

Mason County Soccer League Recreational Soccer Policy

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I. Mason County Soccer League

The Mason County Soccer League, also referred to as MCSL, is a non-profit, public, educational soccer organization with the purpose of advancing the cause of soccer within its area of jurisdiction. MCSL is affiliated with the West Virginia Soccer Association (WVSA), which in turn is affiliated with United States Soccer Federation (USSF), United States Amateur Soccer Association (USASA) and the United States Youth Soccer Association (USYSA). MCSL sponsors a Recreational League and may at times sponsor Travel Teams as well as an adult league.

MCSL is led by a Board of Directors. The members of the Board of Directors and their contact information may be found on the MCSL website: www.masoncountysoccerleague.com. For information on the duties of the Board of Directors and organizational guidelines, see the document: MCSL Bylaws. The purpose of the Recreational Soccer Policy is to describe the rules that the Board and all participants in the game of soccer must follow.

II. Recreational League Philosophy

MCSL is a non-profit, educational organization dedicated to fostering the physical, mental and emotional growth and development of Mason County youth through the sport of soccer at all levels of age and competition. Our job is also to make it fun and instill a lifelong passion for the sport in young players.

The single most enjoyable aspect of soccer for all the players is kicking the ball. Per WVSA guidelines, small-sided games are used for U-6, U-8, U-10, and U-12 age divisions to provide each player more opportunities for contact with the ball.

III. General Guidelines

- A. Teams may only participate in games approved by the MCSL Board of Directors. All-Star teams and older teams may build their own schedules so long as the opponents are WVSA sanctioned teams or any required travel permits, friendly game permits, etc. are filled out and approved.
- B. Only properly registered players (in good standings with the MCSL – not suspended) are allowed to participate in games. The playing of an ineligible player for any length of time is prohibited. The person(s) responsible for allowing the ineligible player to participate shall be referred to the MCSL Disciplinary Board.
- C. Regularly scheduled MCSL games are mandatory. A Coach cannot withdraw the team he represents from any scheduled competition as a means of protest. Non-appearance for regularly scheduled MCSL games without

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prior agreement with the opposing team's Coach will result in reference of the offender to the MCSL Disciplinary Board, unless a valid reason for non-appearance is supplied to a Board Member.

- D. In inclement weather, games shall normally be played as scheduled. No one plays while lightning is present. The teams shall wait for it to pass or for the referee to cancel the game. For U-6 teams, the coaches involved must decide if they want to cancel or postpone the game for bad weather. For U-8 and above, teams should always show up to play as scheduled. Only the referee in charge or the league or club officer of the hosting site has the authority to cancel such games.
- E. A player who commits at the beginning of the season to play both Travel and Recreational team soccer may not quit the Recreational team without quitting the Travel team unless the player has prior approval of the Recreational and Travel club Presidents.
- F. Claims for any injury to or damage caused by a MCSL participant must be reported to the MCSL President and/or Vice-President who is in charge of the insurance and safety program.
- G. Except where specified, no one except participating players will be permitted to stand within five (5) feet of the touchline or within five (5) yards of the goal line during the play of a game.
- H. Refunds may be granted before the start of the season, as defined by the first scheduled game, if requested. These refunds will be made minus any expenses already incurred, if approved by the Board. All requests for refunds will be directed to the MCSL Registrar. Once approved, the President will request the Treasurer to write a check for the refund.
- I. Use of tobacco, alcohol, or any other drugs is **PROHIBITED** at all MCSL gatherings, including but not limited to practices, games, and parties.

IV. Sportsmanship

- A. At the conclusion of each game, the participating teams will line up on the touchline (sideline) on separate sides of the mid-field line and exchange gestures of good sportsmanship. This activity will be observed by the game officials.
 - 1. Failure of players to participate in this display of good sportsmanship may result in receipt of a "Red Card" resulting in their suspension from the following game. Coaches may exempt injured players and volatile players that may start trouble at their discretion.

