

UNITED SOCCER LEAGUE
RULES OF COMPETITION
(Current as of 09/09/09)

A. ADMINISTRATION OF THE SOCCER PROGRAM

1. The Competition Committee of the Executive Board of the United Soccer League shall administer the soccer program of the United Soccer League. The Competition Committee shall be comprised of the following members of the Executive Board:
 - The President, who will serve as Chairman of the Committee,
 - The Vice-President,
 - The Registrar,
 - The Team Dues Collector, or Treasurer
 - The Recording Secretary,
 - The Games-Conduct Chairman,
 - And the Referee Chairman.One vote per committee member.
2. The Competition Committee will act under authority delegated to it by the Executive Board in order to enforce the rules of competition; and it shall rule on all issues thereunder with the exception of the following matters:
 - a) Team membership in the United Soccer League;
 - b) Amendment or modification of these rules of competition;
 - c) Amendment of fees; fines; penalties, and surcharges;
 - (a schedule of fees, fines, penalties, and surcharges shall be adopted by the Executive Board from time to time as the Executive Board finds it necessary and proper.)
 - d) Requests by an individual for a review of rights;
 - e) Any matter of overall policy affecting the United Soccer League dictated either by the by-laws of the United Soccer League or by the vote of the Executive Board;
 - f) Any situation not clearly covered by these rules of competition;
3. The Competition Committee may solicit the advice and assistance of elected division representatives whenever and wherever the same may be appropriate.
4. Every team is to provide one member to the Competition Committee.
5. There will be no payment or remuneration of any kind to the members of the Competition Committee of the Executive Board from the United Soccer League, except to the webmaster for upkeep of the United Soccer League website.

B. ORGANIZATION OF THE SOCCER PROGRAM

1. The soccer program will be organized into divisions as follows:
 - 1) The Premier Division consisting of 10 teams;
 - 2) The Second Division consisting of 10 teams;
 - 3) The Third Division consisting of 10 teams;
 - 4) The Senior Division, comprised of teams with male players 48 years of age or older and female players 40 years of age or older, consisting of 10 teams.
2. Within each Division, the intention of the United Soccer League is to provide relatively even competition.

3. At the end of a competitive year, the two highest finishing teams from a less competitive division will be promoted to the next most competitive division for the ensuing competitive year, and the two lowest finishing teams in a competitive division will be relegated to the next lower competitive division for the ensuing competitive year. If, however, either division consists of less than eight teams, then only one team will be promoted and one team relegated. Questions of relative team records will be resolved by using the tie-breaker system established for determining division winners. In the event that new teams enter the league or teams resign from the league the Competition Committee may need to adjust the size of the division by moving additional teams from one division to another, this will be done after consulting with the affected teams. If a team resigns from a competitive division, that team will be regarded as one of the relegated teams.
4. New teams shall, as a general rule, compete in the lowest competitive division within their age brackets within their first competition year; it is understood, however, that if evidence is presented to the Competition Committee, the Committee may place the team in question in an appropriate division and otherwise adjust division alignments in order to provide relatively even competition with consultation of affected teams. New teams must apply for acceptance and pay dues in full prior to the scheduling of a new season.

C. PARTICIPATION IN THE SOCCER PROGRAM

1. Eligibility and age limitations:

(A player will be considered as having attained an age if the player will attain that age during the current calendar year for the purposes of determining a player's age under these rules of competition.)

- a) As applied to the premier, Second and Third Divisions
 - i) The minimum age of all male field players shall be 40 years.
 - ii) The minimum age of all female field players shall be 30 years.
 - iii) Players who play as goalkeepers only may be under the age of 40 year, but must be at least 35 years of age.
- b) As applied to all the Senior Division
 - i) The minimum age of all male field players shall be 48 years.
 - ii) The minimum age of all female field players shall be 40 years.
 - iii) Players who play as goalkeepers only may be under the age of 48 years, but at least 43 years of age.
 - iv) Waiver of the foregoing rules applicable to Senior Division players may be granted by the Competition Committee, and application of any team to register any under age player shall be submitted to the Competition Committee, and all applications shall be reviewed on their own merits by the Competition Committee; as part of any such application, it shall be shown that the applying team has twelve or fewer players and has not made a similar application within the twelve preceding calendar months.
- c) As applied to all divisions:
 - i) Certain specific eligibility and age limitation violations are considered extremely serious and are listed as follows:
 - a) Having an unauthorized under-aged player either in a game or appearing on a lineup sheet;
 - b) Having a non-registered player either in a game or appearing on a lineup sheet;
 - c) Having a suspended player either in a game or appearing on a lineup sheet;
 - d) Having a player on the field whose name does not appear on the lineup sheet submitted to the referee;
 - e) Having a registered player found to have registered with a falsified name and/or date of birth;
 - ii) Any serious violation as set forth above shall result in a game forfeiture and a fine for each violation.

