

Mako Soccer Recreational League

Rules and Regulations

I. ORGANIZATIONAL STRUCTURE

The Mako Soccer League, Inc. (hereinafter referred to as MSL) Board will be governed by the Current Board of Directors for the Mako Soccer Club pursuant to its current bylaws.

II. TEAM ORGANIZATION

A. The organization shall be composed of teams specifically classified as Boys Division and Girls Division and a Co-Ed Division

B. Each team may have the following number of players:

Age	PLAY – ASIDE	ROSTER MINIMUM	ROSTER MAXIMUM
10U	6	8	12
12U	8	10	14
14U	11	12	18
16U	11	12	18

C. When special circumstances occur, the MSL can alter the number of players per team in any age group. If this is done, MSL Representatives will notify the teams affected by the ruling.

D. All recreational teams of member clubs are required to register and play with the MSL. The commitment date and entry fees will be determined at the beginning of the season.

E. All teams registered are expected to play for the duration of the season. Teams failing to do so without prearranged Board approval shall be fined for non-performance. Said fine will be \$100.00.

F. All teams registered are expected to conform to all rules and regulations of the FYSA and MSL.

G. Recreational teams may not have more than 50% of players returning to the team from the prior seasonal year unless the club only has one team in that age group.

III. REGISTRATION

- A. Registration fees for players will be set by the club.
- B. All players, coaches and volunteers on teams within MSL are required to be registered by the FYSA. All registrations shall conform to FYSA rules and regulations. The assignment or registration of a player to a given team is for the duration of the “seasonal year” (Sept. 1-Aug. 31) of the FYSA. All competitive players must adhere to their club’s competitive player’s policy.
- C. Co-ed, boys and girls teams and divisions will be separately formed when possible. In the event insufficient registrations prevent the formation of a separate girls’ division or a separate girls’ team, the following options apply:
 - a. He / She may transfer to another team or obtain a refund of registration fees in accordance with the rules of MSL.
- D. Registrations will be held by MSL for each season.
- E. Falsification of player or team documentation shall be subject to disciplinary action. A plea of ignorance of the By-Laws and the Rules and Regulations is not deemed sufficient defense.
- F. New players registered before August 1st of the Fall season/current season may try out and/or attend practice. But if an injury occurs, then the player must be registered for the past season (the one still in effect) in order to be covered by insurance. Players that register between Aug. 1 and Aug. 31 are covered by the “no name” player clause for the upcoming season. Insurance is provided through registration with FYSA. In the event of a discrepancy between this rule and FYSA’s insurance policy, FYSA’s policy governs.
- G. National background checks on all coaches and volunteers 18 years and older are run by FYSA. MSL will follow FYSA’s Risk Management policies. Any coach or volunteer that has been excluded from coaching or volunteering due to the results of a background check may appeal the decision in accordance with the procedure set up by FYSA.

IV. RULES OF PLAY

The rules and regulations contained herein shall govern general competition among teams and clubs. The intent and purpose of such regulations are to assure that general rules of play, player equipment regulations, disciplinary actions imposed, etc. are applied uniformly and consistently within and among MSL teams.

Rules of play shall be FIFA “Laws of the Game” except as modified by USYSA, FYSA, and MSL. Competition sanctioned by this League shall abide by the “Laws of the Games” along with any modification or specifically published Rules and Regulations of the Association.

Revisions for player registration, team affiliation, player transfer and roster limitation and age group definition are to be based upon current Administrative Manual of the FYSA. All players, coaches, volunteers and spectators are bound by the provisions of FYSA’s Code of Ethics.

A. Play

- a. Four teams per division shall constitute the minimum number required for league competition, unless waived by the Board.
- b. League champions shall be determined by a system devised by the Board prior to the start of each season. If league standings are used in any form, a win will count as three points and a tie as one. Tiebreakers will be used in the event of a tie in standings. Tiebreakers are as follows: Winner of head to head competition, goal differential up to 3 per game, goals against and goals for. Forfeited games will be recorded as a loss to the forfeiting team with a -3 goal differential and a 3-0 win for the opposing team.
- c. It shall be mandatory to play a regularly scheduled league game. Games may be rescheduled without penalty until the date decided upon each season by the league. Each team will be notified annually of this date. It is the club’s responsibility to notify their coaches of the final date for schedule changes. Any changes made after the date decided upon by the league must be made with the approval of the Mako Board of Directors unless postponement of a game is due to weather or park closings. Changes that have not been approved are subject to a \$75.00 per game team fine. This fine will be imposed upon the team who initiates the change. Except for postponements due to park closings and weather, notification of non-appearance must be given to the opposing coach and Recreational League Coordinator at least 48 hours prior to the scheduled match game.