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2. The players and Coaches should also thank the referees.
- B. It is the duty of each player, Coach, parent, and other persons in attendance at MCSL activities to conduct themselves in a civil manner.
1. Anyone who exhibits behavioral tendencies which are detrimental to the enjoyment of the game for others is subject to removal from the game or suspension from the MCSL. Specific problems are to be referred to the MCSL Disciplinary Board.
 2. Any person displaying gross disregard to sportsmanship conduct resulting in an ejection (Red Card or two Yellow Cards in one game) must serve a suspension for the following regularly scheduled game. This is a WVSA rule and applies to all recreational players from all Clubs.
 - a. For MCSL players, the player's coach must notify the Board President immediately of any Red Card infractions. The ejected player may be brought before the MCSL Disciplinary Board for consideration of extended or permanent suspension by recommendation of either the presiding referee, either Coach, or the President of the Club with which the player is registered.
 - b. The Board will automatically consider permanent suspension for a player with three (3) or more Red Card suspensions in one season.

V. Registrations

- A. Registrations will be overseen by the MCSL Registrar along with assistance of the President and other Board members. The Registrar should plan the official registration period to include a minimum of a ten (10) day span of time. The registration dates and the MCSL Draft should be early enough that all teams can practice 2-4 weeks before the first game.
1. The first game should begin the last weekend in March or first week of April. (Spring Season)
 2. The first game should begin the weekend after Labor Day. (Fall Season)
- B. A minimum of eight (8) games should be scheduled for each season.

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- C. Registrations for all age divisions are considered closed at the end of the official registration period.
 - 1. The Board may agree to take extended registrations in divisions that are not full and do not cause scheduling problems as long as the WWSA will allow the registration and the MCSL Registrar is able to process them. The MCSL Board must vote to extend the registrations.
- D. All players registered by the end of the official registration period have equal status. Therefore, the last player registered cannot be bumped by an earlier registration and not allowed to play.
 - 1. However, the Board reserves the right to allow only a certain number of registrations in a particular division after the official registration period.
 - a. In this case, if only three (3) registrations are to be taken, the fourth and following registrations received will be rejected.
 - 2. To officially count, a completed registration form with payment must be given to a Board Member, not a Coach.
- E. All registrations forms and fees should be channeled through the MCSL Registrar for proper recording of payment, etc.
- F. Parents will be asked to complete a medical release and maybe other forms at the time of registrations.
 - 1. The Registrar will be responsible for these forms.
- G. Receipts will be given for all cash and credit card payments.
- H. Receipts are not necessary for checks.
 - 1. All checks must be made out to MCSL.

VI. Age Divisions

- A. The playing season for MCSL Recreational Soccer extends from August 1 of one year to July 31 of the following year.
- B. The MCSL utilizes the Age Matrix designed by WWSA to determine the eligibility and age division for each player.

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C. Per MCSL Bylaws, no child will be allowed to play in an older age division than appropriate without the written request of the parent or legal guardian.

1. A note on the registration form is sufficient.
2. The Board must review all requests and determine if the request is appropriate for the player while keeping safety and fairness of play in mind.
3. The Board may refuse requests for a child to play above his/her age division.
4. No one, for any reason, may play in a younger age division than appropriate according to the Age Matrix designed by WVSA.

Age Division	Players Age on July 31
U-6	Under 6 years of age
U-8	Under 8 years of age
U-10	Under 10 years of age
U-12	Under 12 years of age
U-15	Under 15 years of age
U-19	Under 19 years of age

VII. Team Sizes

A. The numbers in the following table are taken from the US Youth Soccer Guidelines. The MCSL may modify slightly to meet local demands.

	U-6	U-8	U-10	U-12	U-15	U-19
Minimum Roster	4	5	7	9	11	11
Maximum Roster	8	8 (10)	14	18	18	18
Maximum Extended Roster	N/A	N/A	N/A	N/A	22	22
Players on Field	4v4	4v4 (5v5)	7v7	9v9	11v11	11v11
Minimum Players a Team must field	3	3	5	8	7	7

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B. Playing Short

1. In case a team is short of players but is within the guidelines, the opposing team may reduce its number of players on the field to an equal number. (or)
2. The coach of the opposing team may agree to have the under-manned team “barrow” players from the team to enable the maximum number of players to play.
 - a. This can occur only if the Coaches agree prior to the start of the game or during stoppage. The referee must be made aware of any swapping.

