | | | | | |
|  | and sending off offenses. He is not obliged to take this action | | | | | |
|  | immediately but must do so when the ball next goes out of play | | | | | |
|  | \*\*\* 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 of play and its immediate | | | | | |
|  | surrounds |  |  |  |  |  |
|  | \*\*\* Acts on the advice of assistant referees regarding incidents | | | | | |

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| R1 - REFEREE RESPONSIBILITIES CONT'D | | | | |  |  |
|  |  |  |  |  |  |  |
|  | which he has not seen | | |  |  |  |
|  | \*\*\* Ensures that no unauthorized persons enter the field of play | | | | | |
|  | \*\*\* Restarts the match after it has been stopped | | | | |  |
|  | \*\*\* Provides the appropriate authorities with a match report which | | | | | |
|  | includes information on any disciplinary action taken against | | | | | |
|  | players, and/or team officials and any other incidents which | | | | | |
|  | occurred before, during, or after the match | | | |  |  |
|  | \*\*\* Provides detailed information on game report regarding teams | | | | | |
|  | of the match including cards issued and scoring by players | | | | | |
|  | \*\*\* Does the coin toss with captains. Winner chooses the end | | | | | |
|  | to defend and the loser kicks off | | |  |  |  |
|  | \*\*\* Start the game on time and add on injury time if required | | | | | |
|  | (competetive games only) | | |  |  |  |
|  | \*\*\* Submit game reports within 48 hours | | | |  |  |
|  |  |  |  |  |  |  |
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|  |  |  |  |  |  |  |
| 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; spewing any beverage on a referee's personal | | | | | |
|  | property; or verbally threatening a referee. Verbal threats are | | | | | |
|  | remarks that carry an implied or direct threat of physical harm. | | | | | |
|  | Such remarks as "I'll get you after the game" or "You won't make | | | | | |
|  | it out of here in one piece", shall be deemed referee abuse. | | | | | |
|  |  |  |  |  |  |  |
| 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 | | | | | |

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| R3- REFEREE ASSAULT CONT'D | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | referee that could inflict injury; damaging the referee's uniform | | | | | |
|  | or personal property, ie 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 happen, as if the assignor runs into a ref shortage, that ref | | | | | |
|  | 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. | | | | | |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| 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 the list of referees serving the League. | | | | |  |
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|  |  |  |  |  |  |  |
| R6 - GAME ABANDONMENT | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | If a referee has to 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 need to accompany the game report and if necessary, | | | | | |
|  | supplemental reports from each member of the referee team. | | | | | |
|  | (SEE SR4) | |  |  |  |  |

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| 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. | | | | |  |

