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PART 1.0**CONSTITUTION****1.1 NAME**

- 1.1.1 The name of this organization shall be the "Michigan United Soccer League" (MUSL), and it shall be incorporated as a non-profit organization under the Laws of the State of Michigan, and the U.S. Internal Revenue Service. The resident agent shall be the League Administrator.
- 1.1.2 The address of this organization shall be its offices at 17368 West 12 Mile Road, Southfield, MI 48076.

1.2 PURPOSE

- 1.2.1 The purpose of this league shall be the promotion, development, education and administration of the game of amateur soccer among adult and youth players.

1.3 AFFILIATION

- 1.3.1 This League shall be affiliated with the Michigan Soccer Association (MSA) subject to review and renewal at each Annual General Membership Meeting (AGM).

1.4 GOVERNANCE

- 1.4.1 This League shall be governed by its Constitution, Bylaws, and Rules and Regulations, except where these are superseded by the MSA and/or the US Adult Soccer Association (USASA).
- 1.4.2 The governing authority of this League shall be vested in a Board of Directors whose powers shall be enumerated in the Bylaws.
- 1.4.3 The Executive Committee of this League shall consist of (1) a President, (2) a Vice President, (3) a Secretary, (4) a Treasurer, and (5) a Registrar.
- 1.4.4 The Board of this League shall consist of the five (5) members of the Executive Committee and one Director for Roster & Statistics (6), one Director of Discipline (7), one Director of Competition (8), one Scheduling Director (Scheduler) (9), two (2) Directors at Large (10 & 11), and a League Administrator (12).

1.5 MEMBERSHIP

- 1.5.1 Membership in this league shall be open to any player or team without regard to race, color, religion, sex or national origin and as further defined in the Bylaws.
- 1.5.2 Requests for new team membership must be received by the League Administrator by January 31 of the seasonal year, accompanied by an annual Team Affiliation Fee and a Performance Bond. Membership will be granted to any team after the above conditions are met and the Board has given its approval.
- 1.5.3 The Board shall not recommend a new team for membership until the team can show that it has a home field available, has an acceptable disciplinary record, and demonstrated financial responsibility.

1.5.4 All teams registered with the MUSL must comply with its Constitution, Bylaws, and Rules and Regulations. Receipt by the League Administrator of a team's annual registration form, signed by the official team representative, shall constitute agreement of such team to this rule. Any breach of the agreement may result in dismissal from the League. The Board reserves the right to deny membership to any team or player to preserve the common good of the League.

1.6 MEETINGS

1.6.1 The League shall hold meetings as provided in the Bylaws.

1.7 DISSOLUTION

1.7.1 If this Michigan United Soccer League intends to, or by law is compelled, to dissolve or terminate its existence, it shall immediately inform the Michigan Soccer Association.

1.7.2 If this Michigan United Soccer League intends to, or by law is compelled, to dissolve or terminate its existence, it shall immediately inform the Michigan Soccer Association.

1.7.3 If the continued existence of the league cannot be achieved, the taxes and secured creditors shall be paid off with the available funds of the league to the extent possible, and the remaining assets of the league, if any shall, be equally distributed among the members in good standing.

1.8 AMENDMENTS

1.8.1 Amendments to the Constitution may be made at any regular MUSL Membership Meeting. The amendments must be in writing and received by the League Secretary at least thirty (30) days prior to the meeting. A two-thirds (2/3) majority of the Membership present is required for adoption.

1.8.2 Amendments from the floor will be considered only at the Annual General Membership Meeting and require a two-thirds (2/3) majority of the Members present for adoption.

PART 2.0**BYLAWS****2.1 MEETINGS**

- 2.1.1 Board meetings shall be held every month or as needed. Meeting times and places will be determined at the convenience of the Board.
- 2.1.2 Membership Meetings shall be held prior to the start of any season. Notification of such meetings shall be given to all League members at least fourteen (14) days prior to such a meeting via postal service or e-mail.
- 2.1.3 The agenda for all meetings shall be as follows:
- a) Call to order
 - b) Roll call
 - c) Adoption of the minutes of the previous meeting
 - d) Correspondence
 - e) Reports
 - 1. President
 - 2. Vice-President
 - 3. Secretary
 - 4. Treasurer
 - 5. Registrar
 - 6. Director of Roster & Statistics
 - 7. Director of Discipline
 - 8. Director of Competition
 - 9. Director of Scheduling (Scheduler)
 - 7. League Administrator
 - 8. Committee Chairs
 - 9. Directors at Large
 - 10. Outside Services
 - f) Old Business
 - g) New Business
 - 1. Election of Officers including trustees (at AGM only)
 - 2. Adoption of Budget (at AGM only)
 - 3. Consideration of rule changes
 - 4. Consideration of renewal of affiliation with the MSA (at AGM only)
 - h) For the Good of the Game
 - i) Adjournment
- 2.1.4 "Roberts Rules of Order" latest edition shall govern the conduct of all meetings of the Board and all other meetings of the League.
- 2.1.5 Special meetings may be called by the President upon receipt of a written request from a Board member, or by request of at least ten (10) team representatives. Such request shall be in writing, providing the reason for requesting such a meeting, addressed to the League Secretary, and mailed to the address of the League.

