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Chapter 1

1.0 CONSTITUTION

1.1 NAME

The name of this organization shall be the “Metro Detroit Soccer League”, hereinafter referred as the “MDSL”. It shall be incorporated as a non-profit organization in the State of Michigan and under the provisions of Article 501 (c), (3), of the Internal Revenue code.

1.2 PURPOSE

The purpose of this League shall be to promote adult men’s soccer for recreation and competition and administer the objectives of the United States Olympic Committee as provided in the Amateur Sports Act of 1978.

1.3 AFFILIATION

This League shall be affiliated with the Michigan Soccer Association (MSA). It shall comply with the authority of the MSA, as well as the authority if the United States Amateur Soccer Association (USASA) and the United States Soccer Federation (USSF).

1.4 MEMBERSHIP

Membership in this League shall be open to any club, team, or individual interested in supporting the purpose of this League

1.5 GOVERNMENT

1.5.1 Authority

Its Constitution, Bylaws, and Rules and Regulations shall govern this League except where superseded by the MSA, USASA, and USSF.

1.5.2 Board of Directors

The governing authority if this League shall be vested in the Board of Directors as provided in the Bylaws.

1.5.3 Election of Directors

The Executive Board shall be elected by the members and affiliates and shall hold the office as prescribed in the Bylaws.

1.6 MEETINGS

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

1.6.2 “Robert’s Rules of Order”, latest edition, shall govern all meetings of this League, except as

provided in the Bylaws.

1.7 AMENDMENTS

1.7.1 Authority

This Constitution may be altered or appealed only by affirmative action of two thirds (2/3) of the Members attending an Annual General Meeting, a Special Meeting, or any regular scheduled League meeting at which a quorum is present, provided that notice of an intention to submit alterations, amendments or to repeal shall have been included in the notice of the meeting. Such notice shall be made to all members at least thirty (30) days prior to such meeting.

1.7.2 Floor Submittal and Adoption

- A.** Members of this League may submit amendments from the floor of the Annual General Meeting, and their originator must present the proposal in writing to the Corresponding Secretary.
- B.** Two thirds (2/3) of the votes cast shall be required for the adoption of such amendments.

1.8 HEADQUARTERS

The Headquarters of this League shall be the address of the current Corresponding Secretary or that of the League PO Box.

Chapter 2

2.0 BY-LAWS

2.1 MEMBERSHIP

2.1.1 Requirements

- A.** Application for membership by any club or team constitutes acceptance and approval of the Constitution, Bylaws, and Rules and Regulations of this League, the MSA, the USASA, and the USSF.
- B.** Membership in the MDSL requires a performance bond for each team to cover expenses incurred by the League on behalf of the team, including, but not limited to, League meeting mailings, Discipline Committee mailings, and communications.

2.1.2 Team Membership

- A. Membership in the MDSL is open to any team who submits a completed Application for Membership to the MDSL League Secretary, accompanied with the team performance bond. Such requests must include a roster of at least eleven (11) players and must be received by the Secretary at least thirty (30) days prior to the start of any season.
- B. Membership in the MDSL is granted after the above conditions are met and the Board of Directors have given its approval by at least a three-fourths (3/4) majority. Conditions for approval can include, but are not limited to, past disciplinary problems between the petitioning team's players, coaches, spectators, and their previous League, the MSA, or any other governing body. Other conditions can include financial responsibility of the team, and individual players' disciplinary history.
- C. Membership in the MDSL will entitle each team and/or club to a vote and voice at the Annual General Meeting and any Special Meetings of the League.
- D. All teams registered with the MDSL must comply with its Constitution, bylaws, and Rules and Regulations. Any breach of the agreement may result in dismissal from the League. The Board reserves the right to deny or revoke membership to any team in order to preserve the common good of the League.

2.2 FEES AND DUES

The Board shall determine the amount to be charged for the performance bond, player registration fees, and any other fees required for the conduct of the business of this League.

