

MID-MICHIGAN MEN'S SOCCER LEAGUE (MMMSL)

BY-LAWS

Article I. League Organization

The MMMSL is a non-profit organization and is a member of the Michigan Soccer Association (MSA). It shall comply with the authority of the MSA, as well as the authority of the United States Adult Soccer Association (USASA) and the United States Soccer Federation (USSF). The MMMSL will not discriminate against any person on the basis of race, gender or religion. This league shall make no rules that are in conflict with those of the MSA, USASA, or USSF.

Section 1.01 Divisions and Admission to the League

The MMMSL shall have three divisions of play: Open, Over-30, and Over-40.

New teams shall apply for admission to the Board of Directors and will be admitted only upon a majority vote of all existing teams in that Division. Under special circumstances (e.g., the formation of a new division), a new team shall be admitted to the MMMSL only upon a two-thirds vote of the Board of Directors.

Section 1.02 Board of Directors

The Board of Directors shall be composed of at least six people. The Board Members (Officers) shall be a President, a Vice-President of each division (3), a Secretary, a Treasurer, and a Registrar. Any Board Member absent from two League meetings shall be subject to dismissal by two-thirds vote of the other Board Members. One person can hold two Board Member positions, as long as the total number of Board Members does not drop below six people.

(a) Responsibilities

The President shall conduct the meetings, call special meetings, appoint standing committees or other committees, represent the MMMSL to the Greater Lansing Area Soccer Referees Association, and represent the MMMSL to the Michigan Soccer Association. The President shall convene disciplinary hearings for all matters outside the jurisdiction of the Vice-Presidents.

The Vice-President of each division shall perform the following duties for their division: set the season schedule, schedule fields, convene disciplinary hearings, and assist the Secretary with game report, player pass, or other game-related issues.

The Secretary shall be responsible for recording all league correspondence, for recording the minutes of all meetings, and for notifying members of regular and special meetings. The Secretary shall receive and process all game reports. The Secretary or their designate shall maintain a web site for the MMMSL.

The Treasurer shall maintain a league checking account, keep accurate records of all income and expenditures of the league and pay bills as necessary, shall account for and

collect fees from teams, and shall be responsible for maintaining the league's non-profit status.

The Registrar shall be in charge of all matters relating to the registration of players and the creation of player passes, shall maintain records of currently registered players on each member team, and shall insure that no player is permitted to register except in accordance with the rules of the MMMSL and of the MSA. In addition to the above duties, the Board of Directors shall:

- a) Maintain the By-Laws – the By-Laws may be amended by a two-thirds vote of all member teams in attendance at the league meeting when voting occurs.
- b) Define and compile rules for league play
- c) Administer discipline against players as needed

(b) Elections

The President, Secretary, Treasurer, and Registrar shall be elected by a majority vote of all member teams in attendance at the meeting. The Vice-President of each division shall be elected by a majority vote of all member teams in that division in attendance at the meeting. Each team shall get one vote that shall be cast by the team manager or another representative of that team. The Board of Directors may appoint such other officers and agents as it shall deem advisable who shall perform such duties as the Board may designate. If any office is vacated during the year, the President shall call a meeting to elect a replacement. If the office of President is vacated, the Secretary shall call a meeting to elect a replacement.

Article II. Player Eligibility and Registration

Section 2.01 Age Requirements

The Open Division is open to all players with no age restrictions (players under 18 must submit an approved release form. The Over-30 division is open to all players who will be at least 30 years old by December 31 in the year of play. The Over-40 division is open to all players who will be at least 40 years old by December 31 in the year of play.

Section 2.02 Participation

A player may participate in more than one division during a season. Players will not be allowed to play for more than one team at a time in the same division during a season. Players who switch teams must be properly registered with the new team.

Section 2.03 Player Passes

The MMMSL shall use player passes provided by the MSA. To be valid, a player pass must be completed, have an attached clearly legible photo, be laminated by the team manager, and be validated by the MMMSL Registrar. Each player will be issued one player pass per division played. Each division shall use a different color player pass.

Section 2.04 Registration

The Registrar shall determine the due dates for registration materials for each season.

