

RULES and REGULATIONS
Of
The Michigan State Developmental Soccer League (modified 8.17.16)

Rule 1: General Cases and Line of Authority

- Section 1. General Cases. In general cases, the Board of Directors (BOD) shall be responsible for governing those persons associated with this organization. It is the duty of all officials and coaches to report immediately any infraction outlined in Rule 2.
- Section 2. Line of Authority. Should any person, team, or league want to question any issue(s), the first line of authority shall be to the Vice President, next the President, then the BOD for adverse decisions that require a need for an appeal (see Rule # 16).

Rule 2: Disciplinary Ruling and Minimum Punishment Per Season

- Section 1. Any player sent off the field by the referee for a RED card shall receive a minimum of a one (1) game suspension.
- Section 2. Any player guilty of pushing, striking, or threatening any coach or referee shall receive a one (1) year suspension.
- Section 3. Coaches or team officials who fight are guilty of pushing, striking or threatening any coach or official at any time shall be disciplined according to the following schedule:
First time: The offender shall be suspended for a minimum of one (1) year.
Second time: Life suspension.
Coaches may also be subjected to a disciplinary hearing by the MSYSA.
- Section 4. Any coach or team receiving:
a) 3 Red cards in any one (1) game, or
b) 5 Red cards per season, or
c) 5 cards, Red or Yellow, or any combination thereof, in one (1) game, or
d) 10 cards, Red or Yellow or any combination thereof, per season,
shall appear before the BOD. The club represented by this team shall play under probation until an appearance before the BOD.
- Section 5. Any club and its representatives (coach, director, administrator, parent, etc) who knowingly or causes to be altered any roster or falsifies any birth dates may be expelled from the league by the BOD.
- Section 6. Any offender receiving three (3) Yellow cards during a seasonal year will automatically be issued a Red card for the next physically played game.
This is considered a one (1) game suspension.
- Section 7. Any offender receiving three (3) Red cards is suspended until making an appearance before the BOD. This will be accomplished by requesting a hearing from said BOD.
- Section 8. Any of the above suspensions will apply to the next physically played game. Any forfeited, canceled or postponed game is not considered a played game.
- Section 9. Any coach that plays a player who has received either
• three (3) Yellow cards
• one (1) Red card and is suspended
• or is not registered to play on the team,
will receive a suspension and the club may face disciplinary sanctions. If a coach again plays a suspended or non-registered player, he and his club will appear before the BOD and further action will be taken.
- Section 10. Any club failing to appear at a scheduled disciplinary hearing without due cause and 72 hours notice will be suspended until such time as another hearing can be scheduled.
- Section 11. Red card suspension from USYSA sanctioned tournaments not served within the issuing tournaments, shall be observed in MSDSL matches. Suspensions from MSDSL matches do not carry over into USYSA sanctioned tournaments.
- Section 12. All suspensions from USYSA sanctioned tournaments are reported to MSYSA (State) and USYSA (National) boards.

RULE 3: Insurance

Insurance is obtained through MSYSA via each team's affiliation with the league. Additional insurance can be secured at the member's own prerogative.

RULE 4: Laws of the Game

Section 1. Rules of Play shall be the "Laws of the Game" as published by F.I.F.A. All contests sanctioned by this League shall abide by the "Laws of the Game" and the modifications as permitted by the League shall be published under separate cover.

Section 2. All teams, coaches, leagues and clubs will follow the Bylaws of this League, USSF, MSYSA and USYSA.

RULE 5: Game Rules

Section 1. Any game that is called after the start of the second half because of inclement weather or darkness will be considered a completed game. If 1/2 of the regulation time has not been completed, the game will need to be replayed in its entirety prior to the end of the scheduled season. In such a case, both teams will be responsible for equally sharing in the cost of the referees.

Section 2. Length of the games and ball sizes shall be as follows;

U12	30 minute halves	Size 4 ball
U11	30 minute halves	Size 4 ball (includes U11Y)
U10	25 minute halves	Size 4 ball
U9	25 minute halves	Size 4 ball
U8	25 minute halves	Size 4 ball
U7	25 minute halves	Size 4 ball (7v7)
U7	4 10 minute quarters	Size 3 Ball (4v4)

Section 3. Substitutions. The number of substitutions shall be unlimited unless competition under MSYSA jurisdiction specifically determines otherwise.