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- 2.1.6 The League shall hold its Annual General Meeting (AGM) on the second Thursday in November. Representatives from teams in good standing shall elect Officers of the League, consider approval of the budget, adoption of any changes to the Constitution, Bylaws, and Rules and Regulations, and all other business pertinent to the League.
- 2.1.7 A quorum at the AGM, any Membership and/or special meetings shall consist of a simple majority of the "Members in good standing".
- 2.1.8 A quorum for Board Meetings shall be four (4) members in addition to the President. If the Vice President is presiding in the absence of the President, the same rule for a quorum shall be in effect.
- 2.1.9 Committees may be appointed by the President as needed. Chairpersons of committees shall be elected by the committee members. All committee chairpersons will report directly to the Board.
- 2.1.10 Voting:
- a) Any team which is duly registered with this League and is in good standing shall have the right to one (1) vote at any AGM, Membership, or Special Meeting. Only the team's official representatives or alternate on record with the Registrar shall have the right to cast a team's vote at Membership and Special Meetings, or for the election of officers.
 - b) A team's "official representative" may delegate his voting rights to a person of his/her choice by means of a letter to this effect, to be presented to the Secretary at the start of the meeting.

2.2 ELECTION OF OFFICERS

- 2.2.1 Elections of all officers, shall take place at the AGM. To be elected, a candidate must be nominated by a Member in Good Standing and receive a majority of the eligible Member votes cast.
- 2.2.2 The term of office shall be two (2) years.
- 2.2.3 The President, Secretary, and the Directors of Roster & Statistics and Discipline shall be elected in even numbered years.
- 2.2.4 The Vice-President, Treasurer, Registrar, and the Directors of Competition and Schedule shall be elected in odd numbered years.
- 2.2.5 Board Members shall continue in office until their successors have been duly elected or appointed and, together with the newly elected officers, carry on their duties until the end of the current year.
- 2.2.6 Directors and Officers shall not be personally liable to the League or its Members for breach of the Directors' or Officers' fiduciary duty except as provided by statute.

2.2.7 The Michigan United Soccer League assumes all liability to any person other than the League or its Members for all acts, or omissions of a volunteer Director or Officer, occurring on or after January 1, 1988, committed in the good faith performance of the duties of the Director or Officer.

2.3 DUTIES OF OFFICERS

2.3.1 The **President** shall oversee the affairs of the League and shall preside over all Board and Membership Meetings. He shall:

- a) Vote at Board meetings only to break a tie
- b) At Membership Meetings, if the President is a team's representative, the President must pass the chair to the Vice-President before the President may cast his team's vote
- c) Appoint committees as needed
- d) Present the "State of the League" report at the AGM.
- e) Serve as Ex-Officio member on all Committees.

2.3.2 **The Vice-President**, in the President's absence, shall assume the duties of the President. He shall:

- a) Be the League's official representative at the Michigan Soccer Association's meetings,
- b) Attend all non-league functions that are recommended by the Board,
- c) Provide to the Board a complete report of all meetings and functions attended at the next scheduled meeting of the Board,
- d) Serve as the Chairman (Chair) of the Appeals Committee.

2.3.4 **The Secretary** shall be responsible for, and maintain a record of all league correspondence, and record the minutes of all Board or Membership meetings.

2.3.5 **The Treasurer** shall maintain all financial records, and bank accounts of the League. He shall:

- a) Prepare a budget for the next season and submit this budget for approval at the AGM.
- b) Prepare and submit all documents needed by the State and Federal taxing agencies
- c) Prepare an Income statement and a balance sheet for submission at the AGM
- d) Be responsible for all fund-raising activities
- e) Report the latest bank balances to the Board at each Board Meeting
- f) Require the approval of the Board for the opening or closing of any bank accounts on behalf of this league.

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- 2.3.6 **The Registrar** shall be responsible for the registration of all players, coaches or managers. He shall be responsible for the maintenance of all registration records, player audit procedures, and the issuance of player pass cards.
- 2.3.7 The **President, the Secretary and the Registrar** shall act as an **Emergency Committee** to make decisions that are required immediately. All decisions of this committee are subject to the approval of the Board at its next meeting.
- 2.3.8 The league shall have four (4) Directors whose duties shall be as follows:
- a) **Director - Roster & Statistics**
This Director shall oversee anything relating to rosters and score-sheets, including:
- (1) Improvements to forms/procedures
 - (2) Enforcement of form/procedure usage
 - (3) Enforcement of player/roster eligibility issues
 - (4) Data entry and tracking of statistics
 - (5) Follow-up on missing score-sheets
 - (6) Tracking referee attendance.
- b) **Director - Discipline**
This Director shall be responsible for all disciplinary issues, including:
- (1) Tracking Cautions and Send-offs (3.11)
 - (2) Issuing and enforcing consistent suspensions and maintaining a record of these
 - (3) Tracking/monitoring players with violent conduct infractions
 - (4) Keeping up-to-date on MSA suspensions
 - (5) Serving on the MSA Disciplinary Committee
 - (6) Monitoring and updating the MUSL Rulebook as necessary.
- c) **Director - Competition**
This Director shall be responsible for:
- (1) The creation and upkeep of all MUSL divisions
 - (2) Aiding the Scheduler with scheduling and scheduling conflicts
 - (3) Making decisions on game conflicts
 - (4) Resolve disputes between teams on scheduling issues
 - (5) Heading the Founders Cup Committee
 - (6) Making sure that teams are playing or re-scheduling their games by the specified dates
 - (7) Keep informed on State and National competitions and provide this information to member teams in a timely manner
 - (8) Ensuring that teams entered in state or national competitions have
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submitted the proper paperwork and are MSA eligible.

d) **Director - Schedule**

This Director shall oversee all scheduling, including:

(1) Work with teams to create an initial schedule

(2) Enforce scheduling rules

(3) Ensure that games are played in a timely fashion

2.3.9 **The League Administrator** shall be appointed annually by the Board and his/her duties shall be as outlined in a contract signed by the Administrator and the League President. His/her duties shall overlap and involve close cooperation with the other elected Board members.