- d. The decision to close playing fields is to be determined by the Parks and Recreation Department staff of each city/county and not by club or league officials. Once Parks and Rec staff have declared playing fields unplayable, no team shall play on fields until approved by Parks and Rec staff, regardless of regular league or tournament play. Please note that, in the event that the Parks and Recreation Department staff does not close a field, the final decision regarding the safety of the playing field rests with the center referee. The referee has the right to cancel a game due to unsafe conditions (i.e. weather or damaged playing field). The cancellation or postponement of any game by the Parks and Recreation Department or the center referee will not result in a fine to the teams involved.
- e. Coaches, spectators, or any other officials, shall not enter the field of play, unless requested by the referee.
- f. A minimum of seven players for a team playing eleven a-side, five for a team playing eight a-side, and four for a team playing six a-side shall constitute a team for game purposes. A scheduled game shall not commence, nor be continued if either team cannot field the minimum number of players for their respective age group. Failure to field the minimum number of players is subject to a team fine of \$75.00 and the recording of the game as a forfeit by the team.
- g. Teams/clubs should follow all FYSA, TCSL, and club rules for all inter-club games, whether they are regulation, fun or practice/scrimmage games. Communicate arrangements and changes as soon as possible to all parties involved. Licensed referees officiating non regulation games still have the same authority to issue cards as in league games.
- h. Mercy Rule (Recreation Division Only)- an eight goal differential at the end of the first half or secured at any time during the second half shall terminate the game even if the coaches want to continue to play. It is encouraged that the winning coaches show good sportsmanship by modifying his team's tactics in order to avoid this situation. All teams should be given the opportunity to play the entire game without embarrassment. Allowing the score to be run up to "mercy" the opposing team does not constitute good sportsmanship as determined by the MSL.
- i. All Recreational Division players must play ½ of each game attended excluding overtime. No Exception.
- j. Tenets of good sportsmanship should be adhered to. Coaches should not run-up the score.

B. UNIFORMS AND EQUIPMENT

- a. Where colors of competing teams are identical or similar, the designated home team must effect a change to colors distinct from their opponents (judgment of referee is final).
- b. The uniforms or jerseys of a goalkeeper must be distinctly different colors of both teams.
- c. Player uniform numbers are to be affixed on the back of the uniform shirt. No two players from the same team may have the same uniform number while both are playing on the field at the same time.
- d. Players wearing an orthopedic cast of any kind shall not be eligible to participate in any game. Soft orthopedic braces worn by players are permitted with a written release from a doctor (copy to be attached to the game report). The center referee's decision on their acceptability is final.
- e. All players are required to wear protective shin guards (to be worn beneath their game socks) at all times while actively participating in a game, practice game, or team practice. Such shin guards shall be of the type and style of protective athletic equipment specifically designed to protect the player's front lower leg.
- f. Shoes utilizing "screw in" cleats may be worn by any player in FYSA or MSL. Those and all standard soccer shoes should only have molded rubber or plastic cleats. Non-cleated soft-soled shoes may also be worn. Shoes with studs that extend out the bottom of the shoe at angle, or have rectangle studs with sharp edges, (i.e. baseball or football cleats) shall not be allowed on the field of play. Referees have the final say, not club officials.
- g. Additional shirts (under the jersey) and long pants (under the shorts and socks) are allowed for younger players during cold or inclement weather at the discretion of the referee. Hoods, if worn and approved by the referee, must be tucked inside the shirt. If they show during the game, the referee shall send the player off the field to remedy the problem. "Slider" shorts, if worn, must be the same color as and be worn underneath the uniform shorts, nor can they go below the knee.
- h. No jewelry of any kind shall be worn on the field of play (including jewelry wrapped in tape). Hair ties or hats containing hard parts or brims are also not allowed.
- i. Any team's equipment on the sidelines deemed hazardous to any player or that causes a distraction to the players or the referees shall be removed at the discretion of the referee.
- j. It is the responsibility of each coach to ensure that each of his/her players is wearing proper equipment and uniforms at each game. A referee has the authority to protect the players from potentially dangerous equipment conditions. The referee's decision in regard to the acceptability of any player's equipment is final and no protest will be accepted.