- iii) A second or subsequent serious violation in a competition year will result in the doubling of all new fines, forfeiture of all games involved, automatic disqualification from any championships, and automatic review by the Competition Committee for suspension or expulsion from the soccer program, upon the recommendation of the Competition Committee, the Executive Board will meet to consider the advisability of suspension or expulsion of any such team from the United Soccer League.

2. Individual Registration

- a) Players must be registered or reregistered prior to the 15th day of December of each calendar year next preceding the competition year, each team shall be allowed to register 20 members by the payment of the regular team registration fee prior to the regular registration deadline, the 20 members shall include all reregistered players, all new players, and all non-players who participate in any official capacity, late submission of team registration shall be subject to a penalty, submission of individual registrations beyond the 20-member allowance or after the regular registration deadline shall be subject to concurrent payment of appropriate surcharges.
- b) Individual player applications on approved United Soccer League forms must be filled out completely, signed by both the applicant and the team registrar, and submitted with two recent duplicated, clear, passport-sized photos of the applicant, together with a legible photocopy of a valid, current driver's license issued by either the State of New York or the State of New Jersey, or any other legally approved document.
- c) It shall be the responsibility of the individual player to complete the registration form and provide for its submission to the Registrar. When issued, the player pass will be furnished to the player's team manager by the Registrar. Individual player applications will be accepted by the Registrar only at United Soccer League meetings or by U.S. Mail addressed to the Registrar.
- d) No player currently suspended in any other soccer league shall be eligible for registration, reregistration, or any participation in the United Soccer League.
- e) Under no circumstances may a participant be registered with, play for, or represent in any official capacity more than one team in the United Soccer League at any time, except that teams may simultaneously double-card a maximum of five (5) players to both a team in either of the Premier, Second and Third Divisions, as the case may be, and a team in the Senior Division.

3. Team Registration

- a) All teams shall register all players with the United Soccer League Registrar annually; such team registration shall be completed prior to the 15th day of December of the calendar year next preceding the competition year; each team shall comply with the documentary and photographic requirements adopted by the League and enforced by the Registrar;
- b) Player passes shall be issued for the individual team members who have been properly registered; all such passes shall, at all times, be and remain the property of the United Soccer League; AND ALL SUCH PASSES SHALL BE RETURNED TO THE REGISTRAR AT THE END OF THE FALL SEASON.
- c) All teams shall, within the time limits set by the League, pay to the United Soccer League the registration fee, fines, penalties, and surcharges established, adopted or amended by the League from time to time; a schedule of all such fees, fines, penalties, and surcharges shall be reviewed and republished by the League prior to the registration deadline in each year;
- d) No team shall register for play in the United Soccer League until it shall have a team roster with at least 14 bona fide players eligible to play in the division to which the team has applied for assignment; for good cause shown, the Competition Committee may provide for waiver of this requirement.
- e) All teams must demonstrate access to a soccer field approved for use in the United Soccer League as a condition of being allowed to register in the League.

- f) Each team will be required to designate at least two medical representatives, each of whom shall have proof of successful completion of a course of training designated by the Executive Board of the United Soccer League and at least one of whom must be present for the entirety of any League-sanctioned game.
- g) Each team shall register its uniform colors with the United Soccer League; a primary shirt/jersey and a secondary shirt/jersey color are both required; any changes to either the primary or the secondary colors shall be reported to the register prior to officially-sanctioned use of changed team colors.
- h) Each team shall provide a map of its regular field location, together with travel instructions.
- i) Each team shall present proof of medical coverage for each of its members; in lieu of individual or team coverage, a team may pay the premium required to participate in medical coverage as negotiated by the United Soccer League for the benefit of its teams.
- j) Each team must specify a manager and a League representative and may also specify an alternate League representative who may hold another title; all persons specified for these positions must be properly registered in the United Soccer League, must be acceptable to the Competition Committee for the specified position, and must be prepared to demonstrate proper selection or election by the registering team.
- k) Team managers are responsible for furnishing promptly any changes of address and telephone number of registered players to the Registrar, the return of mail to the League as undeliverable for lack of proper and current addresses of players will result in the imposing of a fine upon the player's team.
- l) Team rosters shall be frozen immediately prior to the last four games of each season; new players may be added after the freezing of rosters, at the discretion of the registrar, only to replace registered players medically incapacitated for the remainder of the season or who have moved from the League area; requests for passes for such new players must include a letter from the team stating the reason for the request and be accompanied by the surrender of the player to be replaced.
- m) Dues are to be paid in full when due. Penalties are to be paid on a timely basis. Teams have the right to appeal penalties. However, once the Executive Board has confirmed the extent/amount of penalties, penalties are due immediately. Should a team refuse to pay dues and/or penalties when due, that team shall be excluded from further competition and expelled from the United Soccer League.