A) Teams

Each team manager shall submit to the MMMSL Registrar:

- a) A completed MSA Team Affiliation/Registration Form.
- b) A completed MSA Amateur Registration Form for each player, a completed MSA player pass (must be signed, have an attached clearly legible photo, and be laminated by the manager), and a photocopy of the player's driver's license or other official identification, If a player will participate in more than one division, then a completed MSA Multiple Registration Form must be submitted for the player.
- c) An acceptable payment type made out to MSA for the individual player fees.
- d) An acceptable payment type made out to MMMSL for individual player fees
- e) For all new teams, the initial roster must have a minimum number of players:
 - a. 15 players for the Open and Over-30 divisions
 - b. 12 players for the Over-40 division Each team manager shall submit to the MMMSL Treasurer or Vice-President:
 - a) Their team's portion of the MSA League Registration fee, field rental fees, and referee assigning fees.
 - b) A refundable \$200 deposit, (to be returned at the end of the season) made out to MMMSL shall be submitted as directed by the league VP. The deposit shall secure a spot in the league for returning teams and will be used
 - a. If the team forfeits and fails to pay the referee fee
 - b. Any other usage deemed acceptable to the MMMSL Board and to the majority of teams in the same division. A team shall not participate in MMMSL league play until all of the above-mentioned paperwork and fees have been provided by the deadlines established by the MMMSL.

(b) Players

Each individual player shall provide to their team manager:

- A completed & signed MSA Amateur Player Registration Form
- A legible photo and a completed & signed player pass
- A legible photo copy of the player's driver license, birth certificate, or passport
- The required team fees.

If a player will participate in more than one division, then the player also shall complete the MSA Multiple Registration Form.

A player is registered if all of the above-mentioned documentation has been filed with the MMMSL Registrar.

Article III. Game Participation and Management

Section 3.01 Pre-Game

Before each game, each team manager or their designate shall submit to the center referee an MMMSL game report/team roster, an MMMSL Player Pass for each participating player, and one-half of the total referee fee. If a team does not have their players' passes, the team may participate in the match after they print their name clearly and then sign on

the back of the game report. The home team also shall provide a stamped and addressed envelope for the game reports, a game ball, and corner flags. In the event of a jersey color conflict, the home team is responsible for resolving the color conflict. Each team must have a minimum of 7 eligible players to start the game in the open and 30 and over divisions per USSF regulations. If a team does not have enough players 15 minutes after the official starting time, that team forfeits the game. For the over 40 league, a team may start the game with a minimum of 5 players.

Section 3.02 Completed Game

A game shall be considered completed if the first half has been completed. Cards occurring during an incomplete game that has been cancelled for any reason will count toward the record of the player. Games that have not reached half-time will not count toward fulfilling suspension and they will be rescheduled when possible.

Section 3.03 Referee Fees

If only two referees show up, the total referee fee is reduced by 1/3. If only one referee shows up, the total referee fee is reduced by 2/3.

If a team forfeits the game at the start of the game the following will apply

- 1) If the referees agree to ref the game and both teams agree to scrimmage then both teams pay half of the referee fee.
- 2) If the referees do not agree to stay, then the team that forfeited the game must pay the referee fees for both teams, even if the teams agree to scrimmage.
- 3) If both teams forfeit the game, each team must pay its portion of the total referee fee. Also see Section 5.04.
- 4) During tournament play the forfeiting team is required to pay the referee fees for both teams even if the referee's stay and the teams scrimmage. If a scheduled match is terminated at the field for any reason, either prior to the start of play or before its completion, the referee(s) present at the match shall receive full payment. This provision is required by GLASRA.
- 5) The forfeiting team must reimburse their opposition for the field fee

Section 3.04 Rules of Play

The MMMSL shall apply the standard USSF rules with the following points of emphasis:

1. Both teams are allowed unlimited substitutions. A substitution is allowed for a team on their own throw-in, on any goal kick, or on any kick-off. In the Over-40 and Over-30 divisions, substitutions are further allowed by both teams at any stoppage of the game or whenever the ball is out of play.
2. In the Over-40 division, the MMMSL has a gentlemen's agreement that all players shall refrain from sliding tackles. Referees should be informed of this agreement before commencement of play and should be urged to treat all sliding tackles as dangerous play.
3. In the Over-40 league, play will be an 8 v 8 format including goalies.

4. Coaches/managers/captains shall be responsible for the conduct of their players and shall emphasize good sportsmanship with their team.
5. A cautioned player is not required to leave the field as a result of the yellow card (unless it is a 2nd caution resulting in ejection). The cautioned player's team may substitute for the cautioned player and the opposing team may also substitute 1 for 1.

Section 3.05 Post-Game

At the end of the game, the referee shall complete the game reports. Each team manager or their designate shall review and sign the completed game reports. If any player received a red card, the team manager must provide that player's MMMSL player pass to the center referee. The center referee shall mail both game reports and any red-carded player passes to the MMMSL Secretary or their designate. A representative of the winning team (or home team in case of a tie) shall email, within 48 hours, the league secretary the score of the game and indicate the name of any player who received a card and the type of card received. Managers should be sure to note any injuries on the game report.