Substitutions may be made by either team:

- Prior to a throw-in, **ONLY** if the offensive team is also substituting
- Prior to a goal kick,
- After a goal,
- After an injury, (1for 1) after the referee stops play,
- At halftime,
- After a Yellow card, the carded player(s) may be substituted, and if substituted, the opposing team may substitute players (1 for 1)

***** In all cases, a substitute may not enter the field of play until signaled by the referee.**

Section 4. Any team delaying the start of a scheduled game by more than fifteen (15) minutes without authorization of the League shall forfeit the game to their opponent and shall be responsible for full payment of the referee fees. Failure to pay these referee fees will result in suspension of the delinquent team and/or club from league until fees are paid to the home team for referees.

Section 5. In the event that both teams do not show up for a scheduled game, and the referee rules the ground playable, then both teams shall be responsible for their half of the referee fees.

Section 6. On fields where it is possible, teams shall take the opposite side as their spectators; home team has choice of side. No mechanical or electrical devices are permitted and no coach, trainer, manager, substitute, or player, not in the game, is to be anywhere except by the touchlines between the penalty areas. **Coaches are responsible for the behavior of their spectators.** No spectators are allowed on or behind the goal lines.

Section 7. Home team shall wear a light (or white) color while the visiting team shall wear a dark color. Kits should be all of one color if possible. If a conflict, home team is white and away team is dark color.

Section 8. The host club will be responsible for the condition of the grounds, proper field markings, proper equipment (game ball, nets and corner flags), and access to lights (if applicable). Both teams are responsible for half of the referee fees.

Section 9. A team official (head coach, assistant coach, or team manager listed on a MSDSL team roster from that club) must be present at every game. If no registered coaches are available, then the game

must be rescheduled or forfeited by the team without the coaching staff (refer to Rule # 18 Sec's 4 & 5). Parents are not allowed to fill-in without an official team/club coach being present.

Rule 6: Age Limit Definition

- Section 1. The term "youth" as applied to these bylaws shall mean an amateur player who has not attained his or her 19th birthday before the first day of August of the seasonal in which he or she applies for registration.
- Section 2. Attaining age limit. Players attaining the limiting age for any age group on or after **January 1st**, will be eligible to play for the remainder of the season.
- Section 3. Reinstated player. A reinstated player shall mean a player who has been reinstated to an amateur youth status.
- Section 4. Age Groups
- The League shall divide play among teams from U7 to U12. Eligibility for age groups shall be determined by a player's age on January 1 of the seasonal year.
 - There will be single year age groups (U7-U12) in the boys and girls when enough teams are registered to comprise a division.
 - If there are not at least four (4) teams registered in an age division, there will be no division for that age group, or teams will be placed into an older age group.

Rule 7: Proof of Age

- Section 1. Authority to contest. The BOD or Registrar may call upon any player to prove his/her legal age.
- Section 2. Legal proof of age: Birth Certificate, driver's license, passport, board of health records, certificate of naturalization, or alien registration card shall be sufficient for proof of age

Rule 8: Player Registration, League Entry and Team Affiliation Requirements

- Section 1. Proper Registration Procedure.
- All players are required to submit a signed player registration form and proof of age to their designated club representative. The signed player registration form binds the player to that team and club for the seasonal year which runs from July 1 through the day before the state association-designated tryout date unless the player is granted a transfer under rule # 11.
- Each club is required to submit to the appropriate league officer or representative various forms as may be required for the operation of the league and pay all fines, dues, or fees that may be levied by the league.
- The BOD will determine final registration date for each playing season. All paperwork, forms and fees must be submitted before the league season begins.
- Section 2. Requirements for Possession of Player Passcard.
- All players shall present to the referee their player passcard before the start of the match.
 - All passcards are to be returned to the coach prior to the start of the match.
 - If a player or coach is ejected for misconduct, then the referee shall note ejection in the game report and mail it to the League Registrar, (see www.msdsl.com for address). That player is ineligible until his suspension has been completed.
 - Should any player(s) misplace their passcard, they shall be permitted to play in the match. However they shall be open to "challenge" by the opposing team. (Rule 9).
- Section 3. Club Pass Cards
- Players registered in the MSDSL may use their MSDSL player passcard to play for any age-appropriate or older teams within their same club that are also registered in the MSDSL.
 - MSDSL passcards utilized in this manner are considered "Club Passcards".
 - Teams utilizing an MSDSL club player passcards must meet all other roster requirements.
 - Each club is encouraged to add a unique identification to the MSDSL passcard, i.e., sticker, stamp, etc, to assist in this process.
- Section 4. Registration Fees
- Registration fees shall be set prior to registration for each season. Fees will cover administration costs as well as registration fees to the MSYSA.
 - Registration fees and all pertinent documentation are to be submitted within the time period set forth in the league calendar. Late fees may be incurred for those clubs who fail to submit paperwork within the stated deadlines.

