

## **MKS/Inter-league Play U10-U14 Program Rules and Regulations 2**

**NOTE: MKS refers to East Sacramento Youth Soccer, Greenhaven Soccer, Land Park Soccer and River Park Soccer. Inter-league Play Partners are Cosumnes River Recreation Youth Soccer League and Natomas Recreational Soccer League.**

### **Section A: Registration Procedures**

1. MKS/Inter-league Play U10-U14 Program registration requirements will be in accordance with US Club Registration Procedures and Policies.
2. The minimum number of players required to register a team with this Program is seven (7) for U10 and nine (9) for U12 and eleven (11) for U14.
3. MKS Rosters will be as follows: U10 rosters may not exceed thirteen (13); U12 may not exceed fifteen (15); U14 may not exceed eighteen (18). NOTE: Inter-league play partners may be different.
4. At the discretion of each individual club, all players may play up two (2) birth years (one age group). This is in accordance with US Club and USSF policy.

### **Section B: Field Requirements**

1. Each Club shall provide one (1) field in accordance with FIFA Law 1 for registered teams as follows: one (1) field for every eight (8) registered teams in age groups U10-U14.
2. The regulation field of play and appurtenances shall be in accordance with the USSF Player Initiatives issued in 2015. Please refer to the USSF document for field and goal sizes.
3. In addition to standardized markings for soccer fields, and in the interest of player safety, all fields will be asked to mark a spectator and coach line on each side of the field. The spectator line should be twelve (12) feet (four large steps) from the touch line and run from penalty area to penalty area. If there is no line, the referee will be responsible for moving all spectators back at least twelve (12) feet from the touch line. Coaches will also assist in enforcing the line.

### **Section C: Player Passes/Official Rosters**

1. MKS clubs will not be using player or coach passes. All MKS club coaches shall present an MKS club approved roster which includes player names and birthdate to the referee at check in, and the referee will check players in off of that roster. Referee will call out the player's name and ask for their birthdate for identity confirmation. Inter-league play partners may be using coach and player passes. No roster/pass = no play.
2. All MKS partner clubs and Inter-league play partners shall abide by the honor code and shall not attempt to insert an ineligible player into the game. Should an ineligible player be discovered, the team shall forfeit the game and the head coach shall be suspended for the remainder of the season. The assistant coach, a parent or administrator will coach the team for the remainder of the season.
3. In the event of a send off or dismissal, the referee shall include the name of the player or coach in the send off/dismissal report, as well as on the game card. The game card and report are to be forwarded to the MKS/Inter-league Play PAD Committee Chairperson within twenty four (24) hours of the game's conclusion.

### **Section D: Rules of Play**

1. The rules of play shall be the laws of the game as established by FIFA. All contests sanctioned by this league shall abide by the Laws of the Game and the modifications published by this Program and US Club.

2. The home team is responsible for the following:
  - a) Where uniform colors are similar, the home team must affect a change to colors which are distinct from those of the opponent. Pinnies may be used.
  - b) The conditions of the grounds, the proper field markings, and proper equipment, including game balls. Nets and corner flags are required.
  - c) Deliver within twenty four (24) hours the Referee Game report card (unless there has been a send off) to each individual club's designee.
  - d) Notify the opposing coach when a scheduled game is cancelled.
  - e) Providing the Game Card.
3. All coaches are responsible for the following:
  - a) Providing three game balls at home games.
  - b) The behavior of their team and spectators.
  - c) Cleaning up all litter before leaving the field.
  - d) Reporting the results of the game within twenty four (24) hours of completion of the game. All coaches will be set an email from Team Sideline asking for the score report.
  - e) Notifying Club Manager and MKS/Inter-league PAD Chairperson within twenty four (24) hours of any send offs or dismissals.
4. All players must wear numbered jerseys and the approved uniforms of the clubs. In the case of same club games (e.g. GH v GH), approved alternate jerseys may be worn by the home team, as long as they are numbered.
5. Coaches and referees must meet immediately prior to each game to be played in order to specify any special ground rules mandated by unusual conditions at the time of the game.
6. Referees and opposing coaches must be informed prior to the start of the game any player who will not play one half of said game.
7. Prior to the start of the game, the referee shall:
  - a) Require that both teams enter all the appropriate information on the game card, and that the coach or manager verify that the information listed is correct.
  - b) Inspect the official MKS rosters/Inter-league play pass cards of those teams who are to participate in the game.
  - c) Make sure that each player's equipment is in proper order and that no players are wearing jewelry, hair adornments or other items that may cause injuries to themselves or other players.
  - d) Make sure that all spectators, including tents and chairs, are back at least twelve (12) feet from the touch line. The game shall not begin until all spectators comply.
8. 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 him or her by the FIFA Laws of the Game shall not be challenged.
9. No coach, player or spectator is to use any artificial device for the purpose of noise making except for medically prescribed vocal enhancers.
10. Upon completion of the game, the referee shall:
  - a) Sign the game card
  - b) Require the coach or manager of each time to sign the game card, verifying that the information included on the card is correct.
  - c) Submit the game card to the home team coach for forwarding, except when there has been a send off.
  - d) In the case of a send off, telephone the appropriate club manager within forty eight (48) hours and postmark the game card, the 24 hour send off report within the same forty eight (48) hours.
  - e) A club may be fined \$50 for each ejection report not filed in a timely manner.