2.3.9 The Board may engage “outside services” (i.e. Scheduler, Office Administrator, etc.) as the need arises. Proposals for these services must be in writing and received by the League’s Secretary 30 days prior to the AGM. The Board will present the “best” proposal at the AGM for membership approval. The terms and conditions of such services shall be detailed in a contract to be signed by both parties.

2.3.10 No Board Member will make any unilateral decisions that concern the MUSL.

2.3.11 No Board Member may use the MUSL in any way for his own personal gain.

2.3.12 Board Members shall continue in office until their successors have been duly elected or appointed and, together with the newly elected officers, carry on their duties until the end of the current year.

2.3.13 Any Board Member absent without excuse from three consecutive Board Meetings shall forfeit, without further formality, his/her membership on the Board.

2.3.14 Board Members may be removed from office for cause by two-thirds (2/3) majority of the Membership. Vacancies within the Board shall be filled by appointment by the President, with the approval of the majority of the Board.

2.4 LEAGUE STRUCTURE

2.4.1 League competitions shall be divided into at least five (5) age groups as follows:

a) Open Group (Players of any age) Youth players (under 18) shall require the approval of their parent or legal guardian and of their youth team manager and the Youth Association to retain their youth eligibility.

b) Over 30 Group (Players 30 years or older before the first game of the competition year)

c) Over 40 Group (Players 40 years or older before the first game of the competition year)

d) Over 48 Group (Players 48 years or older before the first game of the competition year)

e) Over 55 Group (Players 48 years or older before the first game of the competition

- year)
- f) Other competitions may be set up along the above age grouping if at least four (4) teams are available to join one such age group.
- 2.4.2 The above Age Groups may be further split into Divisions as the number of teams in each group may require
- 2.4.3 With the consent of the Michigan State Youth Soccer Association (MSYSA), the MUSL may operate a U-15 through U-19 Youth competition for boys and girls. These competitions shall take place after the Youth spring program has been completed and terminate annually before August 1st. The objective of this competition is to bridge the gap between youth and adult soccer.
- a) Current member teams of the MSYSA, or teams formed for the purpose of participating in this Summer League shall be accepted into this competition.
 - b) A player's registration to a "Summer Team" shall not extend beyond that summer's competition.
 - c) The player insurance provided by the MSYSA shall be valid for competition in the MUSL. Teams shall be charged reduced affiliation and registration fees.
 - d) All Summer Teams must be supervised by an adult. Any adult acting as a Coach, Manager, Trainer or in any other official capacity having contact with the team, must have a current "Risk Management" card. During games, this card, and a pass card, shall be displayed on a lanyard by all adults on the team bench.
 - e) The referee shall remove all who do not comply with this requirement.
 - f) Team Administrators, Coaches, and Managers shall be required to obtain "Risk Management" certification per article 2.8 of the Rules and Regulations of the MSYSA.
 - g) The rules of the competition for these youth teams shall be the same as those for the other MUSL age groups.
 - h) The number of games and the schedule of these games shall be determined by the managers of the teams entered into that competition.

2.5 PLACEMENT OF NEW TEAMS

- 2.5.1 New teams entering the League may be placed in the lowest division of their age group for fair and equal competition.
- 2.5.2 The Board, at its discretion, may place a new team in a different division for fair and equal competition.
- 2.5.3 The Board, at its discretion, may place a new team in any division to fill a vacancy left by a team no longer participating in the MUSL

2.6 PROMOTION & RELEGATION

- 2.6.1 At the conclusion of seasonal league competition, the team alignment may be revised

to allow for promotion and relegation.

- 2.6.2 The relative standings of teams in their respective division shall be determined by awarding three (3) points for a win, one (1) point for a tie, and no points for a loss.
- 2.6.3 The first place teams in the final divisional standings may be promoted to the next higher division in their age group, except the teams of the First Division. The teams on the bottom of their divisional league standings may be relegated to the next lower division in their age group, except for the teams of the lowest Division.
- 2.6.4 Any team may petition the Board for placement into another division. The petition must be in writing and received by the first League Membership Meeting of the season.
- 2.6.5 The Board, at its discretion, may move a team to another division to promote fair competition.
- 2.6.6 The following criteria shall be used to determine the divisional standings of teams:
 - 1. Points
 - 2. Head to head
 - 3. Head to head goal differential
 - 4. Number of games won
 - 5. Goal Differential with maximum of +5 per match
 - 6. Goals scored with maximum of +5 per match
 - 7. Coin toss

2.7 FUNDS

- 2.7.1 The Board shall have the authority to assess fees for the normal cost of ongoing operations of the League, including the annual affiliation and registration fees
- 2.7.2 A Team failing to pay any fees due the MUSL in a timely manner shall be provided notice of the delinquency. If those fees are not paid within 30 days after the notice of delinquency, the delinquent team shall be suspended from membership in the MUSL, be reported to the MSA, and face forfeiture of all games, unless otherwise provided an exception by the MUSL Board of Directors.
- 2.7.3 All Affiliation and Registration Fees are to be paid not later than indicated by the following schedule:
 - a. The Annual Affiliation Fee is to be paid by the first Manager's Meeting of the season.
 - b. If depleted, bonds must be restored to full amount by the first Manager's Meeting.
 - c. Player registrations are to be paid to the league at the time of player's registration.
- 2.7.4 The Board must have the prior approval from the general Membership to engage in a contractual agreement with an outside individual or organization that may exceed

10% of the gross revenue of the current budget.