Section 4. Dual Registration

A player is allowed to play for a team in the MSDSL and another league, or two teams within the MSDSL if they are from the same club. Players who are dual registered must follow MSYSA guidelines:

- a) A player can play for only one team in any competition sponsored by the USYSA, (i.e. State Cup)
- b) league-issued dual registration forms must be on file with the League Registrar.

Rule 9: Challenge of Player not in Possession of Player Passcard

Section 1. Procedure and Penalties

- a) If a player does not present a player passcard to the referee prior to the game, they are open to “challenge” by the coach of the opposing team. Each coach shall inform the opposing coach concerning all players without passcards.
- b) The player(s) being challenged shall give their name, signature and birth date to the referee who shall note this on his referee report. The referee shall make this information available to the challenging coach prior to the start of the match.
- c) The challenging coach may then contact the Commissioner and Registrar for verification that the challenged player(s) is properly registered within 48 hours of the completed match. If the records show the player(s) to be properly registered, the matter is finished.
- d) If the player(s) is not properly registered, the team shall automatically forfeit that match and the coach will face further disciplinary action by the BOD.

Rule 10: Youth Participation in Senior Games

A youth player will be permitted to play an unlimited number of senior games without losing his/her eligibility if the youth participation forms are approved by the MSYSA Registrar (per USYSA rules). Any youth playing for a senior club without MSYSA approval shall be declared ineligible for youth games. Any youth team using an ineligible player shall forfeit all games in which that player took part.

Rule 11: Player Transfer, Release and Roster Limit

Section 1. A registered player shall be committed to a team for a seasonal year. Once registered and in the absence of mitigating circumstances, a player must remain with his team until the final day of that seasonal year. Any attempt to induce a player to change teams during this time shall be considered poaching. During the period of tryout period designated by the state soccer association, players, clubs, coaches, team officers or representatives may freely discuss new affiliation for the following seasonal year.

The three exceptions to the above are as follows:

- a) The club suspends operation of that team for the remainder of the seasonal year AND grants the release of those players;
- b) The player moves to a new address, a distance that in the opinion of the BOD would make it impractical for the player to continue with the original team.
- c) The current club's Director or designated representative grants a player transfer.

In any of the above cases where a player is transferring their registration from one club to another, the player must first make application to the original club and when granted approval, the club will notify the league.

Section 2. Player Roster. Maximum and Minimum Allowed;

4v4 4-8 players (msdsl)U7

7v7 6-14 players (msdsl)U9-U10,

9v9 7-16 players(msdsl)U11-U12,

Section 3. Transfer cut off dates. The BOD and/or MSYSA may set cut off dates for player transfer for each playing season or seasonal year.

Section 4. To remove injured players or players who quit during the season: follow the procedure established by the league. Teams may add players to open roster spots at any time as allowed by the league and the MSYSA. All additions require an additional registration fee and may be performed up to the cut-off date established by the league and MSYSA each season; late registration charges may be charged.

Rule 11a: Passcarding

IMPORTANT REMINDER: the spirit of the club-pass rule – to assist in the overall development of players – must still be followed. Teams are encouraged to club-pass players from younger or lower-level teams and should avoid using significant or “game-changing” players from top-level teams in lower-level matches.