# LEAGUE BOARD

LB1 - Elections

LB2 - Terms of office

LB3 - President

LB4 - Vice President

LB5 - Secretary

LB6 - Treasurer

LB7 - Registrar

LB8 - Field coordinator

LB9 - Division coordinator

LB10 - Scheduler

LB11 - Publicity director

LB12 - Tournament director

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| MVSL LEAGUE BOARD - SECTION X | | | | | | |
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|  |  |  |  |  |  |  |
| 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 should | | | | | |
|  | 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. | | | | |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| LB2 - TERMS OF OFFICE | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | Each elected League officer will serve a one year term for that | | | | | |
|  | position. If in good standing, at the end of that term, he/she may | | | | | |
|  | seek reelection 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 | | |  |  |  |
|  | 4) Scheduling Board/League meetings | | | |  |  |
|  | 5) Communications with the City | | | |  |  |
|  | 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) Penalty assessments | | | |  |  |
|  | 2) Chairing Judiciary Committee | | | |  |  |
|  | 3) Acting President in the absence of President | | | | | |
|  | 4)Helping with rosters and delivery | |  |  |  |  |
|  | 5) Other duties assigned by Board | |  |  |  |  |
| LB5 - SECRETARY | | | |  |  |  |
|  |  |  | |  |  |  |
|  | Main position responsibilities include the following: | | | | | |
|  | 1) Communication to all teams reps about League | | | | | |
|  | 2) Taking of all meeting minutes | | | |  |  |
|  | 3) Other duties assigned by Board |  | |  |  |  |
|  |  |  | |  |  |  |
| LB6 - TREASURER | | | |  |  |  |
|  |  |  | |  |  |  |
|  | Main position responsibilities include the following: | | | | | |
|  | 1) All League deposits | | | |  |  |
|  | 2) Payments to referees | | | |  |  |
|  | 3) Accounts payable | | |  |  |  |
|  | 4) Other duties assigned by Board | | |  |  |  |
|  |  | | |  |  |  |
|  |  |  | |  |  |  |
|  |  |  | |  |  |  |
| LB7 - REGISTRAR | | | |  |  |  |
|  |  |  | |  |  |  |
|  | Main position responsibilities include the following: | | | | | |
|  | 1) Player registration | | |  |  |  |
|  | 2) Team registration | | |  |  |  |
|  | 3) Game rosters and delivery | | |  |  |  |
|  | 4) Player pass cards | | |  |  |  |
|  | 5) Player transfers | | |  |  |  |
|  | 6) Player eligibility | | |  |  |  |
|  | 7) Registration scheduling | | | |  |  |
|  | 8) Other duties assigned by Board | | | |  |  |
|  |  |  | |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| LB8 - FIELD COORDINATOR | | | |  |  |  |
|  |  |  | |  |  |  |
|  | 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)Other duties assigned by Board | |  |  |  |  |
|  |  |  | |  |  |  |
| LB9 - DIVISION COORDINATOR | | | | |  |  |
|  |  |  | |  |  |  |
|  | Main position responsibilities include the following: | | | | | |
|  | 1) Communication to division specific team reps | | | | | |
|  | 2) Standings for assigned division | | | | |  |
|  | 3) Other duties assigned by Board |  | |  |  |  |
|  |  |  | |  |  |  |
| LB10 - SCHEDULER | |  | |  |  |  |
|  |  |  | |  |  |  |
|  | Main position responsibilities include the following: | | | | | |
|  | 1) Preparation of schedule for specific assigned division | | | | | |
|  | 2) Postponements and reschedules | | | | |  |
|  | 3) Schedule changes | | |  |  |  |
|  | 4) Team division assignment | | | |  |  |
|  | 5) Other duties assigned by Board |  | |  |  |  |
|  |  |  | |  |  |  |
| LB11 - PUBLICITY DIRECTOR | | | |  |  |  |
|  |  |  | |  |  |  |
|  | The Publicity Director shall be responsible for informing the | | | | | |
|  | public about League activities and soccer in general. | | | | | |
|  | And any 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) Tournament assistant process.