- 2.7.5 The Board shall elect or appoint, at the *Annual General Meeting*, three (3) trustees from the general Membership who shall review all the financial records of the League at the conclusion of the calendar year. The trustees shall report their findings to the Board and the general membership at the first *Membership Meeting* of the year.

2.8 AMENDMENTS

- 2.8.1 Amendments to the Bylaws may be made at any regular MUSL meeting. The amendments must be in writing and received by the League Secretary at least thirty (30) days prior to the meeting. A simple majority of the Membership present is required for adoption
- 2.8.2 Amendments from the floor shall be considered at any General Membership Meeting and require a two-thirds (2/3) majority of the Members present for adoption.

PART 3.0**RULES & REGULATIONS**

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

3.1 TEAM MEMBERSHIP

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

3.2 PLAYER REGISTRATION

- 3.2.1 Member teams shall register from a minimum of 15 players up to 25 players maximum each season on or before the first day of competition.
- 3.2.2 Players who had been registered during the preceding season may register on the internet. New players to the League must register on the internet from home and then come to the MUSL office to present a valid picture ID, have their picture taken, and be enrolled, at a time and location designated by the Registrar.

- 3.2.3 A registration fee will be assessed to each player (see Table of Fees & Fines, Appendix A).
- 3.2.4 New players under 18 years of age shall be required to bring their parent or guardian to the registration and both shall have to present valid identification to the Registrar.
- 3.2.5 Any player, coach, or manager who is found guilty of having provided false information shall be suspended indefinitely pending a review by the Director of Discipline.

3.3 PLAYER ELIGIBILITY

- 3.3.1 All players must attain the age requirement of their age group before their first game. Age groups are defined in Section 2.4.1 of the Bylaws.
- 3.3.2 Players must be properly registered and not under suspension.
- 3.3.3 Players must have Amateur status through USASA.
- 3.3.4 Transfers:
- a) Transferred players must serve an eight (8) day waiting period.
 - b) The fee for transferring is \$50.
 - c) The transferred player must turn their player card and the league office must verify the return of their jersey to the team they are leaving prior to the waiting period start.
- 3.3.5 A player may play for only one team in each age group, except in the Open Division. See Section 3.3.7 for clarification.
- 3.3.6 Clubs of the Open Division with more than one team in the same age group may designate their higher-ranking team as their "First Team" and their lower ranking team as their "Reserve Team". No more than three (3) players of such a "First Team" may be fielded in matches of the "Reserve Team" while an unlimited number of the "Reserve Team" players may be fielded in matches of the "First Team".
- 3.3.7 Opposing coaches, referees or any Board official may verify the eligibility of any player by checking their identification such as driver's license or any governmental picture I.D.
- 3.3.8 A player whose team has completed its seasonal schedule may not transfer to another team in the same age group during that same season.
- 3.3.9 The use of ineligible player(s) in any game may result in game forfeiture and a fine for each incident. Additional infractions may result in a team suspension.
- 3.3.10 All players must read, understand, and abide by the Rules and Regulations for the MUSL.

3.4 SCHEDULE

- 3.4.1 No later than by the first Managers Meeting of the season, managers shall present to the Scheduler a list of dates on which they wish their team to be excused from league competition for the purpose of holding team or club events.
- 3.4.2 At the 1st Membership Meeting of the season, the Scheduler shall present a preliminary schedule of games. Updates or corrections to this schedule must be communicated to the Scheduler within two (2) weeks of the meeting or prior to the release date of the schedule.
- a) Teams that wish to enter any competition sponsored by our State, Regional, or National governing bodies must notify the Scheduler or Administrator via e-mail of this intent not later than by the First Managers Meeting of the year. Such games automatically have the approval of the League and the State Association.
 - b) For games, other than State, Regional or National competitions, against opponents that are members of the MSA, teams shall be required to obtain permission from the Board. The Board shall have the authority to deny such games if these interfere with the league schedule.
 - c) For games, other than State, Regional or National competitions against opponents that are not affiliates of the Michigan Soccer Association (MSA), teams will have to obtain permission from this league as well as from the MSA.
- 3.4.3 At the 2nd Membership Meeting of the season, the Scheduler will present the Final League Schedule.
- 3.4.4 Team Managers shall have the authority to agree on a game duration of less than ninety (90) minutes. Such abbreviated game durations must be communicated to the referee before the start of any match, noted on the game sheet, and initialed by both managers.
- 3.4.5 In the absence of a USSF certified referees, the use of club linesmen shall be authorized at all times.
- 3.4.6 All games must be completed by November 1st. Games not completed will be considered having no result and will not affect the standings at that time

3.5 RESCHEDULING GAMES

The MUSL Board understands that rescheduling of games may occur. Care is to be taken to limit the reschedule of games.

- 3.5.1 Once the final schedule has been distributed, a team may petition the Scheduler for a schedule change.
- a) Both teams must agree to the date, time, and venue of the rescheduled game before petitioning the Scheduler for a change.
 - b) A "Request For Game Change" form must be submitted to the Scheduler:
 - 1. At least (14) days prior to the originally scheduled date without penalty.
 - 2. At least 4 days prior = \$20 fee.