4. Player Transfer

In order that the United Soccer League may function with minimum disruption, all players who wish to register with other teams must notify the managers of their current team and the Registrar of the United Soccer League in writing at least two months prior to the proposed effective date of the transfer, provided, however, that the manager of the proposed transferee's current team may waive the waiting period, if, in his opinion, the proposed transfer would not be disruptive to the team. This period of time is intended to provide sufficient time for the current team to recruit replacements. All outstanding obligations of any proposed transferee to his or her current team shall be satisfied prior to the Registrar's approval of the proposed transfer. In the event that consent to a proposed player transfer is not forthcoming and the proposed transferee has satisfied all of his or her outstanding obligations to his or her current team, or possesses a good faith argument that all of his or her outstanding obligation to his current team have in fact been satisfied, notwithstanding the contrary opinion of his current team's manager, the proposed transferee may appeal to the Executive Board of the United Soccer League for a final decision for good cause shown in writing setting forth all reasons for the proposed transfer, and why the withholding of consent of his or her current team's manager is arbitrary, capricious, unreasonable, or unfair under the facts and circumstances.

Player transfers during the competition season will be treated as new-player registration for the transferring players requiring submission of a properly completed player registration form, new photographs, the appropriate fee or surcharge, and a properly signed release from the team releasing the player. The use of invalid, forged, altered, or lapsed player passes will result in the assessment of

a substantial fine, and the forfeiture of any and all games in which the offending player either participated or appeared on the lineup sheet (Note that each team captain has the right to request inspection of player passes tendered by the opposing team: any suspected pass violations noted should be brought to the attention of the referee for inclusion in his game report; and written notice should be given to the Games-Conduct Committee with all available details.)

D. THE COMPETITION YEAR

1. The Soccer Season:

The regular competition year will run from March through November and will consist of a spring season and a fall season in which the spring season will run from March through June; and the fall season will run from September through November; adjustments, however, will be provided by the Competition Committee if, as, and when the Competition Committee finds it necessary and proper.

2. The Point System:

- a) Points will be awarded as follows to each participating team for each game;
 - i) Three points for a win,
 - ii) One point for a tie,
 - iii) Zero points for a loss.
- b) When the competition year is completed, the team with the most points will be declared the winner of the division.
- c) In the case of a tie in points, the division winner will be determined by the first of the tie-breakers to provide a difference applied in the following order:
 - i) The team with the most points in head-to head competition,
 - ii) The difference in combined goals of all head-to head games. In the event the teams remained tied after application of the second tie-breaker, they shall be considered co-winners, as there shall be no provision for playoff games. (While this tie-breaker system is not the traditional method used in the soccer community, it is intended to demonstrate that the objective of the United Soccer League is to provide recreation for the greatest number of players and to discourage superior teams from running up scores, which tends to keep secondary players off the field and can lead to frustration and hostility contrary to the spirit in which the League was formed.)
- d) In case of a forfeited game, the non-forfeiting team will be declared the winning team and will be awarded three points; and the score of the game will be recorded as 1-0 in favor of the winning team.
- e) If a team fails to complete a season, all games played by that team during that season shall be nullified; and no points or goals shall be given to any team; if such a team has completed a season but fails to complete a competition year, points and goals will be credited to its opposing teams, provided that the following conditions are met:
 - i) The dissolved team played every other team in its division an equal number of times (including forfeits); and
 - ii) Every one of those games was actually played (or legitimately forfeited).

E. SCHEDULING OF GAMES

1. The schedule of games for the competition year will be issued one month prior to the season opening by the Games Chairman. The official schedule will indicate the dates and participants in each game and will specify the home team. Where possible and practicable, it shall take into account problems regarding field availability; provided that reasonable notice of same has been given to the Games Chairman by the affected teams. The official schedule will be developed with due regard for significant national and religious holidays.