C. Extended Rosters – Regular Season

1. An extended roster allows a team to roster more players than are allowed to play in a match. For example, a U-19 team may have up to 22 players on an extended roster. Of these 22 players, if none are secondary players (see below), then all 22 have equal status, that is, there are not four (4) players that are singled out to be extended players for the season. The WWSA says that for a particular Recreational match, only 18 may participate and be on the bench area. For purely Recreational matches, most opposing coaches will agree to allow all 22 from this example to participate in a match and it is the MCSL policy to allow the entire extended roster to participate. If the Coaches on both teams agree to allow the entire extended roster to play in a match, then the referee should not oppose this for purely Recreational, non-tournament matches.
 - a. If a Coach is forced to exclude some extended roster players from a regular season, non-tournament match, first volunteers should be from players that cannot or do not wish to attend the match as a player for any reason.
 - b. If the coach still has more than 18 players able to play, then the fair method must be devised by the coach for picking who will be “extended players” for which matches.
 - i. In this case, “extended” means “excluded”.
 - c. Each player should get his/her share of games no matter how good or bad the player performs.

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D. Extended Rosters – Tournaments

1. Extended rosters may or may not be allowed in competitions like State Cup matches. If the roster of 18 can be changed for each match of a competition, then it should be a method similar to “regular season” can be used. If a roster must be fixed with a limit of the same 18 players in all matches of the competition, the Coach must use a fair method for determining who plays and who doesn't. A simple method is to look at the participation records for all players and exclude players that miss the most practices and games.
2. Guidelines for Participation Credit
 - a. There will be no credit for “excused” absences like illness, injury, work, out of town, etc.
 - b. If a player becomes sick or injured at a match or practice, the player should be given credit for attending, whether the player participated or not.
 - c. If a player is present at least half the time in a game or practice, it doesn't matter whether or not the player participated, that attendance should count. An injured player that is not allowed to play can still get credit for as long as they are present for at least half the game or practice.
 - d. If a player is present for less than half a practice or game and did not leave due to illness or injury, the player should not get the credit.
 - e. If a player is not allowed to participate in a match because of the extended roster rules, then lack of attendance at the match cannot be counted against the player in the future matches, even if the player does not attend the event at all.

E. Secondary Players

1. Secondary players are borrowed players to help a U10 or older team fill out a roster for one or more games.
2. All secondary players are primary players from another team in the same league.

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3. Using secondary players allows a league to split on large team into two separate teams giving all players more play time.
 - a. In this case, all players are all drafted normally onto two separate small teams A & B. The drafted players from A are then placed on team B's roster as secondary players and the drafted players from team B are placed on team A's roster as secondary players.
 - b. Only the number of players needed are actually used each game using the rules below. Also, the use of secondary players can be handy when it is expected that a team will have less than enough players available for one or more regular season matches and doesn't have to be planned at the start of the season.
 - c. Rules for the use of Secondary Players
 - i. Rosters: Players must be listed on a team's roster as a secondary players to be allowed to play on the team. (In the case of two small teams, including each other's players as secondary players for a season, all drafted players from each team are listed as secondary players on the other team.) The players that will not be used in a match should be marked in some manner to indicate they are not active in that match. This is for the benefits of the referees. However, the MCSL Registrar will not be expected to provide different rosters for every game showing only the players involved in each particular match.
 - ii. Priority: A player cannot play as a secondary player if it will cause him/her to miss a game of their primary team unless permission is given from the primary team coach.
 - iii. Play time: No secondary player can play more than any primary player that is able to play. The only exception is if the secondary player is the only player able to play the Keeper's position. Secondary players must play a minimum of 25% of the game. (Primary players that are able must play a minimum of 50% of each game.)