Proper protocol for club pass players involves informing opposing team’s coach at least 24 hours in advance and designating player on game report.

NO OUTSIDE PLAYERS ARE ALLOWED TO PASSCARD IN FROM OTHER LEAGUES. MUST BE AN MSDSL PLAYER

Guest Player roster limits-No more than 5 guest players will be allowed. Guest Players MUST BE MSDSL passcarded players. They CANNOT be from a different league and they must be from within your club. You can not exceed the roster size limits either when adding guest players

Any Director’s Academy player that you are planning on rostering up as a guest player, you MUST provide the opposing coach/team with this information 24 hours prior

If Teams Play According to Defined Circumstances Listed, than there is NO Need to Inform the Opposing Coach of Guest Players:

EXAMPLE: U8 Boys 1 player is guest playing on the U9 Division 2 team, or U11 Division 1 player is guest playing on the U12 Division 1 team.....

BOYS

U8 D1 boys can play U9D1 and U9D2

U8 D2 can play U9D1, D2, or D3

U8 D3 can play in any U9 Division

U9D1 can play U106v6 D1 or U108v8 D1

U9D2, D3, D4 can play in any U10 Division

U10 D1 6v6 can play U108v8D1, U11 D1 9v9 or U11D2

U10 D2 6v6 can play any U11 division including U108v8D1

U108v8 can play U11D1 and U11D2

U11D1 can play U12 D1 and U13Y

U11D2 and D3 and play any U12

U12 D1 and D2

GIRLS

U8D1 can play U9D1

U8D2 can play any U9 Division

U9D1 can play U10D1

U9D2 can play any U10 division

U106v6 D1 can play U11 D1 or U11D2

U10 6v6 D2 can play in any U11 division

U119v9 D1 can play U13Y

U11D2 and D3 can play in any U12division

Rule 12: Poaching

Any team or club which, through its responsible officers or representatives, attempts to induce a registered player of any team under the jurisdiction of this League to leave their team before the end of the current season shall be deemed to have committed a poaching offense and shall be dealt with by the BOD. A poaching violation may result in immediate expulsion of the club and its teams from the league; the club in question would need to reapply for league membership. See League Anti-Poaching Guidelines and Protocol for additional information.

A team who believes its players were induced by another team outside of the jurisdiction of this League should notify the league before taking their case to the MSYSA.

Rule 13:Referee Reports

The referee shall require that both teams enter all appropriate information on a legible, official game report prior to the start of the match. The home coach will furnish the referee with an addressed, stamped envelope to the league Commissioner before the match.

Section 1. The referee shall verify the identity of the players with their passcards. He/she shall collect the passcards of those players who are to participate in the match. He/she should not allow player(s) into the match if they have no passcard, or whose name does not appear on the Referee Report form (see rule # 9). Players not in possession of a league passcard must sign back of game report and will be allowed to play, and the opposing coach may protest the results of the game if he/she chooses per guidelines of rule # 16.

Section 2. Upon conclusion of the match, the referee and coaches shall check the game report for accuracy and sign their names. The winning coach (or home team in the event of a tie) shall mail this report to the League office, and in some cases; referees may submit a supplementary disciplinary report if needed.

Section 3. The League President shall be advised of improperly completed match reports. This may result in a fine assessed by the State Referee Development Board to the reporting referees.

Section 4. Prior to the match, the Referee shall make sure that each player's equipment is in proper order. The referee's decision is final in regards to the safety of all equipment worn by a player.

Section 5. All referees will be registered on USSF referee registration forms through the local Senior State Association. No person shall officiate as a referee or neutral linesman in any match under the sanction or jurisdiction (direct or indirect) of the USSF who is not registered with this Federation.

Section 6. Referee Authority. The referee shall have the power to decide the fitness of the field in all matches.

Section 7. Referees should not officiate a match in which a member of their family plays.

Rule 14: Players

Section 1. All players must wear shin guards. Shin guards are covered entirely by the stocking, are made of suitable material, and shall be properly sized to provide a reasonable degree of protection.

Section 2. All players must possess a signed official league passcard.

Section 3. All players must wear full-identified numbered uniforms during league matches.

Section 4. Players will not be allowed to play with blood exposed on their body or uniform.