2. No changes to the official schedule shall be made without the approval of the Games Chairman and the Games Chairman reserves the right to make changes in the scheduling of games if, as, and when the need arises.
3. All games shall be scheduled to be played on Sundays at 10:00 AM. Due to field restrictions only, some teams may have their games scheduled to be played at an earlier time but not earlier than 9:00 AM and only upon the prior approval of the United Soccer League's Games Chairman. Official starting times for all games shall be published in the League schedule posted on the United Soccer League website. Prior to the start of every season it is the responsibility of the team manager to check the game starting times published in the League schedule and promptly advise the Games Chairman if a scheduled starting time appears to have been misprinted so that the webmaster may take appropriate corrective action. Moreover, the team manager is also responsible for checking the starting time of games and advising team members of the same in advance of a particular game so as to minimize forfeits.
4. All games not completed as scheduled must be completed no later than 30 days after the last scheduled game of the season in which such games were originally scheduled, exceptions to this rule shall only be made by the approval of the Games Chairman in order to encourage teams to complete unplayed games as soon as possible.
 - a) If, in the judgment of the Games Chairman, both teams have not made a strong enough effort to play a postponed game as soon as possible, the Games Chairman shall declare that both teams have forfeited; the game score shall be recorded as 0-0, and no points shall be awarded to either team.
 - b) If, in the judgment of the Games Chairman, both teams have made strong enough efforts to play a postponed game as soon as possible but weather or other factors beyond the control of the teams prevented the game from being played during the competition year, the Games Chairman will declare the game to have been played to a 1-1 tie.
5. Each team may postpone one (1) game per year should the team be scheduled to travel and/or participate in a tournament not sponsored by the United Soccer League. This opportunity is only granted to teams requesting postponement prior to scheduling for the new competition year (January 30th) for which approval has been granted by the Executive Board. No permission for postponement shall be granted to any team once the season is in progress.

F. GAMES CONDUCT

1. Conduct of Individuals

- a) A participant who receives a yellow card must serve an immediate (in game) 10-minute suspension. Substitution for the penalized player is allowed unless the team is playing with 11 players at the time of the yellow card suspension, in which case the team shall play with 10 men during the 10 minute suspension period. If a team member of a team playing with seven players receives a yellow card the game must be abandoned and the official result will be recorded as a 1-0 forfeit win for the team fielding more than seven players.
- b) A participant who receives a yellow card in two (2) consecutive games shall be suspended for one (1) game.
- c) A participant who received four (4) yellow cards in any one season (Spring or Fall) shall be suspended for one (1) game.
- d) Records for yellow cards do not carry over from the Spring to the Fall season, but instead, start anew at the beginning of each season within a competition year.
- e) A participant, who receives a red card other than as defined in subparagraph (c) below, will be suspended from any participation for his team for a minimum of one game. Any further suspensions will be considered at the next scheduled Games Conduct Committee meeting.
- f) If a participant wishes to present his views as to the receipt of a red card, or to the fairness of the sanctions to be imposed, if any, he may at his discretion appear before the Games Conduct Committee. At the hearing the Committee will consider the evidence before it to make its final decision.

- g) If the red card was issued to a participant for either participating in or inciting violence, or for threatening or assaulting a referee or duly assigned linesman, the participant will be suspended indefinitely until the next scheduled Games Conduct Committee meeting when exact sanctions shall be determined. The participant may, at his discretion, appear before the Games Conduct Committee to explain the incident. Failure to appear shall be deemed a waiver of such right and bar the participant from any appeal as to the sanctions or for seeking a consideration on the part of the League or the Committee. At the hearing, the Committee will consider the material evidence before it and render a conclusive determination accordingly.
- h) A record will be kept for participants who receive either yellow or red cards; four (4) yellow cards per season will result in a one-game suspension; multiple red cards or more than three yellow cards for a participant will require an automatic review by the Games Conduct Committee; if the Committee determines that the record justifies it, additional penalties will be imposed.
- i) Penalties invoked for any of the situations described above will, if not satisfied during the current competition year, be carried over as an obligation at the beginning of the next competition year.
- j) The Games Conduct Committee will make a report of any sanction imposed on a player available to the Competition Committee for review.
- k) A participant who has been sanctioned by the imposition of any period of suspension following the completion of a game may reduce his suspension as follows, with the prior approval of both the Referee Chairman and the Games Conduct Chairman.
 - i) He may serve as a linesman in a game in which his or her team has no interest. This will reduce his or her suspension by one game.
 - ii) If he or she is a qualified referee, he or she may reduce his or her suspension by two (2) games by serving as a referee in a game in which his or her team has no interest. (Whether he or she serves as a referee or as linesman, any fees normally due to him or her for those services will still be due from participating teams but will be payable to the United Soccer League.)
- l) In the event that a player pass has been retained by the referee following a game and forwarded to the Games Conduct Committee Chair as part of any disciplinary or other suspension, and the period of any suspension imposed shall have lapsed without the affected player's team manager having received the affected player's pass from the League prior to that player's next scheduled game, and said fact is brought to the attention of the Games Conduct Committee Chair, then the Games Conduct Committee Chair shall acknowledge that player's eligibility to play in the next scheduled game via email containing said player's name, resumption of eligibility date, and player pass number. Upon presentation to the referee by the affected player's team manager of said email together with the driver's license of the affected player, the affected player may participate in the current game notwithstanding the lack of a player pass.