3. At least 48 hours prior = \$80 fee.
 4. Less than 48 hours prior = referees + field rental fees.
- 3.5.2 Managers are required to inform the league in writing on the Game Report Form of their desire to reschedule any game that had not been played to its completion. Later requests for rescheduling of games may be granted only at the discretion of the Scheduler, Administrator, or Director of Competition.
- 3.5.3 The Director of Competition must approve all schedule changes. The team requesting the schedule change will also be responsible for any fees that may arise from the schedule change. If there is a dispute between two team managers over rescheduling, the Director of Competition shall settle the issue. Each team shall submit to the Scheduler a list of available dates, locations, and times. The Director of Competition will use the home team's regular game day, location and time as a base line.
- 3.5.4 A game terminated or abandoned short of full time due to weather, darkness, or other outside cause may be replayed in its entirety. However, if at least sixty (60) minutes of the game had been played, that result will be allowed to stand. The Director of Competition shall have the authority to order the score at the time of game termination as the result of the game
- 3.5.5 The Board shall have the authority to reschedule games only for the following reasons:
- a. The scheduled game conflicts with an approved Cup competition which the team has entered.
 - b. The original field or time slot is unavailable.
 - c. If no USSF certified referee is available as the head referee. However, uncertified persons shall always be permissible as Club Linesmen.
- 3.5.6 In exceptional situations not included above the Director of Competition shall have the authority to decide whether to re-schedule. The Director will notify both teams and the Scheduler.

3.6 FOUNDERS CUP

- 3.6.1 The League shall annually conduct a competition in honor of the founders of the league.
- 3.6.2 Teams registered at the start of the spring session and in good standing with the MUSL and the MSA will automatically be included in the Founders Cup competition, except any team may opt out of that year's Cup competition by written notice to the Director of Competition within the time prescribed by that Director.
- 3.6.3 Cup games will be scheduled in conjunction with the regular League schedule with pairings to be created by the Director of Competition. The first team shall be the home team.
- 3.6.4 The tournament will be a single game elimination.
- 3.6.5 The Director of the Competition will create groupings based on age group and

division.

3.6.6 A player may play for only one team in each age group of the Founders Cup, providing that he/she is in good standing and meets the age requirement.

3.6.7 Competition Rules:

Rules for the Founders Cup shall be the same as for league games except as noted hereafter.

- a. If a Cup game is abandoned prior to playing 60 minutes due to darkness, weather, or field conditions, the game must be replayed in its entirety.
- b. If a Cup game was terminated short of full time by the referee due to the misconduct of players or fans, the Board shall hear the case in a disciplinary hearing and determine the disposition of the game.
- c. All Cup games scheduled must start no later 120 minutes prior to sundown unless they are played on lighted fields or have been approved by the Director of Competition.
- d. All Founders Cup games must result in a winner. Games tied at the end of regulation time shall play two (2) periods of 15 minutes extra time and, if needed, go to penalty kicks to obtain a winner. Games in the Over 55 age group shall play only two periods of five (5) minutes extra time followed by penalty kicks.

3.7 THE LAWS OF THE GAME

3.7.1 Substitutions:

Unlimited substitutions shall be allowed by either team:

- a. At half time or the beginning of extended time,
- b. After a goal has been scored,
- c. On any goal kick,
- d. When play was stopped for an injury (injured player only),
- e. When play was stopped by the referee to administer a caution both players involved in that incident may be substituted,
- f. By the team awarded a throw-in, or on the opposing team's throw in if they are substituting player(s),
- g. Over 48 and 55 teams only may also substitute at any throw-in.
- h. Substituted players may re-enter the game.

3.7.1 Tied games shall be allowed to stand for league competition, except that games in the Founders Cup must be played to a decision.

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

3.7.3 The captain or team manager may remove a player during any stoppage **of play if they are concerned with that player's play or attitude.**

3.7.4 Each team will supply (1) captain, with captain's armband prior to the competition. The captain and/or team manager will be the focal point for speaking with the referee during and after the match. The captain may change due to substitution during the

match. Only (1) captain for each team will be on the field at a time.

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

3.8 MANAGER’S/COACH’S RESPONSIBILITIES

- 3.8.1 Managers, Coaches, or team representatives shall be required to attend all Membership Meetings (see 3.1.f).
- 3.8.2 Managers, Coaches, and team representatives are responsible to ensure their players all know, understand, and abide by the Rules and Regulations for the MUSL soccer league.
- 3.8.3 Coaches/Managers are required to evaluate the performance of referees on the MUSL Referee Evaluation Form that can be found on the specific game page at www.musl.net for at least 50% of their games. The Director of Competition will forward this information to the State Referee Administrator (SRA) and Referee Assignor.
- 3.8.4 The Manager, Coach, or team representative for a team for a specific game must fill out a red card report on the game sheet page of the MUSL website within one (1) day. Delay in reporting the incident will incur a fine of \$20.
- 3.8.5 Before the start of a game, the Manager/Coach of the home team must provide:
- A lined field that meets FIFA requirements,
 - Goal nets
 - Corner flags
 - Change of colors (uniform jerseys)
 - One (1) Captain, designated with a captain’s arm band
- 3.8.6 Before the start of the game, each team manager must present the game officials with:
- Compensation; each team paying half of the total fee (see Table of Fees and Fines in Appendix A).
 - A completed “MUSL Game Report”. Failure to use the authorized MUSL Game Report Form may be subject to a fine or cancellation of the match (see Appendix A, Fees and Fines). Only players of the Open Age Group who are switching between “First” and “Reserve” teams are permitted to be handwritten into the Game Report Form.
 - Ineligible and/or absent players must have a line drawn through their name. Players serving a suspension must be listed in the “Suspended Player” section. Their suspension shall not be considered as having been served until their name has been entered in the “Suspended Player” section of the Game Report Form for the applicable number of games the rules prescribe. Once the office has received the Referee Report, the names of suspended players will not show up printed on the Game Report Form until the fine for the suspension has been paid