C. HOME FIELD RESPONSIBILITIES

- a. The designated home team will be responsible for the condition of the fields and equipment (including cross-bar, nets, and corner flags) and proper field markings. Nets and corner flags are required for all games. All goals shall be securely attached to the ground.
- b. Teams are responsible in assuring that teams, coaches, fans, and spectators conduct themselves in a proper and respectful manner.
- c. The Mako Soccer Club will provide certified referees to officiate all league games.
- d. The home team shall present the referee with a game report prior to the start of the game.

D. SPECIFICATIONS

The length of games, ball sizes and dimensions, and overtime periods for each age group shall be as follows:

Length of half and overtime periods for U13 and above:

U13/U14 35 min. & 2 10 min.

U15/U16 40 min. & 2 15 min.

Rules and Regulations

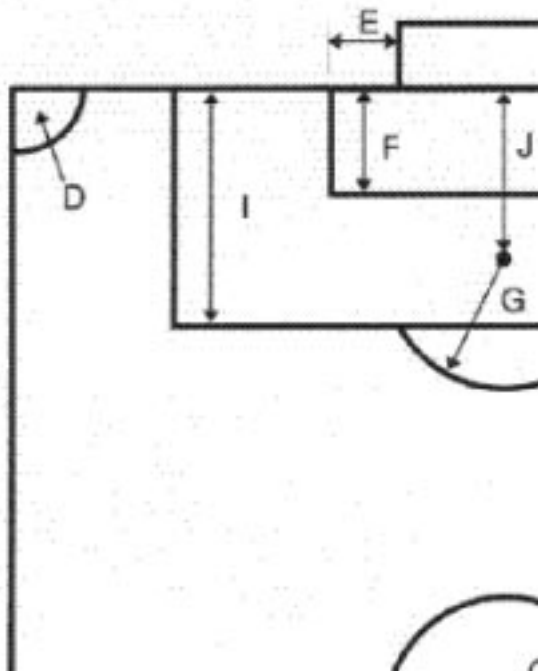
Modified Game Specification and Rules:

	U9/U10 (6 v 6)	U11/U12 (8 v 8)	U13 & Above (11 v 11)
Game Dimensions			
Maximum goal size	6' x 18'	7' x 21'	8' x 24'
Maximum field dimensions	40 x 60 yds	50 x 80 yds	75 x 130 yds
Minimum field dimensions	35 x 45 yds	40 x 70 yds	50 x 100 yds
Ball size	#4	#4	#5
Ball dimensions/circumference	25/26"	25/26"	27/28"
Ball weight	11-13 oz	11-13 oz	14-16 oz
Center circle & penalty arc radius	5 yards	8 yards	10 yards
Corner kick arc radius	2 feet	1 yard	1 yard
Goal area from goal post	4 yards	6 yards	6 yards
Depth of goal area	4 yards	6 yards	6 yards
Penalty area from goal post	12 yards	14 yards	18 yards
Depth of penalty area	12 yards	14 yards	18 yards
Penalty spot from goal line	9 yards	10 yards	12 yards
Player Specifications			
Maximum number of players on field	6	8	11
Maximum number of players on roster	12	14	18
Minimum playtime per player (Rec Div.)	50%	50%	50%
Rules			
Length of each half	25 minutes	30 minutes	See above
Length of half-time break	5 min.	5 min.	5 min.
Length of overtime	2/10 min.	2/10 min.	See above
Opponent distance from ball on free kicks	5 yards	8 yards	10 yards
Direct kicks allowed	No	Yes	Yes
Penalty kicks allowed	Yes	Yes	Yes
Referee to explain penalty	Yes	Yes	No
No. of throw-ins allowed	2 (rec) 1 (comp)	1	1
Call offsides?	Yes	Yes	Yes

Treasure Coast Soccer League

Rules and Regulations

Field Layout



U9/U10
45 yds < A < 60 yds
35 yds < B < 40 yds
C=5 yds D= 2ft R
E= 4 yds F=4 yds
G=5 yds H=I=12 yds

U11/U12
70 yds < A < 80 yds
40 yds < B < 50 yds
C=8 yds D= 1 yd R
E=6 yds F=6 yds
G=8 yds H=I=14 yds

U13/U14
100 yds < A < 130 yds
50 yds < B < 75 yds
C=10 yds D= 1 yd R
E=6 yds F= 6 yds
G=10 yds H=I=18 yds

E. PLAYERS REGISTRATION (PLAYER PASS) REQUIREMENTS

- a. Recreational League Players will not be required to have passes.
- b. All coaches must have a valid and laminated coach's pass with a current picture. Recreation division teams will play using a valid roster signed by the D.C. or the Assistant D. C. Players are not required to have passes. A recreation player must be rostered to a team for 80% of the regular season games in order to be eligible to play in the end of season recreation division tournament.
- c. Should a player who is not properly registered participate in a game, then his/her team shall automatically forfeit the contest 3-0 to the opposing team, and may be subject to disciplinary action by the league.
- d. Coaches will be held responsible for all rostered or unrostered people (i.e. parents, spectators) associated with their team.