2. Conduct of Teams and Team Management

- a) Team management is responsible for its own conduct, and also for the conduct of their team and its fans. This responsibility also extends to all involvement with the United Soccer League and with its Soccer Program; it also includes conduct before, after and during any game or tournament played under the auspices of the United Soccer League; it also includes cooperation with all resolutions and proceedings of the United Soccer League, its soccer program, and all of its properly elected or appointed committees, officers, and other officials. If a team's management is not prepared to accept this responsibility, it is not prepared to participate in any proceedings or activities of the United Soccer League.
- b) The United Soccer League relies on the management of the individual teams to maintain communication between the United Soccer League and all participants of its teams; the United Soccer League also relies on team management to ensure that all policies, rules and regulations of the United Soccer League are adhered to and respected.
- c) When any question arises about the willingness or the ability of any team's management to meet the responsibilities outlined above, the United Soccer League membership must review the situation and take whatever action is necessary to ensure that the objectives of the United Soccer

League or any of its programs are met, including, without limitation, the rejection of any individual from serving in any capacity for which that individual is deemed to be unacceptable, and/or the imposition of any fines or penalties which are appropriate to the problem being addressed, which shall be within the sole discretion of the Executive Board whose decisions shall be final and binding on all participants in the League.

- d) All proceedings of the Games Conduct Committee in which the conduct of teams and team management are reported, considered, or subjected to sanctions shall be reported to the Executive Board of the United Soccer League.
- e) All United Soccer League Referees and team managers have been issued a laminated “Blue Card” which provides a quick synopsis/reference/guide to the League’s Rules of Competition. The Blue Card is intended as a handy reference and is to be used in conjunction with the official Rules of Competition. Any incidents, actions or situations not addressed hereby shall be dealt with by the Executive Board of the United Soccer League.

G. THE GAME

1. Introductory Statement

All laws referred to within these rules refer to the laws of the game as currently adopted and published by the Federation Internationale de Football Associations (“FIFA”) and the United States Soccer Federation (“USSF”). FIFA laws of the game shall be applied to all questions arising out of the actual playing of the game, except as modified by the league rules of competition.

2. Field of Play

The field of play shall comply in all respects with the FIFA rules and as set forth in the field diagram provided herein:

- a) Goal-posts and cross-bars shall be made of wood, metal, or other approved material; they may have a cross section which is square, rectangular, round, semi-circular, or elliptical, provided that no cross sectional dimension exceeds five inches, non-conforming goal posts and cross bars shall not be permitted;
- b) Goal nets shall be attached to the goal posts, crossbars, and the ground behind the goals; these should be appropriately supported, and be placed as to allow the goalkeeper ample room.
- c) The field of play shall be marked with distinctive lines not more than five inches in width.

3. The Ball

- a) The ball shall be spherical, the outer casing shall be of leather or other approved materials; no material shall be used in its construction which might prove dangerous to players;
- b) The circumference of the ball shall not be more than 28 inches and not less than 27 inches, the weight of the ball at the start of the game shall not be more than 16 ounces, nor less than 14 ounces;
- c) The ball can be replaced during the game with the consent of the referee or if it bursts or is damaged in such a way as to cause hazard to the players.

4. Number of Players

- a) A game shall be played by two teams, each consisting of no more than 11 players (excluding substitutes), one of whom shall be the goalkeeper. No team shall be allowed to start a game with fewer than 7 players, if the number of players falls below 7 for any reason and the referee determines that continuation of the game represents a danger to the safety of the remaining players, he may terminate the game, the score at the time of the discontinuance will stand as the final score, except in the case where a player playing for a team that has fielded only 7 players receives a yellow card, in which case the game shall be abandoned and the result recorded as a 1-0 victory for the team with more than 7 players;
 - i) If neither team can field 7 players, both teams shall forfeit the game; and the score of the game will be recorded as 0-0, with no points being awarded to either team.

- b) Prior to the start of each game, each team shall present to the referee a written list of players, on the currently approved player roster from showing names and jersey numbers of each player, which may not exceed 30 players, including all substitutes.

5. Substitutions

- a) Substitutions by both teams may be made when the ball is out of play except on corner kicks and fouls;
 - i) The ball is out of play
 - a) When it entirely crosses the sideline or goal line by any means,
 - b) When the referee stops play.
 - ii) At all other times, the ball is in play, including the following examples:
 - a) When the ball continues to bounce within the playing field after striking the goal posts or crossbar or any of the corner flags;
 - b) When the ball continues within the playing field after touching the referee or linesman, while inside the field area,
 - c) When players momentarily stop play on their own, expecting a call by the referee, but when no foul is called.
- b) When a goalkeeper or any other player is to be replaced by a substitute, the following conditions should be observed:
 - i) The referee shall be informed of the proposed substitution, before it is made.
 - ii) The substitute shall not enter the field of play until the player he is replacing has left, and then only after having received a signal from the referee,
 - iii) He shall enter the field at the middle line.