- d. The MUSL pass cards of his/her players. (The referee will return the pass cards to the manager/coach at the end of the game, except those of players sent off, which shall be sent to the MUSL office together with the referee's game report).
 - e. No one may play in any MUSL matches without having been issued an MUSL pass card.
 - f. If pass card(s) is/are not available at the start of the game, the affected player(s) must show a picture ID to the referee and sign the back of the game sheet. No player will be allowed to play in a match if his/her name is not printed on the game sheet. Failure to follow this procedure may serve as basis for a game protest and result in a game forfeiture.
- 3.8.7 All players except the goalkeeper are required to wear uniform jerseys with numbers. The goalkeeper's uniform color must be different from that of his teammates and opponents.
- 3.8.8 Both teams must be assembled and ready to play at the scheduled kick-off time. A minimum of seven (7) players is required to start any league game. The referee shall allow fifteen (15) minutes for the seventh player to take the field.
- a. If a team is unable to field 7 players within 15 minutes of the scheduled kick-off time, the referee shall abandon the game and the team with the insufficient number of players will forfeit the match.
 - b. If at any time during play a team drops below the minimum of seven (7) players, the referee shall abandon the game and the team with too few players will forfeit.
 - c. If a team has fielded a minimum of seven (7) players within the 15 minute grace period granted by the referee as mandated by the MUSL, the referee shall start the game clock with no loss of time and two (2) 45 minute halves shall commence.
- 3.8.9 Any team that fails to take the field with a minimum of seven (7) players within fifteen (15) minutes of its scheduled game time shall forfeit that game to its opponent by a score of 3-0, be liable for the cost of field rental and pay the referee fees for both teams. All payments shall go through the MUSL office.
- 3.8.10 Upon conclusion of the game, both managers/coaches shall check the referee's entries into the Game Report for accuracy and completeness before signing the Game Report, making sure that:
- a. The final score is noted correctly,
 - b. The scores are attributed to the correct players,
 - c. The reasons for cautions or send-offs are provided,
 - d. Any injuries have been noted,
 - e. A request for re-scheduling may be entered into the Game Report if the game was not played to full time for any reason.

3.9 GAME PROTESTS

- 3.9.1 Game protests may be submitted for infractions of the above rules. Any team

protesting a game must do so in writing or via e-mail to the Director of Competition within three (3) days following the game with a copy of the protest provided to the opposing team manager. The protest must be accompanied by the \$50 fee, which is returned upon successful protest.

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

3.10 REFEREES

- 3.10.1 Referee fees will be established in negotiations between the Board and the Referee Association prior to each season (see Fees and Fines, Appendix A). Referees are assigned through the Referee Assignor of the Michigan Referee Committee.

- 3.10.2 The League Board has the authority to request that a certain referee no longer be assigned to a specific team(s).

- 3.10.3 Referees are required to review game sheets and player cards prior to game start. If a team does not have a proper MUSL game sheet printed out, the referee may cancel the game.

- 3.10.4 Instructions to Referees from USSF Laws of the Game:

- a. The referee may terminate a match for reasons of safety (bad weather or darkness), for any serious infringement of "The Laws", or because of interference by spectators. Only the League, not the referee, has the authority to declare a winner, a forfeit, and/ or no result or order a replay of the match in its entirety. The referee must report fully on the events.
- b. The referee may abandon a match if there is an insufficient number of players to meet the requirements of "The Laws" of the competition, if a team does not appear or leaves before competition of the game has begun, or if the field or any of its equipment do not meet the requirements of "The Laws" or are otherwise unsafe. An abandoned match is replayed unless the competition rules provide otherwise.

3.11 DISCIPLINE

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

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

- 3.11.3 Caution (yellow card):

- a. Caution 1 = 2 Points.
 1. Delays Restart of Play (#4 on game sheet)
 2. Fails to Respect 10 Yard Rule (#5 on game sheet)
- b. Caution 2 = 3 Points.
 1. Unsporting Behavior (#1 on game sheet)

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2. Dissent by Word or Action (#2 on game sheet)
 3. Persistent Rule Breaking (#3 on game sheet)
 4. Enters or Leaves Field without Permission (#6 on game sheet)
- c. A second caution in the same game will be recorded as a combined send off.
- 3.11.4 Send off (red card):
- a. A player sent off (red carded) will be assessed a minimum of five (5) points and minimum one (1) game suspension depending on the nature of the infringement. Send offs are subject to the fine assessed by the league to the team.
 - b. Infringements with typical penalties of 1 game suspension, \$35 fine, and 5 penalty points:
 1. Serious Foul Play (#7 on game sheet)
 2. Denies Obvious Scoring Opportunity (#10 on the Game Sheet)
 3. Offensive, Abusive, or Insulting Language (#11 on the Game Sheet)
 4. Second Caution in one Game (#12 on the Game Sheet)
 - c. Suspensions from send offs in section 3.11.4.b shall be served in the next scheduled game in the age group in which the infringement occurred; whether league or cup game.
 - d. Infringements with minimum penalties of 2 games suspension, \$75 fine, and 10 penalty points:
 1. Violent Conduct (#8 on the Game Sheet)
 2. Spitting at Another Person (#9 on the Game Sheet)
 3. Referee Abuse or Assault (#13 on the Game Sheet)
 - e. Players suspended from send offs in section 3.11.4.d shall not play in any league match, regardless of age/division until the Director of Discipline has ruled on the infringement. Players, managers, and coaches who do not adhere to this rule are subject to additional punishment.
 - f. Players reported for “Referee Abuse or Assault” shall automatically stand suspended until they have attended a mandatory hearing by the Disciplinary Committee of the Michigan Soccer Association to determine the punishment for the misconduct. The player must also attend an MUSL Board review prior to rejoining the league.
- 3.11.5 Suspensions can only be served in games that are played to completion.
- 3.11.6 All disciplinary actions of this league shall be in conformity with its Constitution, Bylaws, and Rules and Regulations.