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- iv. Notice to Players: Coaches should decide at least a day in advance how many secondary players he/she wants to take for an upcoming game if at all possible.
- v. Eligibility: All recreational players in MCSL from the other team(s) of the same age division are eligible to be secondary players. All eligible players and their parents must be consulted for their interest in playing or not playing. No one is required to play as a secondary player. Being eligible to play as a secondary has nothing to do with skill level. Secondary players that notify the coach well in advance they will not be available for a particular match should normally not be penalized unless it becomes a chronic problem and in that case the coach should consult with the Board for advice. Secondary players are normally from the same age division but can also play up to a high level, for instance, A U-15 player aged (9th grader) drafted to a U-15 team could play as a secondary on a U-19 team if needed.
- vi. Player Pool: If more secondary players are available than what is needed to take a game, coach cycles through all available secondary players from game to game. Coach cannot “cherry pick” secondary players to create an all-star team. In the case of a season, all secondary players should be given equal opportunity to participate in matches.
- vii. Rosters: the coach may have multiple rosters prepared by the Registrar. Unless an exception is granted by the board, all primary players for a team will always be on that team’s roster, whether available for a game or not. All secondary players that are to participate in a game must be on the roster for that game and the coach must have that roster with them at the game.
- viii. Practices: Secondary players can be invited to participate in practices of their secondary team but cannot be forced to or penalized for not participating. Secondary players cannot miss a practice of their primary team to practice with the

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secondary team. Secondary players can miss a primary team practice to play in a scheduled match with their secondary player team and should not be penalized by their primary Coach. As with any other reason for missing practice, a player should always notify their coach they will not be at practice to play in a match.

- ix. Discipline: Secondary players that fail to show up for an assigned match and have no good excuse can be removed from the secondary players pool for the remaining of the season by the Board at the request of a Board member or the coach. Normal discipline rules apply such as reducing the minimum play time in a match if the player shows up late for a match or if the player is a discipline problem at the match. This is meant to be an occasional punishment. If it becomes a regular problem (more than 2 or 3 games) the Coach must consult the Board. A coach may not restrict play time in every game as punishment without consulting the Board.
- x. Tournaments: Coaches may choose the secondary players they want to take to a tournament so long as it doesn't conflict with tournament rules.
- xi. More than two teams sharing: All rules apply to a normal situation where there are two small teams in an age division sharing players. If for some reason three or more small teams share players, no player can play in more than two matches in one day.
- xii. Records: Coaches should keep records of the secondary player's usage for every game. This is necessary so the Board can handle any potential complaints that the above rules have not been followed. The Coach should basically record what secondary players were asked to go to each game and note any that did not show up and why. The Board does not need to see these records unless there is a problem.

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VIII. Team Formation (Overall Guidelines)

- A. The goal of the team formation is to form Recreational Soccer teams that are equally competitive.
- B. Coaches must be Board approved and are selected following procedures outlined under the section “Coaches”, subsection “Selection of Coaches”.
- C. Players may stay on the same team from Fall to Spring season **ONLY** if the following conditions are met in the Spring:
 - 1. The number in that Age Division has not changed or decreased.
 - 2. The majority of the Board Members present during the Draft are in agreement to allow it. Board Members, at their discretion, may disallow the teams to stay together based on dissent from players and parents or for any other reason of fairness. A quorum of the Board isn’t necessary to vote on this at the draft however, there must be at least 2 Board members present that aren’t Coaches of the teams involved.
- D. If returning players are allowed to stay on the same team from Fall to Spring season, new registration forms for the same age division will have to be drafted per the section “Draft Philosophy”.
- E. Players may **NOT** stay on the same team from Spring to Fall season unless there is one team in that division. In the Fall season, if there are two or more teams in the same division a complete Draft **MUST** take place. Even if all the Coaches involved prefer to keep their teams together, it cannot be allowed because it is against WVSA rules and because it is not in the best interest of the players to always play for the same Coach.
- F. All players (except those remaining in the Spring on the same team as the fall) will be placed on teams by using a “Blind” Draft procedure for all eligible players in each age group.
- G. To ensure that team formation guidelines and the “Blind” Draft procedures are followed, MCSL Board Members will oversee the entire Draft process.
- H. No additions after the Draft may be made to the team rosters unless approved by the MCSL Board.
- I. A player may be a full time member of only one Recreational MCSL team at any time with the following stipulations:

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1. Any player can be a secondary player on one or more other Recreational MCSL teams as described under the section Team Sizes – Secondary Players.
 2. Any player on a MCSL Recreational team is eligible to play on an MCSL All-Star team in the same division.
 3. A girl can play on a co-ed MCSL Recreational team and an all-girl Recreation team within the MCSL.
 4. Travel teams are not considered Recreational teams and so players are not limited by this rule. A player may be on a Recreational team and a Travel team.
- J. “Borrowing” of players by one team from their opponent is permitted, as described in the section Team Sizes – Playing Short.
- K. Teams shall not be formed on a Major/Minor league basis under any circumstances.
- L. Two (2) teams constitute the minimum required for regular league competition.
- M. Team names shall bear no resemblance to a religion, nationality or ethnic group.
- N. When an all-girl team is planned for an age division, girls will automatically be placed on the all-girl teams unless placement on mixed teams is requested by the player and parents in writing.
- O. If there is an all-girl team and a mixed team of the same age division, a girl requesting the all-girl team may be moved to the all-girl team if leaving her on the mixed team would otherwise cause problems within the division. Reasons for forcing a girl to play on an all-girl team can be:
1. If the girl staying on the mixed team division causes that co-ed team roster to be over the maximum number of players allowed.
 2. In the opinion of the Board, allowing the girl to play co-ed would leave the all-girl team with too few girls. In this case, the Board must decide exactly how many girls should move to the all-girl team to be fair to both teams. Allowing the girls moved to play as a Secondary on the co-ed team may be a solution.

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3. In the opinion of the Board, allowing the girl to play on a co-ed team puts her at unnecessary risk of injuries.
- P. As long as the Board agrees, a girl as a primary player on the all-girl team can still play as a Secondary Player for a co-ed team.
- Q. If only a few of the girls that signed up for co-ed must be moved to an all-girl team, volunteers will be asked for first and late registrations will be moved next. If any issues occur or conflicts arise, the board will hold a random draft will occur for the number of girls needed.

IX. Draft Philosophy

- A. Before the Draft, a lot of effort should be put into determining the number of teams for each age division and securing Coaches for each team. It is better to delay the Draft for a particular age division until Coaches are secured for each team. Experience has proven, that a Draft is destined to be heavily modified or completely invalidated due to drafting teams before Coaches are found.
 1. It is very upsetting for Coaches, players, and parents when a Draft is completed and then modified or invalidated a week later. The Board should keep all of this in mind when deciding whether or not to Draft a particular age division at the scheduled time or not.
- B. One goal of the Draft is to equalize the teams as much as possible with little knowledge about the players.
 1. If the age division has 25% girls but the team winds up with only on girl and another winds up with 80% girls there is a good chance there will be problems. The mostly girl team may struggle to play against predominantly boy teams. The board should an attempt to equalize the girl/boy ratio.
 2. The same philosophy applies to the age of the players.
 - a. Experience has shown, some Blind Drafts can leave one team with younger players and another team with older players. Normally, the older team will be stronger.
 - i. For example, a U10 team consists of U9 and U10 aged players. Our draft is designed to evenly distribute U9 players among each U10 team and U10 aged players among each U10 team.