Article IV. League Standings

A forfeit shall be tallied as a 3-0 victory for the opponent of the forfeiting team. League standings within each division shall be determined by the following point system: 3 points for a win, 1 point for a tie, 0 points for a loss, -1 point for a forfeit. The following tiebreakers shall be used in the event of equal points:

- a) For 2 teams with equal points: head to head record, points awarded in head to head, goal differential head to head, goal differential season, coin toss.
- b) For more than 2 teams with equal points head to head record, points awarded in head to head, goal differential head to head, goal differential season, coin toss.

Article V. Discipline

Section 5.01 Falsification of a Player Pass

Falsification or alteration to an MMMSL Player Pass card shall result in the suspension from the applicable division for the rest of the season of that player and/or the team manager. This includes an attempt to use a player pass from another division (e.g., a player attempts to use their Open division player pass to play in the Over-30 division).

Section 5.02 Participation by Suspended Players

Playing in a game while under suspension shall result in a suspension for the remainder of the season or 8 games, whichever is longer. Managers found complicit shall receive a suspension determined by the league board or through a disciplinary hearing.

Section 5.03 Participation by Non-Registered Players

If a team allows a non-registered player to participate in a sanctioned MMMSL match, the match shall be forfeited. The Vice-President of the division shall determine if a disciplinary hearing is warranted to impose further sanctions against the team manager.

Section 5.04 Game Reports

If a team manager falsifies or otherwise alters the game reports, the manager will be banned from playing in that division for the duration of the season. In addition, this manager shall not be accepted as a representative of his team in the MMMSL. If a team does not provide a completed game report/roster to the referees before the start of the second half of an MMMSL sanctioned match, that team shall forfeit the game.

Section 5.05 Failure to Pay Referee Fees

If a team fails to pay the referee fees for a game played, or for a forfeited game (see Section 3.03), the appropriate funds shall be withdrawn from the team's refundable deposit. If the deposit contains insufficient funds to pay the referee fees, the team will be suspended immediately from league play until the fees have been paid.

Section 5.06 Cumulative Cards

The MMMSL will use the following point system to track cumulative yellow and red cards within a division:

- 1.1 Yellow Card = 1 point
- 1.2 Yellow Card + Red Card (2nd Yellow) = 2 points + next game suspension
- 1.3 Red Card for deliberate hand ball to stop a goal or deliberate foul to stop a goal = 2 points + next game suspension
- 1.4 Red Card for any offense not listed in 1.3 = 3 points + next game suspension
- 1.5 Yellow Card + Red Card (straight Red for foul in 1.3) = 3 points + next game suspension
- 1.6 Yellow Card + Red Card (straight Red for foul in 1.4) = 4 points + next game suspension

A red card results in an automatic one game suspension. Additional game suspensions will be assessed based on the accumulation of the following points:

- 3 points = 1 game
- 6 points = 2 games
- 9 points = 3 games
- 12 points = 8 games or remainder of season, whichever is longer

Forfeiting team's game will not count toward serving a suspension for its players; however, the game will count toward suspension for the team that is forfeited to. Cumulative points do not carry over from one season to the next. However, if a player is under suspension at the end of a season, the player must serve the balance of their suspension at the beginning of the next season. If the player changes divisions from one season to the next, then the suspension will be served in the new division.

Section 5.07 Disciplinary Hearings

(a) Reasons for a Hearing

- a) A red card for serious foul play, violent conduct, misconduct towards game officials, or other serious infraction.
- b) Participation by a non-registered player in a sanctioned MMMSL match.
- c) As deemed necessary by the Board of Directors for other conduct detrimental to the league and/or the game.

(b) Procedure

The Vice President of the division involved shall investigate any red cards or other serious conduct noted in the game report. The Vice President shall determine if a disciplinary hearing is warranted. A disciplinary hearing shall be convened within 3 weeks of the incident. The Disciplinary Committee shall be comprised of all Board members and a representative of each team in the division. Final discipline shall be decided by a 2/3 vote of all teams in attendance (one vote per team). Each Board member also gets one vote. If the defendant is from the same team as a Board Member, then the Board Member may not vote.

Section 5.08 Misconduct Towards Game Officials

The MMMSL will abide by all MSA and USSF laws and procedures regarding misconduct towards game officials. Any misconduct toward a game official that is categorized by the USSF as “Referee Abuse” or “Referee Assault” shall be reported to the Disciplinary Committee of the MSA within one week of the incident. These procedures are in addition to any Disciplinary Hearings convened by the MMMSL.