F. REFEREE REQUIREMENTS

- a. For a Competitive game, The referee shall verify the identity of each player and coach by his/her Player Pass and signed team roster, and shall collect the passes of all players and coaches participating in the game. For a Recreation Game, the referee shall identify the identity of each player from the roster signed by the DC or ADC and identify the coaches from the coaches' passes.

The referee will allow participation in a game of only those players and coaches whose names appear on the roster and, in the case of a competitive game, for whom he/she has collected a Player Pass.

Passes and rosters are to be returned to the team's manager or coach at the conclusion of the game. The Referee will return the home team roster to the visiting team coach and vice versa except, in the case of a red card, the referee will attach both rosters to the referee report.

- b. The referee shall check and make certain that each player's equipment is in proper order and is not considered in his/her opinion to be dangerous to other players.
- c. The referee will verify the suitability of the field for play .
- d. The referee will check that parents and coaches are on opposite sides of the field. There should also be a 3-yard parents' and coaches' line on their respective sides of the field.
- e. If a player or coach has been ejected, the referee shall complete the referee report form and fax, email, deliver or mail it to the Recreational League Coordinator and/or referee assignor, within 24 hours. The referee shall include the USSF supplementary game report detailing the circumstances leading to the player's or coach's ejection from the game. The club Recreational League Coordinator or referee assignor must fax the referee report and USSF supplementary game report to the Recreational League Coordinator within 24 hours. The Recreational League Coordinator will notify the offending player's club president of the red card suspension. It is the responsibility of the offending player's club to enforce the red card suspension.
- f. The team coach is responsible for documenting any games sat out due to serving red card suspensions. If the player plays in a game prior to the completion of the suspension, the coach will be suspended for the remainder of the seasonal year plus one year.
- g. A staff of three USSF certified referees must be assigned to each game except in the U-10 age group. U-9/U-10 teams may use assistant referees at the home club's discretion and expense.
- h. Referees must be in proper uniform to officiate a game.
- i. Referee fees for games will be paid on a stated day by the clubs treasurer.
- j. If, for any reason, there are less than three referees for a game, it is the responsibility of the center referee to find a club linesman except as outlined in (g) above. Club linesman may not call offsides. If a referee does not show up to officiate a game, the center referee and linesman that are present are paid their normal fee for the game. They must return the extra Assistant Referee fee for the referee who was not at the game to the coach or coaches who paid them.
- k. Referees will enforce the bench rule: No unrostered players, coaches or spectators on the bench side of the field.
- l. Referees who are responsible for the late start of a game without proper cause will be subject to disciplinary action, and may be called upon to explain their actions.
- m. In the event of a forfeited game, then the referee must complete and sign the game report, citing the reason for the forfeit, and forward the game report to the Recreational League Coordinators within 24 hours of the game.

G. SUBSTITUTIONS

- a. Players may be substituted ONLY during a stoppage in the game. Subs enter from the halfway-line. One player must leave before another may enter the field. The number of substitutions shall be unlimited and occur only at the following times:
 - i) Prior to a throw-in in your favor. The team not in possession may substitute during a throw in if the team in possession is about to make a substitution.
 - ii) Prior to a goal kick by either team.
 - iii) After a goal by either team.
 - iv) After an injury, by either team, when the referee has stopped play any at the discretion of the referee.
 - v) At halftime, or end of the game prior to overtime.
 - vi) Note: No subs are allowed at corner kick stoppages.

H. COACHES

- a. Coaching from the sidelines, the purpose of which is to provide direction to one's own team on positioning or points of strategy only, is conditionally permitted only for the bench area.
- b. Coaches must always remain within the Coach Box. The bench area is 10 yards on either side of the center line. Coaches/Players are to remain within this area during the game. No players other than those registered to the teams participating in the game are allowed in the bench area.
- c. All coaches, non-participating players, parents and spectators must remain outside the 3-yard line on their respective sides of the field.
- d. No more than 1 head coach and 2 assistant (team mother is considered an assistant) coaches shall be permitted on the coaches' side of the field at any one time. Coaches may not coach from the spectator side of the playing field.