11. All teams must notify the PAD Committee Chairperson when any game is being protested.

### **Section E: Sportsmanship Rule**

1. Please note that this rule applies to all teams within the MKS/Inter-league Play U10-U14 Program. There is no score keeping in the lower age groups.

The MKS/Inter-league Play Program believes that it is important to maintain good sportsmanship during games that turn out to be lopsided. Despite our effort to seed teams fairly in appropriate divisions, there are always instances where one team is far superior to another. Despite the valuable life lessons inherent in losing, and losing gracefully, there is a difference between losing a close fought contest and being blown out by a far better team. In the latter types of losses, the hurt feelings tend to hinder the ability to absorb the life lessons involved in losing.

In order to promote respect and good sportsmanship, as well as to keep the atmosphere fun and friendly, the MKS/Inter-league Play Program's acceptable winning margin is a goal differential of six (6). Teams that win by a margin of seven (7) or more will get a warning from their AGC or club manager. The second time the team wins by a goal differential of seven (7) or more in the same half, both games in which the team exceeded the goal differential of seven (7) will be converted to a loss in the standings. The MKS/Inter-league Play Program Club Managers or AGCs will keep track of the lopsided wins for future re-seeding purposes.

All lopsided scores will be reported to the MKS/Inter-league Play PAD Committee and repeated infractions may lead to further disciplinary measures.

### **Section F: The MKS PAD Committee**

1. For the 2018-2019 season, the MKS/Inter-league Play Program PAD Committee will be co-chaired by Antonio Ortiz and Jesse Rendon who will share the capacity of Head Referee.
2. Antonio Ortiz and Jesse Rendon will chair a committee comprised of a licensed referees from each participating club.
3. The committee shall meet monthly, or as needed, via conference call. Participating club representatives will be notified at least 72 hours in advance of the meeting.
4. Any club representative who has a send off or dismissal from their club up for review shall recuse him or herself from the proceedings.

### **Section G: Forfeiture of Game**

1. The following violations, subject to review of the PAD Committee, are grounds for forfeiture of the game in which they were committed:
  - a) Any team delaying the start of a scheduled game more than fifteen (15) minutes without sanction of the proper authority shall forfeit the game to the opponent by the score of 1-0.
  - b) If a player plays in a game and is not properly registered; his or her team shall automatically forfeit that game and may face future disciplinary action by this League, depending upon the nature of the violation. In the case of a forfeiture, the score shall stand 1 - 0 against the forfeiting team.
  - c) All registered players who have attended practice sessions a week prior to a game must play at least one half of said game. Failure to allow a player to

participate in one half of said game will result in forfeiture of the game by the violating team, providing the protest procedure is followed as outlined in these rules.

#### **Section H: Send Off & Dismissal Procedures**

1. If a player is sent off, then the referee shall email the player's name to the PAD Committee Chairperson within twenty four (24) hours, along with the Referee's game report. That player is ineligible to play until notified by the Committee.
2. If a coach is dismissed, the referee shall terminate the game unless another official coach is available to continue coaching the game. See Playing Rules for details. The PAD committee will decide if the game is to be replayed.
3. A dismissed coach or spectator must depart the playing area; and must do so immediately. The dismissed person must move far enough away from the field so that they cannot see or hear anything to do with the game. Failure to do so in a timely manner (as in one request from the referee) will result in the game being abandoned.
4. The Referee's Game Report card must identify offending persons sufficiently for the PAD Committee to maintain a record of individual reasons for send off or dismissal. A Referee's written report of matters not requiring disciplinary action (i.e. field conditions and equipment not available) should be sent to the Club Manager responsible, with a copy to the PAD Chairperson.
5. The referee shall sign the Referee's Game Report card and any written report with his/her credentials.
6. Send offs and dismissals cannot be protested. The PAD Committee will determine the penalty based on the report filed by the officiating referee of the game and any reports filed on behalf of any concerned party. However, no player will be allowed to appear before the Committee for this purpose unless agreed to by the working quorum present at that proceeding.

