

SUFFOLK MEN'S SOCCER LEAGUE

Over 30 And Still Kicking

(ESTABLISHED 1978)

MISSION STATEMENT & RULES AND REGULATIONS

Revised: 2012-04-24

Table of Contents

<u>1 Mission Statement</u>	2
<u>2 The League</u>	3
<u>2.1 Committee</u>	3
<u>2.2 Officers</u>	3
<u>2.3 Meeting</u>	3
<u>2.4 Powers</u>	4
<u>2.5 Visitors</u>	4
<u>2.6 Fees</u>	4
<u>2.7 Application (New Team)</u>	4
<u>3 Teams</u>	6
<u>3.1 Rosters</u>	6
<u>3.2 Fields</u>	6
<u>3.3 Player Qualifications</u>	6
<u>4 Game</u>	8
<u>4.1 Violations</u>	8
<u>4.2 Game Rules and Procedures</u>	8
<u>4.3 Special Rules for Under-Age Goalkeepers</u>	10
<u>5 Arbitration</u>	11
<u>5.1 Arbitration Committee</u>	11
<u>5.2 Appealing Arbitration Decisions</u>	11
<u>6 Forfeits</u>	12
<u>6.1 Forfeit Games (Reasons for Forfeits)</u>	12
<u>6.2 Forfeit Penalties and Fines</u>	12
<u>7 General</u>	13
<u>8 Officer Responsibilities</u>	14
<u>8.1 President</u>	14
<u>8.2 Vice President</u>	14
<u>8.3 Treasurer</u>	14
<u>8.4 Secretary</u>	14
<u>8.5 Registrar</u>	14
<u>8.6 Chairman – Arbitration</u>	14
<u>9 Meeting Agenda</u>	15
<u>10 Fees and Fines</u>	16

1 Mission Statement

The mission of the Suffolk Men's Soccer League shall be to provide an organized league for the purpose of setting up competitive matches between its member teams while fostering a spirit of fair play. To provide an environment that will promote friendship and cooperation between all its members.

2 The League

2.1 Committee:

The committee shall consist of one representative from each member team in good standing with the league. Each member team has one vote. Any member team that is under suspension is not considered to be in good standing and loses its right to vote. Each member team is responsible for its internal affairs.

2.2 Officers:

2.2.1 The Officers of the league shall be the following:

- President
- Vice President
- Treasurer
- Secretary
- Registrar
- Chairman of the Arbitration Committee

2.2.2 All officers shall be elected for a term of one year.

2.2.3 All officers will be elected by a majority vote by the committee.

2.2.4 The election is to be held at the last meeting of the season.

2.2.5 The new term will begin upon completion of the election.

2.3 Meeting:

2.3.1 Meetings shall be held monthly during each season at a place to be designated.

2.3.2 All meetings will start at the designated time.

2.3.3 Any member arriving after a 15-minute grace period will be fined \$5.

2.3.4 The President of the league can call an emergency meeting at any time.

2.3.5 Any member team without representation at any meetings, who has not been granted dispensation by either the President or Vice President, shall be fined \$50 for each missed meeting to be paid at or before the following meeting.

[2006-08-21: fine increased from \$25 to \$50, effective fall 2006]

2.3.6 All Officers, committee members and visitors are required to treat each other with respect, and conduct themselves in a gentlemanly manor at all times. Any member not conducting themselves in the proper manner may be fined or suspended from attending future meetings. The president or vice president may levy fines and suspensions for meeting misconduct. Fines for meeting misconduct will be \$10.

2.3.7 All fines and suspensions for meeting misconduct may be overturned by a majority vote of the committee.

2.4 Powers:

- 2.4.1 A quorum of two thirds of the committee members must be present before a legal vote can be taken.
- 2.4.2 A majority vote by the committee members present shall be required to define and enforce all decisions, provided a quorum is present.
- 2.4.3 The League Committee at any meeting may make changes to these rules with a quorum and a majority vote. All changes to these rules become effective at the start of the next season.

[2012-04-24: moved from General Section formerly rule 7.1.1]

2.5 Visitors:

- 2.5.1 A maximum of two visitors per team, accompanied by the team's representative shall be allowed at any meeting.
- 2.5.2 Only the team representative is allowed to take the floor unless a majority vote by the committee grants permission for the visitor to address the committee.
- 2.5.3 The team representative is the only one permitted to vote.

2.6 Fees:

- 2.6.1 All member teams are required to pay a \$100 fee before the start of every season.
- 2.6.2 All member teams are required to pay \$100 for insurance coverage (needed to get field permits).
- 2.6.3 New passes and transfers are charged \$5 a piece and must be paid before the pass is issued.
- 2.6.4 All fines that are charged to a team must be paid in full before the start of the next half season/new season or the team will be suspended and forfeit any games missed until the fines are paid in full.