2.3 GOVERNMENT

2.3.1 Board of Directors

The Board of Directors shall consists of:

1. The elected officers
2. One representative from each team/club not represented by an elected officer.

2.3.2 Team Representatives

Team Representatives responsible for voting on behalf of their team/club shall be determined by their respective teams and may be replaced and or substituted by their team by submission of written notice by the affiliated team.

2.3.3 Board Authority and Duties

- interpretation of
not
- A. The Board shall have the authority to resolve any conflict regarding the interpretation of the League's Constitution, Bylaws, Rules and Regulations, Policies, and other issues not fully covered in these documents.
 - B. The President and Vice President shall serve as an Emergency Committee to decide matters which require urgent attention between Board meetings. Their decisions shall be subject to Board approval at the next Board meeting.

2.3.4 Voting Rights

Each Director shall have one vote at all meetings. The President shall only vote when required to break a tie.

2.3.5 Board Operations

- closed
made
team
- A. The Board of Directors shall decide all questions raised by Members or itself in session by a majority vote. The voting positions of Board Members shall not be public.
 - B. All decisions of the Board shall be final and binding on all members unless and until they are reconsidered and reversed by the Board, the MSA, the USSF or other appropriate, higher authority.
 - C. No member of the Board of Directors shall vote on any appeal or issue involving a team of which he is a member, player, or officer, nor may he be present during balloting.

2.3.6 Year of Operation

The fiscal year of this League shall be from January one (1) to December thirty one (31) of each year.

2.3.7 Succession of the President

In the event of a vacancy in the office of the President, the Vice-President shall serve as President until the next AGM, at which time an election shall be held to fill the position. The Board of Directors shall have the authority to fill other vacancies until the next AGM, at which time an election shall be held to fill the position.

2.3.8 Term of Office

- A. Elected officers shall serve for a period of two years, the President, Corresponding Secretary, and Treasurer to be elected in odd years, whiles the Vice-president, League Secretary, and Member at Large are to be elected in even years.
- B. The term of office for the elected officers shall commence at the conclusion of the AGM

meeting of their election.

2.4 ELECTION OF OFFICERS

2.4.1 Election

The Officers of this League shall be elected at the Annual General Meeting, separately, by ballot, and shall require a majority of the votes cast. No member of the MDSL Board of Directors may maintain another Executive Board position (outside the MDSL), if the authority of the second position supersedes the authority of the MDSL.

2.4.2 Removal

Any Elected Officer absent from three League meetings or other due cause shall be subject to dismissal by two-thirds (2/3) vote of the Board.

2.4.3 Appointed Officers

The President can appoint any member in good standing to an appointed position he sees fit.

2.5 DUTIES OF OFFICERS

2.5.1 President

The President shall preside at all meetings of this League, except during the election of the Board, appoint all Chairs and be ex-officio member of all committees, vote in the case of a tied vote in Board meetings, be available to attend meetings of affiliated organizations which relate to the business of this League, and make an annual report in the state of the League at the League AGM. If the President is his own team's voting representative, he must pass the chair to the Vice President before casting his team's vote. The President together with the Vice President shall act as an emergency "Executive Committee" when the decisions are required for immediate action. These decisions are subject to approval by the Board at the next Board meeting.

2.5.2 Vice President

The Vice President shall assume the duties of the President in the President's absence, serve as Chairman of the Discipline Committee, and perform such other duties that may be assigned to him by the President or as may be specified in these laws. The Vice President shall also be the League's official representative at the MSA's meeting, and provide a report at the next League meeting. As Disciplinary Committee Chair, he shall enforce the League's Rules and Regulations, and is empowered to make player and/or team suspensions as part of this enforcement.

2.5.3 Corresponding Secretary

The Corresponding Secretary shall have charge and keep a record of all correspondence, have charge and keep a record of all League property (excluding finances), submit a list of inventory of the League to the auditors prior to the AGM, and be resident agent of this League.

2.5.4 Treasurer

The Treasurer shall have charge of all finances of the League, maintain a checking account in a bank approved by the Board, report on the League's financial condition at each Board meeting, submit an itemized report at the AGM with sufficient copies to provide one to each League member.