3.12 PLAYER POINT ACCUMULATION

- 3.12.1 Players who accumulate the following point totals in both league and cup games during a season will serve the following additional suspensions listed below. Player points totals are cumulative across all age groups and competitions.
- 3.12.2 Team managers are responsible to track their player’s disciplinary points and player

suspensions as those occur. Players serving a suspension must be noted on the Game Sheet. Teams fielding a suspended player shall lose the game by forfeit with a score of 3:0. Additional sanctions may be determined by the Director of Discipline.

- a. 9 Points in one Season = 1 game suspension to be served during the next scheduled game in that any group, whether league or cup game.
- b. 12 Points in one Season = The player will miss all games in the next seven (7) days regardless of the age group or division. The team shall be fined \$25 and shall pay this fine within 10 days of notice or the player will remain suspended until the fine is paid.
- c. 17 Points in one Season = Player shall stand suspended from all age groups or divisions until the Director of Discipline issues a ruling. This may include expulsion. The team shall be fined \$35 and shall pay this fine within 10 days of notice or the player will remain suspended until the fine is paid.

3.13 TEAM POINT ACCUMULATION

3.13.1 Teams accumulate points based on their individual players. Player points for a team are compiled towards a team total. These points are accumulated by teams in a certain age group or division and their accompanying Founders Cup points.

3.13.2 Team managers are responsible to track their team disciplinary points.

3.13.3 The team point totals will be used by the MUSL Board to determine whether sanctions are to be levied against teams, up to and including expulsion from the league.

- a. 20 Points in one Season = warning issued to team from Director of Discipline.
- b. 35 Points in one Season = point total at which a team manager must attend a meeting with the Board.
- c. Any point total beyond 35 is subject to disposition by the Board.

3.14 APPEALS & DISCIPLINARY HEARINGS

3.14.1 Appeal and Disciplinary hearing procedures are governed by the MUSL "Appeals Procedure", which is published in part four (4) of this document. Fines shall be set annually by the Board (see Fees and Fines in Appendix A), and must be published at, or before, the second Managers Meeting of each year.

3.14.2 The Board, at its discretion, may:

- a. Add to any MSA disciplinary action taken against an individual or team.
- b. Act unilaterally to issue disciplinary actions against an individual or team.
- c. Suspend, fine, or terminate (or any combination thereof) the membership of any Member of the MUSL if the Board determines that the conduct of the member and/or team is adverse to the best interests of soccer or the MUSL.
- d. Suspend, fine, or terminate (or any combination thereof) any member and/or team that has not complied with the requirements of its membership in the MUSL.

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

3.14.4 Suspensions and other disciplinary actions taken by the MUSL Board and/or Discipline Chair shall be recognized by the MUSL and its membership upon notification. Determination of a suspension exceeding four (4) games by the MUSL Board and/or Director of Discipline shall entitle the party subject to the action to an appeal hearing before the Board (see Sections 4.1-4.5).

3.15 FORFEITS

3.15.1 Games may be ruled a forfeit by the league for:

- a. Use of an ineligible player (see section 3.3)
- b. Failure to field a team by the scheduled kick-off time (see 3.8.8.a)
- c. Inability to complete a game with the minimum number of players required (see 3.8.8.b)
- d. Causing the referee to terminate a game short of full time because of misconduct (see 3.8.8.b)
- e. Failure to schedule a Cup game by the published date or “make-up” date

3.15.2 A team forfeiting a game shall lose the match by a score of 3:0 and game may be subject to punitive action by the league based on the discretion of the Director of Discipline.

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

3.16 EXPULSION

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

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

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

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

3.16.5 The players from an expelled team may join or create a new team. During the team expulsion duration, a maximum of 3 players from the former team may join any single team

3.17 AMENDMENTS

3.17.1 Amendments to the Rules and Regulations may be made at any MUSL Managers’ or Board meeting and shall require a simple majority of the votes cast for adoption.

PART 4.0**APPEALS PROCEDURE****4.1 PURPOSE**

- 4.1.1 To establish a general policy and procedure which ensures that disputes between Members of this League and the Directors of the League and/or the Board will be resolved in a fair and efficient manner, protecting the rights of all parties.

4.2 POLICY

- 4.2.1 It shall be the policy of the League Board to uphold the laws of the MUSL as laid out in the latest revision of its Constitution, Bylaws and Rules & Regulations where these are not in conflict with the rules of the Michigan Soccer Association (MSA), while at the same time insuring that these laws are not applied in an arbitrary or capricious manner.

4.3 APPEALS COMMITTEE

- 4.3.1 Upon receipt of an Appeal, the Vice President shall appoint an Appeals Committee of five (5) members from among the members of the Board and team managers.
- 4.3.2 No Member of the Appeals Committee hearing a protest or appeal shall be in any manner connected, affiliated or involved with either party to the Protest or Appeal.
- 4.3.3 The Chair of the Appeals Committee shall appoint a Secretary for the Appeals Committee, who shall insure that a detailed record of the Hearing is recorded.
- 4.3.4 Protests of game results based on an infraction of League rules shall be the responsibility of the Director for Competition in the first instance as outlined in Rules & Regulations 3.9.