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X. General Draft Rules

- A. A minimum of three (3) Board Members must be present and participate in the Draft. All references to the Board in the Drafting procedures requires a simple majority of the Board Members present.
- B. Coaches can request their own children to be on their team and can bring up to two (2) assistant coaches with their children to the team prior to the Draft.
 1. If this Rule is abused, for example, by signing up 1 Coach with 2 assistant coaches on the same team that just happens to put a lopsided group of the strong players on one team where the other teams cannot be balanced, the Board may intervene, possibly disallowing 1 or 2 of the assistants to be on the same team or by some other remedy.
- C. Alternately, Coaches can request their own children to not be on their team.
- D. Coaches cannot choose a Team Parent prior to the Draft. Coaches must wait until after the Draft to select a Team Parent if one is desired.
- E. Coaches cannot automatically get their nieces, nephews, cousins, neighbors, etc. on their team. After the Draft is concluded, under the Board supervision, Coaches in each age division may agree to trade one (1) player. Both Coaches must agree on the trade and the trade must be for equal players (age/gender). These trades will occur during the Coaches Meeting.
- F. For the most part, requests for a certain Coach will not be accepted. There are a few of exceptions. The exceptions must satisfy a special need, not a preference. Each exception will be reviewed and approved by the Board. The reasons a player may request a specific Coach are:
 1. Required for Travel: If the player must travel with the Coach to practices and/or games and the player cannot easily travel with another family. If the player can travel with another player's family or another Coach, the request will normally be denied. The travel request must be **VALID**.
 2. Communication Problem: If the player is hearing impaired and the Coach is the only one that communicate effectively and or if the player/parents speak poor English and the Coach is the only on that can effectively communicate, this exception may be allowed.

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3. Behavioral Problem: If a Coach is trained in handling a behavioral problems and a player is documented to have behavioral problems, this exception may be approved.
 4. Medical Issue: If a player has a medical issue (severe asthma, diabetes, etc.) and a particular Coach has skills to provide treatment, the exception may be approved.
- G. For the most part, requests for a player to be placed on the same team as another player will not be accepted. Again, there are a few exceptions. The exceptions must satisfy a special need, not a preference. Each exception will be reviewed and approved by the Board. The reasons for possible exceptions are:
- H. Reasons above: All the reasons for requesting a coach (travel, communication, behavioral, medical) also apply to requesting to be on the same team as another player, if a parent of the other player can provide special assistance with the issue.
- I. The Board may decide to prevent a player from playing for a certain Coach if there has been serious problems between the player/player's parent and the Coach in the past and, in the opinion of the Board, this will lead to an unhealthy playing atmosphere for the player.
- J. For mixed teams, the Draft should attempt to equalize the girl/boy ratio.
- K. Once the Draft is complete, the Board must evaluate it and either certify or nullify it. If the Blind Draft produces an obvious unequal balance of talent, where one team is obviously superior to the others or one team is obviously inferior to the others, the Draft is invalidated and the teams are redrafted from scratch.
- L. Siblings in the same age division will be placed on the same team unless requested not to be by the parents in writing. (A note on the registration is sufficient.)
- M. The Board will determine if the Blind Draft is open to the public.

XI. Blind Draft Rules

- A. A bingo ball cage will be used to select players from the pool randomly.
- B. All players eligible for the Draft will be grouped separately by age division, gender, and experience.

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1. U4 Boys
2. U4 Girls
3. U5 Boys
4. U5 Girls
5. U6 Boys
6. U6 Girls
7. U7 Boys
8. U7 Girls
9. U8 Boys
10. U8 Girls
11. U9 Boys
12. U9 Girls
13. U10 Boys
14. U10 Girls, and so on...

- C. Within each group, players will be listed youngest to oldest and numbered 1, 2, 3 etc. When the boys from each group have been drafted, the same procedure will be conducted for the female players within each age group. *(Keep in mind, the Coaches children and approved requests will not have a number assigned and will be placed on the respective team.)*
- D. Place all the balls with numbers corresponding to eligible players in the bingo cage for the draft. The balls with the numbers assigned to the players are automatically placed on team.
- E. Each team will receive a player until all players have been drafted for the age division. *(Keep in mind, an attempt will be made for all teams to receive the same amount of players.)*
- F. During the Draft, if a team drafts a player that is attached to one or more players (siblings or Board approved requests), then all those players are marked to be moved at the same time to that team. *(That team will be skipped in the draft until all team are equal in players.)*
- G. Once all teams have been established for all age divisions, a Coaches Meeting will be held in order to distribute the team information, provide opportunity for Post Draft Trades, gather team names, jersey colors, provide equipment, cover upcoming league issues, and address any questions.