6. Players' Equipment

- a) Players of the same team shall wear identical shirts or jerseys; shoes and studs must be made from leather, rubber, or other approved material,
- b) Each player must have a different number on the back of his shirt/jersey,
- c) Goalkeepers, referees, and linesmen must wear uniforms distinctly different from the other players on both teams;
- d) Team captains must wear an armband for easy identification by the referee on the field;
- e) Players shall not change or transfer shirts during the game without the referee's approval;
- f) Shin guards must be worn.

7. Restrictions

- a) A player shall not wear anything that is dangerous to another player or to himself, such as:
 - i) Metal cleats, sharp or badly worn cleats;
 - ii) Rings, watches, bracelets, metal clips on sweatbands, medallions, necklaces, splints, and plaster or any other casts;
 - iii) Headgear other than sweatbands may not be worn by any other player other than the goalkeeper; goalkeeper's cap may not have any sharp peaks;
 - iv) Except for the goalkeeper, long pants or warm-ups may be worn only with the referee's approval; pants must be tightly fitted.

8. Duration of Game

- a) The duration of the game shall be two equal periods of 45 minutes, unless otherwise mutually agreed upon, subject to the following:
 - i) Allowance shall be made in either period for all time lost through accident or other cause, the amount of which shall be a matter of discretion of the referee;
 - iii) Time shall be extended to permit a penalty kick being taken at or after the expiration of the normal period in either half.

- b) At half-time, the interval shall not exceed ten minutes, except with the referee's approval.

9. Game Time

- a) All games are to be played at 10:00 AM on the scheduled Sunday, unless prior approval has been obtained from the League for a start time not earlier than 9:00 AM and due only to field restrictions.
- b) Teams scheduled to play at any other time than 10:00 AM must contact the opposing team's manager by 8:00 PM of the Thursday immediately prior to the scheduled game date. Failure to notify the opposing team's manager of the earlier start time shall be grounds for forfeiture of the affected game if the opposing team either arrives late or fails to appear for the game.

10. Late Arrivals

- a) Games must start at 10:00 AM or the pre-scheduled/pre-approved time if other than 10:00 AM.
- b) The home team must be ready for the kick-off at the scheduled time. The visiting team only will be allowed 15 minutes grace for lateness from scheduled kick off time. As soon as 7 players arrive, the game must begin.
- c) Both teams, as well as the field must be ready and inspected, and kick off must be no later than 10:00 AM.

11. Cancellation of Games

- a) Team Managers may not postpone any games except when a home team manager is concerned about damage to a wet field and he contacts the referee who may postpone the game if, in his judgment, damage to the field would be excessive.
- b) Notification of a cancellation must be made to the opposing team manager promptly; barring notification, both teams must show up at the field or suffer forfeiture.
- c) Only the referee shall decide if the conditions preclude the start or continuance of play. He will take into account the home team's concern for preservation of good field conditions for future use.
- d) If a game is abandoned due to climatic conditions BEFORE the first half is completed, the game shall be rescheduled in its entirety; however, any yellow or red cards issued during the aborted game will be handled as though the game was completed.
- e) If a game is abandoned due to climatic conditions AFTER the first half is completed, the game shall be considered completed, and the score will stand.
- f) If a referee is not notified properly of unplayable conditions, the home team must pay the referee; if a referee shows up at the field and sudden conditions do not permit the playing of the game, the referee shall be paid half fees by both teams; if the game is in progress and is called, the referee shall be paid full fees.
- g) No games are to be postponed even with the mutual consent of both teams' managers. Games may only be postponed due to inclement weather and/or concerns about damage to the field and must be sanctioned by the referee at the field and/or the field's owner. Additionally, any and all postponements must have the approval of the Games Committee Chairman before the game is postponed.

12. Field Swapping

- a) Should a scheduled Spring season game be played on the opposing team's field instead of the scheduled field (i.e., if the teams exchange home and away dates) the Fall season game must also be played on the opposing team's field (i.e., the opposite field to the one on which the Spring season game was played). In all cases, approval for the field swap must be obtained from the Games Committee Chairman prior to the playing of both games.