4.4 PROCEDURE

- 4.4.1 Appeals from decisions of a Commissioner or the Board shall be submitted in writing to the Secretary within five (5) days from receipt of the oral or written decision of the Commissioner.
- 4.4.2 The appeal must be accompanied by:
- a. an Appeals Fee and
 - b. a Filing Fee
- The amount of these fees shall be determined annually by the Board (see Fees and Fines in Appendix A).
- 4.4.3 The Appeal must contain:
- a. The date of the decision or action being appealed,
 - b. The reason for the appeal, e.g. violation of the Rules Regulations, Bylaws, Laws of the Game, etc.,
 - c. Any pertinent documentation available to the appellant,

- d. A list of any documentation not available to the appellant which might be pertinent to the issue.
- 4.4.4 The appellant must send a copy of the appeal to:
 - a. The respective Director against whose decision the appeal is directed
 - b. The other party involved in the case (defendant).
- 4.4.5 The Administrator shall make every effort to obtain the documents that were not available at the time the appeal was filed.
- 4.4.6 The Appeals Chair shall establish a log of all documentation received, starting with the appeal, followed by the original decision against which the appeal is directed, and all other documentation pertinent to the appeal, including referee reports, copies of Rules, By- Laws, police reports, affidavits and depositions of witnesses.
- 4.4.7 Upon receipt of all documentation required, the Appeals Chair shall schedule a hearing of the Appeal, ensuring that both principals in the case are available to attend at the proposed time of the hearing, and providing at least ten (10) days prior notice to the involved parties. The ten (10) day notice may be reduced by the mutual consent of the Appeals Chair and all interested parties.
- 4.4.8 The Appeals Chair shall notify all Committee members and the involved principals via e-mail and in writing (via postal service) of the time, date and location of the hearing, and advise the principals of their right to bring witnesses (limited to three (3)) and of their right to representation by their Team Manager.
- 4.4.9 The Secretary shall also advise the involved parties that failure to appear at the hearing shall be deemed as conceding the matter under dispute, and as accepting the decision of the MUSL Appeals Committee based on the evidence available at the hearing.

4.5 HEARING FORMAT

- 4.5.1 The Chair shall call the hearing to order when the Appeals Committee and the principals are present. Witnesses shall not be present during the hearing of arguments but shall be heard after the presentations of the principals.
- 4.5.2 The Chair shall introduce the subject of the hearing, including:
 - a) The names of the parties to the appeal (appellant(s) and defendant(s))
 - b) The event prompting the decision of the respective Director or the League
 - c) The ground on which the decision is appealed, such as the rules involved or other evidence
 - d) Ask the Secretary to read any documentation that had not been furnished to one of the parties in the matter
- 4.5.3 The Appellant shall be asked to present his/her case, including arguments why the decision should not stand, any evidence supporting the appeal, and any witnesses available.
- 4.5.4 The Chair and the Committee may question the appellant and/or witnesses.

- 4.5.5 The Director *or defendant* shall be asked to present his case.
- 4.5.6 The Chairperson and the Committee may question the Commissioner and/or witnesses.
- 4.5.7 Any witnesses may be recalled for questioning by the Committee.
- 4.5.8 The Appellant may present a closing statement.
- 4.5.9 The Commissioner *or defendant* may present a closing statement.
- 4.5.10 The contending parties and their witnesses will be excused and the Committee will commence deliberations of its decision in executive session.
- 4.5.11 The Committee will render its decision within forty-eight (48) hours to both, Appellant and *Defendant*, including instructions for appeal to the MSA, and turn the file with all documentation pertaining to the case over to the Secretary.
- 4.5.12 A written notice of the decision of the Appeals Committee, including the reason for such decision and directions for further appeals shall be sent to the Appellant and Defendant within ten (10) days of the Hearing.
- 4.5.13 Appellants whose appeal is upheld by the Appeals Committee shall be refunded the appeal fee. The filing fee shall be retained by the League.

TABLE OF FEES AND FINES
(Updated January 2019)

| | |
|--|---------------------------------------|
| Annual Team Affiliation Fee - All Teams (3.1.1.a) | \$150 |
| Annual Team LATE Registration Fee | \$50 |
| Team Performance Bond (3.1.1.b) ¹ | \$400 |
| Annual Player Registration Fee (3.2.3)..... | \$45 |
| Transfer Fee (3.3.4)..... | \$50 |
| Game Rescheduling Fee (3.5.1.b) | \$20/\$80/Referee and Field Fees |
| Failure to attend Manager’s Meeting (3.8.1, per incident)..... | \$25 |
| Red Card Report Fee (3.8.4) | \$20 |
| Failure to present official on-line “Game Report” Form (3.8.6.b) | \$25 |
| Game Protest Filing Fee (3.9.1, refunded if Appeal is upheld) | \$50 |
| Red Card Fine (3.11.4)..... | \$35/\$75/TBD |
| Fine for accumulating more than 12 Disciplinary Points (3.12.2) | \$25 |
| Appeals Fee (3.14.1, refunded if Appeal is upheld) | \$150 |
| Team “No Show” Fee (3.15.1.b) | All applicable Referee and Field Fees |
| Forfeit (3.15.1.b)..... | All applicable Referee and Field Fees |
| Referee’s Fees (3.8.6, Center = \$60 Assistant Referee = \$40)..... | \$140 (each team pays \$70) |

Note: Payments may be made via PayPal, check or Cash.

¹Held in escrow and will be returned (minus any outstanding debt to the league)
when team leaves the league