Section 5. Coaches are encouraged to play each participant a minimum of one half of the game, unless a player is subject to reasonable team discipline or injury.

Rule 15: Coaches

All coaches, assistant coaches, managers, trainers, and team representatives **MUST HAVE** in their possession a Risk Management Card issued by MSYSA at all team events (games & practices) **IF** acting as a team representative during said events.

Section 1. All league coaches, assistant coaches and managers must be identified by an official passcard with their picture and signature visible.

Section 2. Coaches are responsible for the conduct of their players, other team officials and spectators before, during, and after the match.

- Section 3. Each coach is responsible for providing an accurate Team Line-Up and Referee Report, proper player passcards, referee fees (if applicable) and mailing envelope (when home coach).
- Section 4. Coaches who are going to protest a match must inform the referee prior to the start of the match if possible, and will inform the referee in all cases at the end of the match so the referee may note the reasons for the protest on the referee report.
- Section 5. Teams must have a coach or team official from their club at every game. Refer to Rule # 5 Sec 9.

Rule 16: Protests and Appeals

- Section 1. Should any person or team want to protest or appeal any decision, the line of authority shall be:
- 1) To the League Commissioner - protest
 - 2) Then to the League Board of Directors (BOD) - appeal
 - 3) Then to the MSYSA (State) – appeal
 - 4) Then to the United States Soccer Federation
- Section 2. The Commissioner shall deal with all protests arising out of any League matches; all protests must be in writing (typed) and must include a fifty (\$50.00) dollar protest fee. Any appeal of the Commissioner's decision shall be put into writing (typed) and sent to the President along with a hundred (\$100.00) dollar appeals fee (check or money order made out to MSDSL).
- Section 3. Protest and appeal fees will be returned if the original decision is overturned in the protesting or appealing party's favor. It will not be returned if the protest or appeal is rejected and the original decision is upheld.
- Section 4. The referee's judgment with regard to the physical condition of the field and its acceptance for play, to the actual happenings and occurrences related to the conduct of the game and those prerogatives granted to the referee by the "Laws of the Game" published by FIFA **SHALL NOT BE CHALLENGED.**
- Section 5. Only violations of the Constitution of the League, its By-laws, Rules and Regulations, and misapplication of the Law shall be proper subjects to consider for protests and appeals.
- Section 6. Protests and appeals are to be emailed and sent to the appropriate party (protests to Commissioner, appeals to President) within three (3) calendar days following the date of the match or the disciplinary decision being appealed. The proper fees must be mailed by US Postal Service.
- Section 7. Protests and appeals will be acted upon by the appropriate party within five (3) working days of his/her receipt of the appropriate fee. These actions will be reported to the involved parties within this time limit. An appeal will be acted upon by the BOD at a meeting to be convened at the earliest time possible for all parties to be present. The affected parties will be invited to this meeting. Suspension, other disciplinary action, or dismissal of charges will take effect following the ruling of the BOD

Rule 17: Uniforms

- Section 1. Each team is responsible for its own uniforms. In case of color conflict, the home team wears its light kit and visiting team wears its dark kit.
- Section 2. A player's socks shall cover the entire shin guard and the jersey must be tucked inside shorts/pants at all times.
- Section 3. All jerseys must be clearly numbered on the back.
- Section 4. Cleats must be of the soccer variety and shall not place another player at risk of injury.
- Section 5. No jewelry is to be worn or taped over.
- Section 6. Any article of clothing, medical brace, cast, or personal effect deemed unsafe by the referee will be removed before the player is allowed to participate in the match. Casts may be wrapped and padded to the satisfaction of the referee. The referee's decision is final in regards to the safety of all equipment worn by a player.

Rule 18: Game Schedule

- Section 1. Games may be scheduled by the league as "Match Days," once each member organization has submitted their field availability for hosting games. Clubs failing to submit their host availability form will not be permitted to host games. Game days will be determined by the BOD for each season.