2.5.6 Registrar

The Registrar shall be appointed at the discretion of the President.

2.5.7 Members at Large

Members at Large shall be assigned duties at the discretion of the President.

2.6 MEETINGS

2.6.1 Time and Place

- A. The Board shall meet when deemed necessary.
- B. Time and place of regular Board meetings shall be determined by a majority vote of those eligible to vote at the previous Board meeting.
- C. The annual General Meeting shall be held in February. The Board shall determine time and place at least thirty (30) days in advance.

2.6.2 Attendance

Any team/club not represented by a delegate or alternate during the entire length of the Annual General Meeting or Special Meeting of the League shall be fined a specific amount set by the Board each year.

2.6.3 AGM Agenda

The agenda at the Annual General Meeting shall be:

- A. Call to Order
- B. Roll Call and the seating of Delegates
- C. Minutes of the last Annual General Meeting
- D. Reports
 - 1. President
 - 2. Vice President
 - 3. Corresponding Secretary
 - 4. League Secretary
 - 5. Treasurer
 - 6. Registrar
 - 7. Clubs/Teams

- E. Unfinished Business
- F. Election of Officers
- G. New Business
- H. Good of the Game
- I. Adjournment

2.6.4 Regular Board Meeting Agenda

The Agenda at regular Board Meetings shall be:

- A. Call to Order
- B. Roll Call and the seating of Delegates
- C. Minutes of the Board meetings
- D. Reports
- E. Unfinished Business
- F. Correspondence
- G. New Business
- H. Adjournment

2.6.5 Quorum

- A. A quorum at the AGM or any special meeting shall be 30% of all the members in good standing and eligible to vote.
- B. A quorum at the regular Board meeting shall be three (3) Board members in addition to the President, or in addition to the Vice President if he is presiding in place of the President.
- C. Elected Board Members shall have voice and vote at the Annual General Meeting.

2.6.6 Voting Qualifications of Members

- A. Any player, coach, manager, who is duly registered with the League, and is in good standing, shall have the right to vote at the Annual General Meeting.
- B. In good standing is defined as neither suspended nor under probation by the League or the MSA, and current in all its obligations to the MDL, MSA, and the USSF.

2.6.7 Minutes and Correspondence

- A. Minutes of Board meetings shall be published to all teams/clubs and Board Members within thirty (30) days of each meeting.
- B. Copies of all communications shall be provided to the Corresponding Secretary as soon as possible for inclusion in the League's files.

2.7 COMMITTEES

2.7.1 Standing and other Committees

- A. This League shall have the following standing committee(s):
 - 1. Disciplinary Committee
- B. The Board may form Other Committees as the operations of this League may require.
- C. The President with the advice and consent of the Board shall appoint the chairman of all of the committees, and shall serve concurrently with the President, and consent of the Board, and shall serve concurrently with the President.

2.7.2 Disciplinary Committee

The Disciplinary Committee will make all decisions relevant to their Committee's administration including the appointing of their committee members except as set forth otherwise in the Bylaws.

2.8 DISSOLUTION

The dissolution of this League for any reason whatsoever, shall be governed by the applicable rules of the MSA, the USSF, and applicable State and Federal laws.

2.9 AMENDMENTS

- A. These Bylaws may be altered or repealed only by affirmative action of two thirds (2/3) of the members attending an AGM or Special Meeting at which a quorum is present, provided that a notice of an intention to submit alterations, amendments or to repeal shall have been included in the notice of the meeting. Such notice shall be provided at least thirty (30) days in advance.
- B. Any amendment to these Bylaws adopted as provided in this section, shall take effect immediately following that meeting, unless otherwise provided for in those amendments.
- C. Upon adoption, these Bylaws supersede in all respects the Bylaws previously in effect, and the latter are concurrently revoked and rescinded.