2.7 Application (New Team):

- 2.7.1 Team applications for league membership must be made to the league prior to the first meeting of the new season.
- 2.7.2 An applicant team's representative must come to a league meeting for approval by a majority vote of the committee members.
- 2.7.3 A league member team in good standing must sponsor an applicant team.
- 2.7.4 Applicant teams are required to have a normal F.I.F.A. regulation field, reserved and available to them for regular league play.
- 2.7.5 Applicant teams must submit all normal league fees at time of approval by the committee members.
- 2.7.6 All new teams must pay a \$100 non refundable registration fee. The registration

fee entitles the team to 15 player passes at no additional cost. Any additional player passes incur the normal player registration fee.

3 Teams

3.1 Rosters:

- 3.1.1 Each member team may have an unlimited roster of players.
- 3.1.2 The rosters will be closed at the end of the day on April 15th of each season.
- 3.1.3 If the roster close date is extended, new players who are registered after the original close date cannot be used in any remaining cup games that season.
- 3.1.4 Each member team must submit a complete roster of its players to the referee officiating each match and to the opposing coach of each match before kick-off.
- 3.1.5 Rosters must have each player's name, pass number and uniform number.
- 3.1.6 Rosters must be neat and legible.
- 3.1.7 The failure of a team to submit both rosters at the time of the match results in a forfeit.
[2007-06-25: removed "can" because it makes the rule too vague]

3.2 Fields:

- 3.2.1 All member teams are required to have a normal F.I.F.A. regulation field, reserved and available to them for regular league play. Written permits from the field's landlord issued specifically to the team must be submitted to the league secretary at or before the first meeting of a new season.
[2007-06-25: added permit requirement, effective fall 2007]
- 3.2.2 The minimum size of the field should be no less than 50 X 100 yards.
- 3.2.3 All fields must have regulation goal posts, proper nets, corner flags, and all lines must be visible.

3.3 Player Qualifications:

- 3.3.1 With the exception of goalkeepers no player shall be allowed to participate in an official league game unless he has attained the age of 30 years. Goalkeepers must be at least 18 years old.
[2004-05-03: modified to add minimum age requirement of 18 years, effective fall 2004]
- 3.3.2 Each player must have an official pass-card bearing the Suffolk Men's Soccer League Seal. To obtain a pass, the league requires two (2) I.D.'s with proof of age (Ex. Driver's License, Passport, etc.). Two (2) recent passport quality pictures, and \$5.
- 3.3.3 All players are free to transfer to any team at the end of the season. After the first game of the season and before the player registration cut-off date (April 15): If a player is on a team roster, but never played during the present season, that player can transfer to any team. A player who did play at least one game may be transferred to another team within the league as long as the manager of the

original team releases the player-pass to the new team's manager. For any transfer the old pass must be turned in to the registrar for reassignment to the new team along with the signed transfer registration form and player registration fee.

[2007-08-27: modified to allow in-season transfers, effective fall 2007]

- 3.3.4 The league will not be responsible for injuries incurred by a player during any league activities. Player participation is totally voluntary and the player assumes all risk involved with his participation.

4 Game

4.1 Violations:

- 4.1.1 All red card violations will be adjudicated by the arbitration committee. All penalties are assessed by the committee and are at the discretion of that committee. There is no minimum or maximum limit to fines and/or game suspensions. No suspended player pass will be returned unless fines pertaining to that suspension have been paid; regardless of how many games that player has missed.
- A) A red card for a handball penalty will be adjudicated as time served.
 - B) Subsequent red card violations for violent play or actions, fighting or disrespectful actions toward the referee by the same person within a 3 year period shall be punished by a suspension not less than double the previous suspension served by that person.
 - C) A red card for two yellow card infractions will be reviewed by the arbitration committee to determine the length of suspension.
[2007-04-02: wording was modified to clarify this rule]
- 4.1.2 No player may be selected to represent his team in an "All Star Game" while under suspension.
- 4.1.3 Any member team caught violating age rules and/or pass rules will be suspended for balance of season and fined \$100. Suspended teams must reapply to the league for reinstatement.
- 4.1.4 The referee is the only authority on the field. He is the only person to call the game. Any team harassing, screaming, touching, pushing, spitting, punching, or molesting in any way will be heavily penalized with a suspension from the league, plus a \$100 team fine. (As per F.I.F.A. rules, nobody talks to the referee. Only the captain or coach may approach the referee. The referee determines the rules of those conversations).