XII. Coaches Meeting

- A. Make sure all Coaches acknowledge they will be at the Coaches Meeting or will send someone to represent them.

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- B. All Coaches will be seated by age division.
- C. All Coaches will be provided a list of all players received during the Blind Draft.
- D. Each Coach will be given the opportunity for any Post Draft Trades.
 - 1. Each Coach will be given the opportunity for one (1) trade.
 - 2. Both Coaches must be in agreement, in order to the trade to proceed.
 - 3. All trades must be approved by the Board.
 - 4. If the Coach or team representative is not present, the Board will speak for that team.
 - 5. No trades will occur after the Coaches meeting, unless initiated by the Board in order to solve unusual problems that may arise. If any cost occur as a result of this action (such as new jersey) must be paid by the player, unless waived by the Board.
- E. All Coaches will provide the Board with a team name and choose a jersey color from list provided by the Board. Teams from the same age division must have a different color jersey. There are often conflicts during this process so the name and color choices are awarded in the following order:
 - 1. Same Coaches, Same Color and/or Name: The returning coaches staying in the same division get to keep names and colors from the previous season if that is what they want. The Coach does not have to keep the same Name or Color. A Coach cannot request a change until the next step.
 - 2. Same Coaches, Different Color and/or Name: The returning coaches staying in the same division get to change names or colors using seniority coaching for MCSL.
 - 3. Returning Coaches Moving Up: The returning coaches moving up from one age division to the next get to request names and colors next using seniority coaching for MCSL.
 - 4. New Coaches: The remaining coaches (new coaches and those that did not coach a previous season) get to choose team name and color.

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- F. Equipment Preparations: Equipment should be given to the Coaches during the Coaches Meeting. Typically, equipment consists of:
1. Bag of balls, normally a few more than half the number of players on each team. All teams U6 and up.
 2. 10-15 cones. All teams U6 and up.
 3. Agility Ladder. All teams U6 to U12.
 4. Soccer Ball Pump. All teams U6 and up.

XIII. All-Star Teams

- A. An All-Star is defined as a team of the best players in an age division that wants to practice and play matches at a higher challenge level.
- B. An All-Star Coach does not have to be a Coach of a Recreational team in the same division.
- C. MCSL All-Star Coaches must be approved by the Board.
- D. All-Star Coaches will build their own game schedule. The schedule of All-Star games, home and away, must be provided to the MCSL President and any changes in this schedule.
- E. These game must not conflict with the recreational game schedule.
- F. All-Star teams will need one (1) reversible jersey or two (2) jerseys of different colors. The All-Star team will be responsible for paying for the jerseys.
- G. All-Star teams may incur special expenses like team jerseys, tournament entry fees, hotel fees, etc. The team is required to pay these expenses. The All-Star team may conduct fundraisers and/or solicit funds from area businesses, however, the Board must approve all fundraisers. The Board will generally only disapprove a fundraiser if it conflicts with the league fundraiser in some way for the current or coming recreational season. The MCSL will not be responsible for any shortage of funds or other problems that may arise with the All-Star team funds. The All-Star teams will manage their own money.
- H. The All-Star team's practices and games should not conflict with those of the Recreational League. The Recreational League shall be first priority

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of all involved. The All-Star Coach must get approval from a players Recreational Coach if any conflicts occur in regards of practices or games.

XIV. All-Star Team Formation

- A. Participating on an All-Star team is completely voluntary. No player can be forced to become a member and no one is to be punished for not joining if asked.
- B. To be eligible for an All-Star team, a player must first be a member of the MCSL Recreational team in the same age division or younger division.
- C. All-Star Coaches may hold tryouts open to all players within the age division and possibly the younger division. Alternately, All-Star Coaches may evaluate interested players.
- D. The method of choosing players is up to the All-Star Coaches.
- E. Members of an All-Star team can be added or removed during a season due to injury, extended illness, lack of interest, lack of availability, etc.