2.10 FLOOR SUBMITTAL AND ADOPTION

- A. Members of this League may submit amendments from the floor at the AGM, and their originator must present the proposal in writing to the Corresponding Secretary.
- B. Three fourths (3/4) of the votes cast shall be required for the adoption of such amendments.

Chapter 3

3.0 PROCEDURES

3.1 TEAM REGISTRATION

- 3.1.1** Annual registration will take place prior to each session of the MDSL.
- 3.1.2** Each team will submit a team player roster, properly filled out at the appointed deadline as set by the MDSL Board.
- 3.1.3** Each team will have a home field with acceptable dimensions and a playable surface.
- 3.1.4** Each team will provide a clear concise map to their field/fields.
- 3.1.5** Each team will provide a team delegate and alternates that will be responsible for all team costs and league functions.
- 3.1.6** Each team will pay dues and fees as set forth by the MDSL Board as charged by the Rules and Regulations of the MDSL.
- 3.1.7** No team may register less than 7 (seven) players and be eligible to compete or participate in any MDSL activities.
- 3.1.8** All member teams will be affiliated with the MSA and subject to all rules of said organization as long as it is in accordance with the USSF Organizational Rules and Regulations.
- 3.1.9** All Member teams will be in good standings with the MDSL prior to being allowed to participate in the next scheduled session, or in the present session playoff.

3.2 RESERVE TEAMS

- 3.2.1** Reserve teams can only be formed with the consent of the MDSL Board.
- 3.2.2** A reserve team can only be associated with a divisional team that is affiliated and in good standing with the MDSL.
- 3.2.3** The reserve team will have the same team name as the Major team that the reserve team is associated with.
- 3.2.4** The Major team will assume all debts if a reserve team is unable to or refuses to comply with fines, fees, etc., of the MDSL and may be placed in bad standing if so deemed by the MDSL Board or Members.
- 3.2.5** Player movement between teams will be consistent as described by the MDSL bylaws and League Minutes.

3.3 PLAYER REGISTRATION

- 3.3.1** All players will register prior to participating in any MDSL or affiliated sanctioned games that falls under the jurisdiction of the MDSL.

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- 3.3.2** No player can compete for more than 1 (one) senior division team that is affiliated with the MSA, USSF, USASA, or a FIFA member during any session of the MDSL seasons.
- 3.3.3** All players must sign proper forms as to eligible to participate in the MDSL;
 - A.** Player A-form, Pro-form, D-form, Amateur reinstatement form.
 - B.** Team roster form with player signature space.
 - C.** Senior Division Player Pass Card.
 - D.** Player Transfer.
 - E.** Player Drop Form.
 - F.** Permission to play form for youth.
 - G.** Team player loan form.
- 3.3.4** Player registration periods, costs and total team numbers and types of players (Youth and Professional) will be determined by the Board and published prior to the start of each session.
- 3.3.5** Player's registration acceptance will be subject to approval of the MDSL. The MDSL reserves the right to refuse to register any player deemed unacceptable.
- 3.3.6** Any player wishing to transfer teams with in the MDSL during a current session must have the approval of the League registrar's or MDSL Board.
 - A.** All inter-league transfer players may be subject to time periods not to exceed 15 (fifteen) days applicable from the date that the League registrar's receive the proper forms.
- 3.3.7** Any transfer players between affiliated Leagues must wait a fifteen-(15) day period before allowing to participate.
- 3.3.8** All registration fees for players will be submitted at the time of registration, unpaid registrations will be considered illegal registrations.
- 3.3.9** A legal registered player will be determined by the league registrar/s and permission to play can only be granted by those individuals, Guidelines to register players will determine this process.
- 3.3.10** Player Pass Cards are the property of the Player and must be surrendered to that player upon their demand.
- 3.3.11** Any player registered under false credentials will be suspended and considered illegal until a disciplinary meeting can be conducted, at which time the player and/or that player's team involvement can be determined.
- 3.3.12** The League at the wishes of the League may issue temporary Player Pass Cards Registrars. They will only entitle the player to participate in games until the player's pass card is duly processed in accordance with the League bylaws and does not constitute a legally registered player but only permission to play until processed. If any violations are found then the team

and player will be subject to disciplinary measures.