6) Other duties assigned by Board

# 6 V 6

6V61 - General information

6V62 - Playing rules

6V63 - Player penalties

6V64 - Pre-game requirements

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| MVSL 6V6 - SECTION XI | | | | | | |
|
|  |  |  |  |  |  |  |
| 6V61 - GENERAL INFORMATION | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | 6v6 rules were derived from Futsal but most of the rules will more | | | | | |
|  | closely align with FIFA Laws. The 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 27.\*\* Any other 6v6 or 5v5 division with any age restrictions will be announced when scheduled. | | | | | |
|  |  | | | | |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| 6V62 - PLAYING RULES | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | \*\*\* A two minute time out per half is allowed for each team | | | | | |
|  | \*\*\* Kick off requires a 5 yard opponent distance, and first touch | | | | | |
|  | can go forward or backward | | |  |  |  |
|  | \*\*\* Touch lines will be the midfield line of large field and the 18 yard | | | | | |
|  | line of the penalty area | | |  |  |  |
|  | \*\*\* If ball leaves field of play through a touch line, then the ball is | | | | | |
|  | put in play from outside the touch line with stopped ball on the | | | | | |
|  | ground for a kick in | |  |  |  |  |
|  | \*\*\* Goalie can handle ball with hands within 5 yard box | | | | |  |
|  | \*\*\* Goalie will put ball into play with hand pass for all goal "kicks". | | | | | |
|  | Pass cannot go past midfield. No drop kicks or punts allowed. Restart of infraction is an indirect | | | | | |
|  | free kick at the midfield line. | | |  |  |  |
|  | \*\*\* Goalie can put ball down and dribble down field, but cannot | | | | | |
|  | pick up ball again | |  |  |  |  |
|  | \*\*\* Corner kicks will be taken the same as an 11 v 11 game | | | | | |
|  | \*\*\* Penalty kicks will be taken from midfield, with no goalie | | | | | |
|  | \*\*\* There is no offside in the 5v5 format | | | |  |  |
|  | \*\*\* Substitutions will be made at midfield, with referee's permission, | | | | | |
|  | and ball stoppage is not necessary | | | |  |  |
|  | \*\*\* All fouls result in indirect free kicks, except those resulting in | | | | | |
|  | penalty kicks | |  |  |  |  |
|  | \*\*\* There is no slide tackling allowed | | | |  |  |
|  | \*\*\* There is no contact allowed except for shoulder charges. It is | | | | | |
|  | the referee's discretion as to what he/she deems contact | | | | | |
|  | \*\*\* A team may use guest players provided that those players are | | | | | |
|  | registered from another team in the same division, but only with the | | | | | |
|  | approval of the opposing team's rep. The number of guest players | | | | | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 6V62 - PLAYING RULES CONT'D | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | is limited to three and cannot outnumber regular team members. | | | | | |
|  | 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 will not be subject to protest. | | | | |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| 6V63 - PLAYER PENALTIES | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | All cautions and send offs will be treated the same as in | | | | | |
|  | Section VI of the League Rules | | |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| 6V64 - PRE-GAME REQUIREMENTS | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | \*\*\* Teams must be present 30 minutes prior to the game time | | | | | |
|  | to set up fields | |  |  |  |  |
|  | \*\*\* Each team must provide 2-3 game balls to save time | | | | | |
|  | retreiving balls | |  |  |  |  |
|  | \*\*\* Only registered players are authorized to play | | | | |  |
|  | \*\*\* The minimum number of players needed to start a game is | | | | | |
|  | four; the minimum players required on the field after the start | | | | | |
|  | is three; one player must be the goalie | | | |  |  |

# WOMEN'S "D"

WD1 - General Information

WD2 - Age restrictions

WD3 - Slide tackling

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| MVSL WOMEN'S "D" - SECTION XII | | | | | | |
|
|  |  |  |  |  |  |  |
| WD1 - GENERAL INFORMATION | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | This division will follow all League Rules with the exceptions | | | | | |
|  | noted below. This is also the Leagues fall back if the Open and Over 30 division do not work out for the Women. | |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| WD2 - AGE RESTRICTIONS | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | This division is for women age 26 and over. | | | |  |  |
|  | \*\*\* Fall season will have 3 excemptions per team for this | | | | | |
|  | restriction |  |  |  |  |  |
|  | \*\*\* Spring/Summer season(s) will have 5 excemptions per team | | | | | |
|  | for this restriction | |  |  |  |  |
|  | \*\*\* Excemption spots can be filled by any woman age 14 -25 | | | | | |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| WD3 - SLIDE TACKLING | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | Slide tackling is not allowed | | |  |  |  |

# CO-ED

CE1 - Playing format

CE2 - Women's Scoring

CE3 - Slide tackling

CE4 - Player penalties

CE5 - Substitutions

CE6 - General information

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| MVSL CO-ED - SECTION XIII | | | | | | |
|
|  |  |  |  |  |  |  |
| 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. For any statistics tracked, they will | | | | | |
|  | only count as one goal | | |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| 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. Goalies can slide in box only. | | | | | |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| CE4 - PLAYER PENALTIES | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | This division will follow the Player Penalty format set forth in | | | | | |
|  | Section VI 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 form division/$100 fine | | | | |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| CE5 - SUBSTITUTIONS | | |  |  |  |  |
|  |  |  |  |  |  |  |
|  | Substitutions will follow the same guidelines as set forth in | | | | | |
|  | Section V - PR7 | |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| CE6 - GENERAL INFORMATION | | | |  |  |  |
|  |  |  |  |  |  |  |
|  | All other FIFA and League Rules will be followed as written. | | | | | |

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