4.2 Game Rules and Procedures:

- 4.2.1 The referee shall call all games according to the F.I.F.A. rules. (Unless differences are clearly noted in these Rules.)
- 4.2.2 The home team shall pay the referee after the game, unless rules 4.2.4 and 4.2.9 (below) are invoked. In Cup Games, the cost will be split evenly between the two teams.
- 4.2.3 The referee is required to examine all player pass-cards. However, this does not relieve any coach of the responsibility of checking the pass-cards.
- 4.2.4 If a game is called off by the referee due to weather conditions, darkness, or misconduct, the game is to be replayed in its entirety. Both teams for replayed games share referee expenses.
- 4.2.5 Home teams shall carry alternate color shirts in case of conflicting colors.

- 4.2.6 For all scheduled games the home coach shall be responsible for communicating with the “away” coach by Wednesday before the match to confirm field and scheduled time.
[2003-11-03: game confirmation requested by Wed. instead of two days advance notice at least since that time]
- 4.2.7 All games will be played at the time designated by the league. The home team can set a later starting time, if the field is not available at the league stipulated time.
[2007-06-24: Should require agreement with the visiting team coach.]
- 4.2.8 No team shall be allowed to field less than seven (7) players. (Less than seven (7) is a forfeit.)
- 4.2.9 Any team failing to show with sufficient number of players (see 4.2.8) for a game within the fifteen-minute grace time shall forfeit the game and pay the referee’s fee, if the designated referee is present.
[2012-04-24: added reference to insufficient number of players rule]
- 4.2.10 If the assigned referee is absent from the game, the game may be played if both coaches agree on an alternate referee. If the referee is agreed upon and the game started, it counts as an official game and cannot be contested based on disagreement with the referee.
[2006-08-21: prior rule that the game must be played removed, effective fall 2006]
- 4.2.11 A “Red Card” player must surrender his pass-card to the referee who must mail the pass-card to the league.
- 4.2.12 All make-up spring games must be played before the Cup Finals/All Star Games. All fall make-up games must be played before the start of the spring half of the season.
- 4.2.13 Both teams must email or call in all game results on the night of the game. Failure to do so is a \$15 fine, payable at the next regular meeting. The call must include the following: Both team names, the score of the game, and the Referee’s Name.
[2007-05-07: increased fine from \$5 to \$15, effective fall 2007
2012-04-12: added email option, the preferred means of reporting scores for many years]
- 4.2.14 The “Tie Breaker” sequence to determine standings is as follows:
1) Head to Head competition during the season between the teams involved in the tie
2) Goals against during the season (Lowest amount wins)
3) Goals for during the season (Highest amount wins)
4) Flip of the coin.
- 4.2.15 If a game needs to be postponed for any legitimate reason, the two teams have 10 days from the originally scheduled game time to pick a make-up date, otherwise the league will set a date.
[2006-08-21: new rule effective fall 2006]
- 4.2.16 Substitutions (Unlimited). Substitutions may be made, with the consent of the referee at any stoppage in play at the referee's discretion.
[added 2007-04-02, effective fall 2007].
- 4.2.17 Home team must provide the referee with referee report form that has team names and date filled in but is otherwise blank and with a stamped envelope addressed to the Arbitration Committee Chairman.
[2007-06-24: New rule to codify league expectation]

4.3 Special Rules for Under-Age Goalkeepers:

Goalkeepers may be under 30 years old but must be at least 18 years old (rule 3.3.1). The following additional rules apply only to these under-age goalkeepers.

- 4.3.1 They cannot cross midfield during the normal course of play during a game. Violation of this rule results in a indirect free kick at the point of receiving the ball or at the point of crossing midfield with the ball.
- 4.3.2 They cannot shoot penalty kicks. Violation of this rule results in a forfeit.
[2007-06-24: Moved Rules from "Player Qualification Section" and removed ambiguous wording regarding penalty shootouts].

5 Arbitration

5.1 Arbitration Committee:

- 5.1.1 An Arbitration committee will be formed consisting of a chairman (appointed by the League Committee Officers), and two additional members of the league committee, appointed by the committee chairman, also two alternates to be selected by the committee chairman. All appointments need approval of the League Committee (a majority vote).
- 5.1.2 The Arbitration Committee will be required to hold a meeting no later than one half hour before the scheduled monthly meeting.
- 5.1.3 Special arbitration meetings can be called by the arbitration chairman.
- 5.1.4 Teams must be made aware of the special meeting time, to allow for representation.
- 5.1.5 All cases requiring arbitration will come before this committee, which will make a required ruling, based on interpretation of the rules and the best interests of the league.
- 5.1.6 Cases to be handled by the Arbitration Committee will be:
 - Red Card Violations.
 - Pass Violations.
 - Game Protests.
 - Re-scheduling of games where teams cannot agree on time.