3.4 PLAYER REGISTRATION GUIDELINES

3.4.1 Amateur Players

- A.** USSF Amateur form or MSA Team Roster form filled out completely with the players and team official's signatures.
- B.** USSF Senior Division pass card signed by the player with 1 (one) current photo of the player's face attached.
- C.** Check or money order for the total amount due as described by Annual cost's sheet payable to the MDSL.
- D.** If using A-form to add players a new completed MSA Team roster form listing all current, dropped and new players must also be included.

3.4.2 Youth Player Participating in Senior Games

- A.** Youth player must complete a MSA permission to play form. This includes Players, Youth players coach/team manager and youth players associations representative's signatures.
- B.** Youth Player must provide 3 (three) copies of this form to be processed by the League registrar, Senior State Registrar and the Youth State Registrar.
- C.** USSF A-form completely filled out. This form will be designated "Youth Player."
- D.** USSF Senior Player Pass Card signed by the youth player along with a current photo of the Youth player's face attached to the card.
- E.** A properly completed MSA Team registered roster.
- F.** Check or Money Order for the TOTAL AMOUNT DUE.

3.4.3 Steps to Register a Professional Status Player

All Professional Players must register in strict accordance with the guidelines of the USSF and will not be allowed to complete until all paper work has been processed, and approved by the USSF. Permission to participate will only be given by the League registrar.

- A.** A USSF Pro-form completely filled out and signed by all parties named on the form.
- B.** A completed USSF Player loan form.
- C.** A completed USSF Senior Player Pass card signed by the player with a current photo of the Player's face attached to the player pass.
- D.** A properly completed MSA Team registered roster.
- E.** Check or money Order for the TOTAL AMOUNT DUE.

3.4.4 Steps to Register Professional Player with Amateur Reinstatement Form

All players going through this process must wait until the League registrar gives them permission before participating in any game. Also, a player is only allowed to go through the Amateur Reinstatement procedure 1 (one) time every 2 (two) years.

- A.** USSF Player A-form filled out completely.
- B.** USSF Amateur Reinstatement Form completely filled out.
- C.** USSF Senior Player Pass card filled out and signed by the player, complete with a current photo of the player's face attached to the player pass.

- D. A complete MSA Team registration roster form.
- E. Check or Money Order for the TOTAL AMOUNT DUE.

3.4.5 Steps to Release all Players

No released players can participate in any MDSL games until cleared to play by the League and State registrar during current sessions.

- A. Complete a MSA Player release form.
- B. Complete a MSA Team registration roster identifying the released player/players, do not mark the released box on the form as that is to be used by the registrar exclusively.
- C. Check or Money Order for the TOTAL AMOUNT DUE.

3.4.6 Steps to Register a Player Previously Released or Transfer a Current Player

- A. Obtain the Player's portion of the approved MSA player release form.
- B. Obtain the player's current USSF player pass card.
- C. Follow the guidelines applicable to the type of player being signed.
- D. Complete a MSA Team registration roster form.
- E. Check or Money Order for the TOTAL AMOUNT DUE.

3.5 DIVISIONS OF PLAY

- 3.5.1 Season standings will help the Board decide in which division a team will be placed. A regulation of 2 (two) teams shall occur between divisions with the approval of the Board pending review of the teams past records.
- 3.5.2 Teams will only be allowed to advance to an upper division after a review of their team history, record of play and their level of sportsmanship.
- 3.5.3 Teams applying for membership in the MDSL may be placed in any Division as decided by the MDSL Board.
- 3.5.4 Divisions may be formed as required by the MDSL Board.

3.6 RULES OF THE GAME

Except as otherwise provided in the MDSL bylaws, FIFA "Laws of the Game" shall apply to any competition in regularly scheduled league games.