- Section 2. Games not scheduled on designated game days will be treated as One-Offs, or self-scheduled games. The two teams are responsible for scheduling this game on their own. The host club is responsible providing a proper field and certified referees through a certified referee assignor.
- Section 3. Teams must play on dates scheduled; matches that require rescheduling must follow the reschedule procedures established by the league. Minimum number of players required to start a game without forfeit are as follows

9v9: 6 players

7v7: 5 players

4v4: 3 players

- Section 4. For postponed matches on game day, the league will do its best to reschedule games during a different game-day date, unless agreed upon by both teams to play the game as a one-off.
- Section 5. Forfeiture: Clubs unable to field a team for a scheduled game MUST notify the league Commissioner and the opposing team by phone at least 48 hours prior to match time. Teams forfeiting matches may incur game-related expenses for being unable to field a team. Expenses not reimbursed during the current competitive season will be assessed and must be paid prior to the beginning of the next season. A team and/or club may be ineligible to participate until these fines have been paid and a performance bond as determined by the BOD is paid. Forfeited matches will be recorded as 4-0.
- Section 6. Published standings will be kept at the discretion of the league.

Rule 19: Affiliation with State Premier League.

Teams sponsored by MSDSL are given the privilege to participate at a higher competitive level of play. This is a privilege and not a right. Teams are selected by and play at the discretion of the Board of Directors. A yearly request must be made in writing, by each team wishing to participate. All requests for the fall season must be received by the designated BOD by the designated dates (usually end of June for Fall and by December 1 for the Spring season). The MSDSL may sponsor as many teams as they see fit.

Rule 20: Team Rules

Teams / Clubs may deem fit to enact rules and regulations more stringent than those included herein, but in no case may their rules and regulations are less stringent than the League and/or MSYSA Bylaws.

Rule 21: 7v7 Provisions

MSDSL Updates and clarifies small sided rules - specifically for 7v7 games using build out line.

Players - 7v7 (min 5 per side)

Substitutions: May take place with any ball out of bounds (goal, goal kick, Corner Kick, Throw in) at the the Referee's discretion. It is highly suggested that the Referee only allow subbing if the team that wants to sub has possession of the corner kick or throw in. The Referee doesn't have to allow the Red team to sub during the blues team throw in or corner kick. All subs are allowed on goal kicks and after a goal has been scored.

Time - 25 minute Halves (10 minute halftime)

Build Out Line The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in hand in the run of play (from opponent) or from a goal kick, the opposing team must move behind the build out line. The retreated team can resume normal play once the ball crosses the penalty area line. For example, the keeper drops the ball and starts to dribble - you can enter once ball leaves penalty area and the same if GK throws, rolls to a wide player. By allowing an extra moment for the build out team to actually build out will help develop our players long term.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting and dropkicks are not allowed). If the Goalkeeper chooses to play the ball before the opposing team retreats to the build out line - all players resume normal play immediately upon release from the GK.

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The 6 second rule starts when all opposing players have retreated to the build out line. If the opposing team crosses the build out line early - the 6 seconds starts over after all opposing players properly retreat to the build out line.

Deliberate Heading of the soccer ball is prohibited in 7v7 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Offside - The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the two build out lines on the field. Players can be penalized for an offside offense between the build out line and goal line.

Placement of the Build out Line - The build out line shall be placed equidistant between the top of the penalty line (not the top of the arc that is attached to penalty line) and the halfway line of the field.

Free Kicks - Both Direct and Indirect kicks per FIFA Laws of the game.

Goal Kick - Restarts are started with the ball on the ground placed inside the 6 yard box. (no more GK picking up the ball and restarting with ball in hand).

For further questions or clarifications - Please Contact Todd Derby, MSDSL Commissioner at the following email: MSDSLCommissioner@gmail.com

Rule 21A: 4v4 Rules

field size is 30x20

4v4-no goalie

4 10mins quarters

no offsides

4x6 goals

size 3 ball

1 referee will be used

Rule 22: Pleas of Ignorance

A plea of ignorance to this Constitution, Bylaws and Rules and Regulations are not sufficient and violators may expect appropriate action by the League's BOD.

Rule 23: Tiebreakers

In case of a tie (same points total) all teams will be awarded champion t-shirts

Rule 24: Max Goals Scored

No more than 10 goals max difference can be recorded for winning team. Ex if score is 22 to 3 then it will be recorded as 13-3.