13. Team Responsibilities

- a) At the field before the game
 - i) The home team shall mark the field, install the nets and corner flags (as per field of play diagram), and shall also provide the referee with two approved game balls prior to the start

of the game; the home team will also have available a whistle, two linesmen's jackets, and a distinctive shirt, vest, or jacket for a substitute referee;

- ii) Each team shall pay the referee before the game starts; failure to pay the referee the entire amount may result in a fine;
 - iii) Each team shall enter the first and last names, shirt numbers, players' signatures, and registration number of their players on its lineup sheet; the team captain shall sign the lineup sheet and submit it to the referee early enough to allow the referee to conduct a complete player check prior to scheduled game time. If a fully-executed, complete lineup is not presented to the referee, the game cannot be played and the team without the fully-executed lineup will forfeit the game.
 - iv) Each player shall personally hand his registration card to the referee and submit to a complete inspection of his uniform and equipment. Player passes must be presented to the referee before kick-off. If a team does not have player passes at kick-off time, the game cannot be played and the team without player passes must forfeit the game.
 - v) Each team shall provide one capable linesman, the linesman is responsible to the referee; he must wear apparel to distinguish him from players of both teams and spectators;
 - vi) In the event that an assigned referee fails to appear, the team captains must agree on a referee; when both captains agree on a referee, the game must be played and will be considered valid; the agreed-on referee has all the authority and responsibility of a regularly assigned referee;
 - vii) The home team is responsible for playing in alternate colors if there is a uniform color clash; however, if a visiting team has changed uniform colors so recently that the United Soccer League and all other teams have not been notified in time to adjust to the change, that team shall be responsible for playing in alternate colors, whether it is the home team or not.
 - viii) Opposing team captains shall have the right to check players' registration cards; this right may be exercised only while the cards are in the possession of the referee.
 - ix) Each team shall have its own first aid kit available at its own sideline area.
- b) The game itself
- i) Member teams shall be responsible for the conduct of their players and spectators on and off the field. Teams must take all necessary precautions to prevent players and spectators from using offensive language, threatening referees or opposing players or spectators, causing damage to public or private property, and from approaching the field whether just before, during, or immediately after the game.
 - ii) In the event that a referee becomes sick or injured during a game, the procedure outlined in a-vi (above) should be followed.
 - iii) Slide tackles are not permitted in the Senior Division. To the extent a player in the Senior Division performs a slide tackle, the sanction for same shall be an indirect free kick from the site of the infraction, unless, in executing the slide tackle, the player has also committed a foul punishable under the then-current Laws of the Game as promulgated by FIFA, in which case the referee is empowered to impose an appropriate sanction, including, without limitation, the issuance of a yellow or red card and the awarding of a direct or penalty kick, as the circumstances warrant.
- c) After the game
- i) If a team forfeits a game for failure to appear, a team representative must appear before the Competition Committee at its next scheduled meeting to explain the circumstances. The United Soccer League considers a forfeit to be a serious problem. The prime responsibility that a team accepts when it registers for the soccer program is to provide competition for opposing teams as scheduled. If a team is incapable of meeting that obligation, there is an automatic question raised about its fitness to continue participating in the soccer program. At the very least, there will be a significant fine assessed.

14. Protests

- a) Any protests arising out of games played under jurisdiction of the United Soccer League must be submitted in writing postmarked no later than 48 hours after the game is concluded. Sundays excepted, to the Games Conduct Chairman; all protests must be submitted with a check for \$75 which will be refunded if the protest is upheld;
- b) Complaints based on late starts and/or field of play shall be filed with the referee prior to the start of the game; such complaints may only be filled by the team captain; the referee must note the protest on the lineup sheet; and the note must be signed by the team captain filing it;
- c) A judgment call and a decision by the referee may not be protested as long as it was within the Laws of the Game and as governed by these Rules on Competition;
- d) A protest need not necessarily be on the outcome of the game; it may be over the referee's conduct, Rules of Competition, or the laws of the game;
- e) Protests will be resolved by the Games Conduct Chairman no later than the next meeting of the Conduct Committee;
- f) Interested parties involved in a protest may be represented by an officer of the club or team; however, the Games Conduct Chairman may make a decision on a case in the event of a non-appearance by either or all parties on a hearing date and at a location prescribed by the Games Conduct Chairman;
- g) The opposing team manager or League Representative must be notified by the Games Conduct Chairman of all protests involving his team as soon as the formal protest is received; this may be done in writing or by telephone.
- h) Refer also to the rules governing games conduct.