- 3.6.1 Length of the game shall be 2 (two) 45 minute halves, with a maximum of 10 minutes between halves.
- 3.6.2 There shall be no overtime periods except in championship or tournament games.
- 3.6.3 Substitutions are unlimited, but must be made with the referee's permission. Time will be stopped during all substitutions and substitutes will be allowed only during the following situations;
 - 1. Prior to goal kicks.
 - 2. Prior to throw-ins of that team's possession.

3. After a goal by either team.
4. After a caution, the cautioned player may be substituted.
5. Injuries to players, the injured player only may be substituted for with the opposing team being allowed to also substitute 1 (one) player.
6. At half time by either team.
7. Goalkeepers must notify the referee when substituting
8. Only players that have checked in with the referee, and have their permission to play will be allowed to play.
9. Only players with a current USSF Player Pass or a temporary League player pass will be allowed to participate.

3.7 TEAM UNIFORMS

3.7.1 Uniforms must conform to FIFA Rules and Regulations.

3.7.2 All shoes worn will conform to FIFA standards.

3.7.3 No jewelry or other dangerous objects will be allowed on the player's persons during competition.

3.7.4 All color conflicts will mandate that the home team will be responsible to find an acceptable alternative. This is subject to the referee's discretion.

3.8 LEAGUE GAMES AND RESPONSIBILITIES

3.8.1 Home team is responsible for the field's maintenance and the following items;

1. Nets and corner flags, these must meet with specifications as stated in FIFA's Laws of the Game.
2. Fields must be properly marked, at the referee's discretion.
3. Field must have been properly secured, all permits, etc., where properly secured through the proper authorities.
4. In case of double headers, first team listed is responsible for item 1 (Nets and Flags).
5. Home team is responsible to provide a the referee with a stamped, pre-addressed envelope (addressed to the MDSL) to mail game reports and team line-ups.

3.8.2 Both teams shall exchange rosters, which will include, players' name and corresponding numbers. Limit 18 players on game day.

3.8.3 All players will have at the game a USSF Senior division player pass or MDSL temporary pass to participate in any league games.

3.8.4 Both teams will share the referee fees equally in regular league games.

3.8.5 All games are to start on time!!! After a 15-minute grace period if a team is unable to field 7 players then that team for forfeit the game, pay the TOTAL AMOUNT due to the referees and will be fined by the MDSL in a amount to be set by the Board. As soon as a team can field 7 players the game will start.

3.8.6 The field conditions will be decided by the referee unless both coaches/managers in writing agree that conditions are acceptable or unacceptable.

3.8.7 The home team coach/manager must call in scores to the appropriate person during the designated time period.

3.8.8 Postponed Games

1. Only the Board of Directors shall reschedule postponed games.
2. The only exception to the Board of Directors power to reschedule postponed games, will be between when the game was to take place out of the State of Michigan.

3.8.9 All canceled or mutually rescheduled games will be rescheduled within 10 days of the original scheduled date or by the date set by the Board as last date for reschedule. If teams are unable to comply to this then the Board will set the dates, times and sites of these games.

3.9 TEAM STANDINGS

3.9.1 All league division standings will be determined as follows;

1. Points: Win = 2 points, Tie = 1 point, Loss = 0 points.
2. Head to head competition.
3. Ratio of goals for versus goals against = +/-.
4. Fewest goals allowed.
5. Best disciplinary record, lowest point total;
Red card = 3 points, Yellow card = 1 point

3.9.2 Only in the event that the championship teams are tied in points and in the head to head competition then a one game playoff shall be conducted;

1. If more than 2 (two) teams are involved then a random drawn tournament shall take place.
2. The parties concerned will share costs of such games equally.
3. Inability to mutually agree to a schedule will result in the Board doing so.

3.10 PROTESTS

3.10.1 Only violations of the Bylaws or misapplication of the "Laws of the Game" will be considered for protest.

3.10.2 The MDSL Board will hear all protests first. All protests must be written and postmarked within 3 days of the date of the incident. All protests will be mailed to the League Secretary with the proper fee and all information that may be helpful to the MDSL.