- e. Player substitutes must remain on the bench or in the equipment area while the game is in progress.
- f. Coaches, players, or spectators may not utilize mechanical devices at anytime, such as voice amplifiers.
- g. Unsporting behavior by coaches, players and spectators will not be allowed. Coaches, players, or spectators, shall NOT use profanity or make insulting or otherwise derogatory remarks or gestures directed to their own team, the opposing team, the referee, or the spectators.
- h. Coaches, players, or player substitutes, shall not, by their remarks or gestures in any manner incite disruptive behavior.
- i. Coaches, players, or spectators, violating the above rules, will be subject to ejection from the game, as well as further disciplinary action deemed appropriate by the individual club and/or the Board of this League.
- j. No player is to approach a referee off the field of play without a coach present.
- k. Home team coaches are responsible for the submittal of a completed game report to the referee prior to the start of the game.
- l. The coach must notify the referee prior to the game of any player not participating in the game due to disciplinary reasons or an injury or illness. If a recreational game is in progress, and the coach is not going to let a player play a full half of the game for disciplinary reasons, then the referee must also be notified.
- m. In the case of a player receiving a red card, the coach will retain the player's pass. It is the coach's responsibility not to play the ejected player until the League informs the team of the suspension requirements. The coach must inform the referee when a player is suspended from play. The referee will note on the game report that the player did not play.
- n. Coaches will be held responsible for the behavior of his/her players and spectators and will maintain order at the field before, during and after the game.

I. GAME DELAYS AND FORFEITS

- a. Any team delaying the start of a scheduled game more than 15 minutes without required notification to and permission from the Vice President, shall forfeit the game to the opponent by a score of 3-0, shall be subject to a \$75.00 fine and will be responsible for payment of referee fees. The visiting team will be notified prior to the scheduled game time of any permissions granted by the Recreational League Coordinator.
- b. In the event both teams fail to appear for a scheduled game (within the 15 minute grace period) without required notification to and permission from the proper authority as specified in Paragraph IV A.c above, and the referee rules the ground playable, then both teams will be assessed with a loss, referee fees are due and both teams will be fined \$75.00.
- c. Referees who are responsible for the late start of a game without proper cause will be subject to disciplinary action, and may be called upon to explain their actions.
- d. Notification of a game time must be given to the appropriate referee assignor.
- e. In the event of a forfeited game, then the referee must complete and sign the game report, citing the reason for the forfeit, and forward the game report to the properly designated club or league representative within 24 hours of the game.

J. REFEREE'S JUDGMENT

The referee's judgment with regards to the physical condition of field and its acceptability to be played on, and to the actual happenings and occurrences relating to the conduct of the game, and to those prerogatives or judgments inherently granted to the referee by the "Laws of the Games" as published by FIFA and these League Rules and Regulations, shall not be challenged.

K. GAME TERMINATIONS

In the event a game is terminated, the TCSL Board has the discretionary power to require that the game be replayed in its entirety. The Board reserves the right to set the time and place of the continued or replayed game and to assign officials thereto. Games terminated by the referee for inclement weather conditions will be deemed official and complete if half of the game has been completed.

L. PROTESTS AND APPEALS

Protests and appeals, as defined by FYS, are to be in writing, accompanied by a \$100.00 fee, and are to be sent to the Recreational Coordinator within the time limits set forth by FYSA.

In the case of a game related protest, the referee should be notified at the end of the game and the protest should be noted on the game report. Protest must be filed with the Recreational Coordinator as delineated above.

The procedure for filing a protest or appeal can be found in FYSA Rules and Regulations. Should a hearing be deemed necessary, the Hearing Committee will be convened. The Hearing Committee:

- a) Shall consist of representatives selected from a disciplinary hearing pool, consisting of of a committee formed within the Mako Board of Directors.
- b) Members should have above-average knowledge of MSL or FYSA Rules and Regulations, By-Laws, and findings of previously convened boards having heard similar cases (Laws of the Game, etc.).
- c) Shall designate the Recreational Coordinator as chairperson unless the Recreational Coordinator is involved in the incident being investigated. If the Recreational Coordinator cannot serve as chairperson of the hearing committee, a chairperson will be elected by the committee.

The Hearing Committee will render a decision based on the facts presented to the Board of the TCSL. The principals will be notified of the Hearing Committee's decision in writing by the TCSL and will not be advised of the decision on the date of the hearing.