5.2 Appealing Arbitration Decisions:

- 5.2.1 To appeal a decision of the Arbitration Committee, a bond of \$25 must be posted before the appeal is presented to the League Committee. A "Notice of Appeal" must be postmarked no later than the Wednesday following the game in question. The \$25 bond must be paid before the next meeting.
- 5.2.2 If the appeal is turned down by a majority vote of the League Committee, the bond goes into the Leagues treasury.
- 5.2.3 Should the League Committee up-hold the appeal by majority vote the bond is returned to the team. The League Committee must make a ruling approved by majority vote to change the Arbitration findings, and make new determinations that are final and not subject to appeal. (Regardless of the nature of the new ruling a change to the Arbitration Ruling warrants return of the Arbitration Bond).

6 Forfeits

6.1 Forfeit Games (Reasons for Forfeits):

- 6.1.1 No field available at time of game or field not prepared for game. (This does not apply if field time has been taken by another authority)
- 6.1.2 Less than seven (7) players at game time (After the 15 minute grace time) (see 4.2.8 and 4.2.9).
- 6.1.3 No team passes at time of game.
- 6.1.4 A team roster was not presented to the opposing team prior to game time (see 3.1.7).
- 6.1.5 Penalty kick by an underage goalkeeper (see 4.3.2).
- 6.1.6 Non-payment of past due fines (see 2.6.4).

6.2 Forfeit Penalties and Fines:

- 6.2.1 All forfeits count as a 2-0 score in the standing in favor of the opposing team.
- 6.2.2 All forfeits result in a \$50 fine.
[2008-08-18: New rule, effective fall 2008.]
- 6.2.3 If the forfeit becomes known less than an hour before game time, i.e. after the referee is already on the way to the game, the forfeiting team will pay the referee fee no matter whether it was a home game or not. If no representative of the forfeiting team is present to pay the referee and the opposing team pays the referee, that team will be reimbursed by the league and the league will collect the fee from the forfeiting team.
[2012-04-24: added for clarification of rule 4.2.9]
- 6.2.4 More than two (2) forfeited games in one season will mean suspension from the league.
[2012-04-24: Moved from section 4, previously rule: 4.2.10]

7 General

If the League Committee plans a dinner dance, Each member team is required to purchase a minimum of ten (10) tickets each. All member teams are expected to attend.

8 Officer Responsibilities

8.1 President:

- Act as the facilitator at all League meetings.
- Represent the league to all outside organization.
- Set the Agenda for all league meeting.
- Enforce the meeting conduct rules.
- Set the schedule for the season.
- Set the configuration of the cup match ladder.

8.2 Vice President:

- Fill in for the President whenever needed.
- Act as the coordinator between the League and the Referee Association.
- Enforce the meeting conduct rules.

8.3 Treasurer:

- Collect all fees, fines, and money that are owed to the League.
- Pay out all money that the League owes.
- Maintain accurate records of the league finances.
- Give a financial report to the League at each meeting.

8.4 Secretary:

- Record and maintain the minutes of all League meetings.
- Record and maintain the attendance record of the League meetings.
- Handle all general correspondence for the League.
- Report the minutes of the previous meeting at each League meeting.

8.5 Registrar:

- Make all pass-cards for new players and replacement cards.
- Maintain the records of all players' pass-cards issued.
- Report to the League any problems found in a registration.

8.6 Chairman – Arbitration:

- Facilitate all Arbitration Committee meeting.
- Call Arbitration Committee meeting as needed.
- Appoint Arbitration Committee members and alternates.
- Report to the League at each meeting all Arbitration Committee rulings.

9 Meeting Agenda

- 1.Meeting called to order**
- 2.Roll call of committee members**
- 3.Secretary reads the minutes of the previous meeting**
- 4.Treasurer reads the finance report**
- 5.Chairman – Arbitration report**
- 6.Registrar's report**
- 7.Old business**
- 8.New Business**
- 9.Meeting Closed**

Note: this agenda is only a guide the president of the League sets the agenda for each League meeting, in his absence the Vice President will set the agenda.

10 Fees and Fines

Type of Fee or Fine	Amount	Reference Paragraph
Late for Meeting Fine	\$5	2.3.3
Missed meeting fine	\$50	2.3.5
Meeting misconduct fine	\$10	2.3.6
Age and pass rule violations	\$100	4.1.3
Referee harassment fine	\$100	4.1.4
Failure to submit score fine	\$15	4.2.13
Forfeit fine	\$50	6.2.2
Team fee per season	\$100	2.6.1
Liability Insurance	\$100	2.6.2
New passes and transfers	\$5	2.6.3
New team registration fee	\$100	2.7.6
Arbitration appeal bond	\$25	5.2.1