#### **Section I: Probation and Suspension**

1. The PAD Committee may place on probation any referee, coach or player for violation of any of the rules of US Club or this program.
2. Coaches, and/or players may be suspended from regularly scheduled MKS/Inter-league Play Program games for the following violations:
  - a) Failing to play all registered players who have attended and participated in practice sessions the week prior to the game, at least one half of said game, except for disciplinary purposes, illness or injury, provided that notice is given to the opposing coach and referee.
  - b) For playing a player who is not registered with MKS/Inter-league Play Partner Clubs or US Club.
  - c) For playing a player who is over age for the division on which the team is registered.
  - d) For committing, while on probation, the same or similar violations.

#### **Section J: Protest Procedures**

1. Protests or official complaints of program rules violations during league or tournament games must be filed with the Chairperson of the PAD Committee.
2. All protests must comply with the following rules:
  - a) The coach of the opposing team must be notified by the protester before leaving the field of play. If a referee's ruling is being protested, the referee must be so notified at the end of the game.

- b) Referee decisions that are purely judgment calls shall not be protested.
  - c) All protests must be telephoned within forty eight (48) hours to the PAD Committee Chairperson and written notification emailed within the same time period.
  - d) A fee of \$100 must accompany any protest to the PAD Committee. This will be returned if the protest is upheld by the Committee or if the decision is overturned by a higher authority.
  - e) The PAD Committee shall schedule weekly meetings (phone or in person) during the playing season.
  - f) The PAD Committee shall hear or consider every matter submitted at the next scheduled meeting.
3. The PAD Committee shall maintain complete records (e.g. game cards, letters of protest, minutes of hearing and any correspondence) of each protest.

### **Section K: Appeal Procedures**

1. An appeal of any PAD Committee decision shall be handled using the following procedures:
  - a) An appeal shall be submitted in writing and emailed to the PAD Chairperson within two (2) calendar days following the PAD hearing.
  - b) A fee of \$100 must accompany each appeal. This fee will be returned if the appeal is upheld by the majority decision of the MKS Club Managers or if the decision is overturned by a higher authority.
  - c) An appeal will be heard by the MKS Managers within seventy two (72) hours.

### **Section L: Rain Outs**

1. MKS Partner Clubs, as well as Inter-league Play partner Natomas Recreational Soccer League will abide by the City of Sacramento Field Status Hotline. In the event of inclement weather, all participants are encouraged to call the hotline to find out field status. The hotline is updated by 7:00am on Saturdays. Inter-league Play partner Cosumnes River Recreational Clubs will post a hotline number on their website to be used to determine field status. This number will be updated by 7:00am on Saturdays.
2. Every effort will be made to have all teams play in at least 10 games during the season. However, make up games can be a challenge to schedule. As such, 10 games are not guaranteed.

### **Section M: Alcoholic Beverage Prohibition**

1. The use and/or consumption of any alcoholic beverages, immediately before, during or immediately after the playing of any youth soccer game is expressly prohibited.
2. Any player, team official, league official or any member of MKS/Inter-league Play Program who violates this prohibition shall be subject to disciplinary action and/or suspension by the PAD Committee.

### **Section N: Insurance**

1. All injuries to be claimed against the medical insurance shall be completed on the proper form.
2. All reports of injury must be submitted to the appropriate club manager and US Club within thirty (30) days of the injury.

### **Section O: Code of Conduct**

1. MKS/Inter-league Play Program participants are committed to ensure a fun, safe and respectful soccer environment for its membership. As such, MKS/Inter-league Play Program Clubs have zero tolerance for violent, threatening or abusive behaviors by any

players, coach, parent, spectator or official. Any level of abusive or threatening behavior by any of the above named persons may be penalized by suspension or expulsion from MKS/Inter-league Play Program.

2. By registering their child to play in MKS/Inter-league Play Program, parents/guardians fully acknowledge and will adhere to their respective club's Code of Conduct, be familiar with MKS/Inter-league Play rules and regulations, playing rules and fully accept any sanctions or punishment from MKS/Inter-league Play Program.