

Officials Page

Introduction

The MMMSL is sanctioned by the Michigan Soccer Association and by USSF. This page is intended for the league officials (referees). Officials should print this page and bring it to each game as reference. A PDF version of this page can be obtained from the Downloads page.

If the information on this page does not correspond with the information from the Arbiter.net, please notify your Referee scheduler.

Points of Emphasis

Administrative:

1. Each team shall provide a legible game report/team roster, player passes, and \$60.00 (Open/Over-30) or \$54.00 (Over-40, 8 v 8). The fee is reduced by 1/3 if only two referees show up or by 2/3 if only one referee shows up.
2. Each player must have an embossed MMMSL player pass with a White Sticker on back of the card. A driver's license or other identification is not acceptable. The player pass is green.
3. Missing Player Passes - if any player does not have a player pass, they can participate by writing and signing their name on the game report form. However, a valid player pass must be presented before the end of the game. If a player pass is not presented, please make a note on the game report.
4. The home team shall provide a stamped, addressed envelope for the game reports, a game ball, and corner flags. In the event of a jersey color conflict, the home team shall provide an alternate.
5. A team must forfeit if the team does not provide a completed game report/team roster form. The MMMSL urges officials to enforce this strictly!!
6. Center Referee mails both game reports and the player passes for any red-carded players to Matt Williams 2280 Keller Road, Holt, MI 48842 using an addressed stamped envelope provided by the home team. Please mail within 24 hours of the game.

Forfeits, Weather, and Payment:

1. The game is forfeited if a team does not have enough eligible players by 15 minutes after the official starting time. Please return the fee to the team that did not forfeit. The forfeiting team must pay the full \$120.00 (Open/Over-30) or \$108.00 (Over-40, 8v8) fee. The MMMSL will ensure that this fee is paid even if the forfeiting team does not pay at the field.
2. **Lightning and/or Thunder** - game to be suspended until 30 minutes after the last sighting of lightning. If the maximum stoppage time exceeds 45 minutes, the remainder of the game is cancelled. More details on Lightning and/or Thunder can be found on GLASRA Website.
3. **Terminated Match** - 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.

Rules of Play - USSF rules are followed with the following points of emphasis:

For All Divisions:

1. Open and Over-30: A match shall last 2 equal periods of 45 minutes with a 10-minute half time.
2. Over-40: A match shall last 2 equal periods of 40 minutes with a 10-minute half time.
3. Officials should use discretion to shorten the periods or half time if the game is running late or to allow for a water break.
4. Both teams are allowed unlimited substitutions. Officials are asked to allow a substitute only on a team's own throw-in, on any goal kick, on any kick-off, or for a player who has received a yellow card. Over 40 divisions allow substitutions during any stoppage (more on this below).
5. Officials are urged to be aggressive about issuing cautions for dissent.
6. The MMMSL has a rule that any player receiving a yellow card (regardless of position) shall leave the field of play for at least 5 minutes. A substitution should be allowed for a player leaving the field under these circumstances.

For the Over-40 Division ONLY:

1. Games will be played on smaller fields with 8 players per team.
2. Officials are urged (but not required) to treat all sliding tackles as dangerous play. The MMMSL has a gentlemen's agreement to refrain from slide-tackling in the Over-40 division.
3. New for 2009 - Subbing is allowed when the ball is out of play. (Including corner kicks), also, subbing is allowed when the referee stops the game to issue cards or if he stops it for an injury. (Either team can substitute in any of these circumstances.). The subs must be at the centerline.