No protest will be considered without following proper procedure. Steps of the appeal process is as follows;

1. MDSL general membership, at the next regular scheduled meeting.
2. MSA within 5 days of official notification.
3. USSF Guidelines as stated in USSF Bylaws.

3.10.3 All protests of field conditions, or game incidents will be made on the field to both the referee and the opposing coach. This must be done in written at the field so that all parties can relay

important information while the facts are clear.

3.10.4 The MDSL Board prior to each session shall set the protest fee.

3.10.5 The protest fee will be returned only if the protest is upheld. If the offending team is found responsible for the protest then they will be fined accordingly.

3.10.6 The Protest Procedure is as follows;

1. No member associated with either team involved with the protest will be allowed to decide on the case.
2. Parties involved in the protest shall present their views and provide written copies to the Board. Only 1 (one) representative will be allowed in the meeting to voice their concerns and questions. A time limit for each person may be set, this is at the discretion of the Board.
3. All parties involved will leave the room following the hearing so as a decision can be rendered.
4. The Secretary will notify in writing all parties concerned within 7 (seven) days of the hearing of the decision.
5. All protests will be acted upon within 30 (thirty) days of the postmark.

3.10.7 All fines will be paid prior to the next scheduled game, or said team will be placed in bad standings, fined, and subject to forfeiture of all games post-facto.

3.11 APPEALS

3.11.1 All appeals must be in writing postmarked within 5 (five) days of the receipt of the written decision along with the appropriate fees and mailed to the league secretary.

3.11.2 The appeal process shall follow the same process as the protest process, 3.10.6.

3.11.3 Teams subject to the appeal process may be fined if found responsible to cover costs and per the Bylaws.

3.11.4 All decisions will be issued in writing within 7 (seven) days of the hearing.

3.11.5 Decisions from the appeal process may follow the same levels of appeals as in 3.10.2.

3.12 FORFEITS

3.12.1 Any team found in non-compliance of the Bylaws.

3.12.2 Any team arriving after the 15-minute grace period of a league game.

3.12.3 Not in good standings with the league; unpaid fines, fees, dues, assessments, etc.

3.12.4 Abandonment of a game by the referee for the players or crowd behavior.

3.12.5 Playing field unacceptable resulting in the inability to play the game. This will exclude acts

Constitution, Bylaws, Rules & Regulations, Policies & Procedures

of God and malicious destruction by parties unknown.

3.12.6 Inability to schedule a league game and refusal to play the rescheduled game as declared by the MDSL Board.

3.12.7 No game roster, player pass cards, or playing a improper or illegal player.

3.12.8 MDSL reserves the right to cause forfeiture of any league games due to illegal players or violation of the MDSL Bylaws regardless if a protest was lodged or not.

3.13 FINES

3.13.1 Not attending regular or the annual general meeting of the MDSL.

3.13.2 Not providing the referees with the lineup sheet and a stamped envelope.

3.13.3 Bounced checks.

3.13.4 Noncompliance with the League Bylaws.

3.13.5 Noncompliance with the League or Board directives.

3.13.6 Not providing game results in the prescribed time period.

3.13.7 Not notifying the proper league officials prior to a postponement or reschedule of a league game.

3.14 DISCIPLINARY ACTION

3.14.1 Any player or coach/manager whom receives a red card during a session will be suspended for the next regularly scheduled game.

3.14.2 Any player receiving 3 (three) yellow cards in the course of the regular league schedule games shall sit 1 (one) game. This does not pertain to playoff games. The team manager will be responsible to keep track of their own team, anyone caught in noncompliance will be fined, and forfeit or replay the game.

3.14.3 Red cards for violent conduct will result in a fine.

3.14.4 Three red cards will result in a disciplinary review.

3.14.5 Any report of fighting or violent conduct will constitute a review and may lead to fines/suspension.

3.14.6 If a player is red carded for fighting, it will be subject to review by the Board of Directors.

3.14.7 Failure to comply with the MDSL Bylaws, League and/or Board decisions and mandates.