15. The Referee

- a) The referee controls all soccer activity, and all his decisions within the game are FINAL; he is in command from the time he enters the vicinity of the field throughout the game, even when play is temporarily stopped or when the ball is off the field; conduct before, during, and after the game is subject to the referee's jurisdiction;
- b) The referee not only enforces all Laws of the Game and all rules of the United Soccer League, but he is also responsible for all judgment calls on questionable plays;
- c) The referee has unlimited authority to stop the game for any abridgment of the Laws of the Game and/or United Soccer League Rules or for unruly disturbance by the spectators or the players themselves;
- d) Prior to the commencement of play, the referee will inspect the field and equipment to see that they meet the standards as per field of play diagram;
- e) The referee shall inspect all players and substitutes for correct apparel and receive the player pass from each individual player and retain all passes in his possession during the game;
- f) The referee is empowered to call an injury time-out for whatever time is necessary for proper treatment on the field of the injured player, if the injured player can safely be removed from the field of play, that should be done as soon as possible so that play can resume; if the referee is not qualified to evaluate the extent of the injury, he will solicit the advice of the designated medical representative from the injured player's team; the potential for additional or aggravated injury is to be considered more important than immediate continuation of the game;
- g) The referee has the right to eject any player from the game, WITHOUT WARNING, for breaking rules pertaining to player conduct and especially laws applicable to violent conduct;
- h) The referee must signal the time back in after any and all interruptions in play;
- i) The referee shall attempt to obtain the signature on a team lineup sheet of any player whose pass is called in question by an opposing team captain, if the signature is refused, that fact shall be noted on the lineup sheet; and the questioned player's pass shall be retained by the referee for return to the Games Conduct Committee Chairman;
- j) The referee MUST return all player passes to each team's captain after the completion or suspension of the game, with the exception of those passes retained by him by reason of a player

ejection or the question of a player's credentials; such retained passes shall be mailed to the Games Conduct Committee Chairman within 24 hours of the completion or suspension of the game.

REFEREE CHECK LIST

One of the basic concepts of the United Soccer League is that the referee should work with the managers of the teams to ensure that good conduct and good sportsmanship are maintained and that any unforeseen circumstances are handled in the best manner possible; although the normal Laws of the Game specify that only the team captains will communicate with the referee during the game, we urge our referees to meet with the team managers prior to the games and at any time when he feels that they can be of assistance; the United Soccer League is very interested in any comments that our referees make, good, or bad, about the cooperation that they receive from our team managers,

- a) Before going to the game;
 - i) Call home team managers prior to game; but no later than Wednesday night;
 - ii) Make certain that your equipment includes two linesman's flags;
- b) At the field before the game;
 - i) Determine that the field is properly marked and in playable condition;
 - ii) Check the game balls;
 - iii) Determine who the team captains are and that they are wearing proper identification,
 - iv) Determine who the designated medical representatives is for each team, and meet with them;
 - v) Check the player registration cards and team lineup sheets;
 - vi) Check the players for proper equipment, check for anything that might be dangerous during the game;
 - vii) Talk with both teams about good sportsmanship and game conduct;
 - viii) Make certain that both teams have paid the entire dues amounts prior to the game
- c) The game itself
 - i) Game should start at 10:00 AM or such other official designated starting time as accurately reflected on the published League schedule;
 - ii) Team captains shall be the only players to speak with the referee; the referee has the authority to suspend this privilege; it is recommended that the referee use this authority only in extreme situations;
 - iii) Teams are allowed unlimited substitutions when ball is out of play, except on corner kicks and fouls.
- d) After the game
 - i) Indicate all yellow or red cards issued on the lineup sheet; referees are required to make comments about all cards issued;
 - ii) When a red card is issued, send the registration card of the ejected player to the Games Conduct Chairman for an automatic one-game suspension;
 - iii) When a player's credentials are questioned and that player refuses to place his signature on the lineup sheet, retain the registration card for return to the Games Conduct Committee;
 - iv) On the home team's lineup sheet, enter any comments about the condition of the field and it's preparedness for the game; also, make note of any problems with spectators;
 - v) On both lineup sheets, enter the scores and any comments about team conduct, sign both lineup sheets;
 - vi) Record the details of any protest upon the lineup sheet of the team entering the protest;
 - vii) Provide each team captain with a signed record of the game score, this should be in the upper, detachable, portion of the lineup sheet;
 - viii) Mail both lineup sheets to the Games Conduct Chairman within 24 hours.

SCHEDULE OF FEES, FINES, PENALTIES AND SURCHARGES

Item	Charge
Team Registration	\$ 100.00 per season
Late player registration	\$ 10.00 per player
Over 20 player roster	\$ 10.00 per player
Insurance	as directed by Insurance
Failure to notify league of	
Change in player telephone number	\$ 10.00
Change in player address	\$ 10.00
Failure to return pass by Dec. 15 th each year	\$ 25.00 per pass
Failure to provide corner flags at game	\$ 10.00
Field not marked clearly or appropriately	\$ 10.00
No team representation at general membership meeting	\$ 25.00 first offense *
Other fees, fines, penalties and surcharges will be assessed by the Executive Board based on the recommendation of the Leagues' committees when rules and procedures have been violated. Charges will be established on a case-by-case bases, but in no case shall the charge be less than \$ 20.00.	

* Each subsequent offense increments by \$ 10.00 (i.e., second \$ 30.00, third \$ 40.00, etc.)