XV. Fields and Equipment

- A. The field size, markings, goal area, penalty area, corner area, and goals will generally be according to FIFA Laws or the recommendations contained in four WVSA documents titled WVSA Small Sided Soccer Rules for (U6, U8, U10, and U12). Field size and Goal Size is dependent on the space and funds available. Exact field layout and goal size for all fields will be determined by the MCSL Field Coordinator (or President) responsible for the fields with the Boards approval for changes from the following table.

	U6	U8	U10	U12	U15	U19
Maximum Field Size (yards)	25x20	30x20	47x30	75x47	112x75	120x80
Center Circle (yards)	3	4	8	8	10	10
Corner Arc (yards)	1	1	1	1	1	1
Penalty Mark (yards)	N/A	N/A	9	10	12	12
Penalty Area (yards)	N/A	N/A	12	14	18	18
Goal Area Arc (yards)	3	4	6	6	6	6
Number of Players	4v4	4v4 (5v5)	7v7	9v9	11v11	11v11
GK	N/A	N/A (Yes)	Yes	Yes	Yes	Yes

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Playing Time (minutes)	4x8	3x 15	2x25	2x30	2x40	2x45
Break Times (minutes)	5	5	10	10	15	15
Ball Size	3	3	4	4	5	5
Goal Size (feet)	4x6	4x6 (5x10)	6.5x18.5	6.5x18.5	8x24	8x24
Offsides	No	No	Yes	Yes	Yes	Yes

B. Balls: May be Coach or League owned. Players are highly encouraged to purchase the appropriate size ball for their age division so that the player can practice skills at home that are taught during practice. It is recommended that all Coaches maintained several balls, whether league or personally owned, to be sure there are enough for practice and games.

1. League owned balls will be issued to all Coaches during the Coaches Meeting at the beginning of every season and returned to the League at the end of every season.

C. Player Equipment: It is **mandatory all players** on the field **must wear shin guards** during **all practice sessions** and **games**.

1. Watches, rings, other jewelry, metal hair ties, or anything the referee deems unacceptable or dangerous to any players will not be worn during MCSL practices or games.

D. In a match, each player will be properly dressed while on the field of play. Properly dressed includes:

1. Wearing a tucked in numbered jersey of the team colors
2. Shin guards
3. Head gear (optional)
4. Socks covering the shin guards
5. Safe shoes (highly recommend soccer cleats; no other type of cleats are acceptable) tennis shoes will be acceptable
6. Shorts or pants
7. Any other requirements stipulated by the referee
8. Keepers (Goalies) do not have to tuck in their keeper jersey and except for special tournaments or other requirements, do not need a number on the keeper jersey.

E. For matches where players are barrowed or a player forgets their jersey, wearing a similar shirt should be allowed. However, if the player consistently forgets his/her jersey, then the disciplinary rule takes effect and the player may not be allowed to play by his/her Coach.

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- F. In inclement weather, players may wear additional clothing, provided it is worn under the jersey. Gloves may be worn in cold weather. In this case, a player may be allowed to quickly remove gloves and throw them down before any throw-ins as long as there is no delay caused in the game.
- G. FIFA approved, padded head gear is encouraged but not required.
- H. Players fitted with any type of cast, air cast, or splint may not participate in league games or practices unless the cast or splint is well padded and the player has doctor, parent, and Coaches approval. For games, the player must also have referee approval and the WWSA and FIFA compliant.

XVI. Practices

A. There will be no practices by any Recreational team until after the Draft and Coaches Meeting has been conducted.

- 1. A practice is defined as any session involving soccer drills or strategy which includes a parent or Coach, more than three members of a single team.

B. Practice Guidelines

- 1. For Divisions U6 & U8: only one (1) or at most two (2) practices are allowed in one week and practices will normally last about one (1) hour. These younger players do not like to stand in lines or sit still for any length of time. They have short attention spans and practice time should be planned accordingly.
- 2. For Divisions U10 & U12: Not more than two (2) practices per week are recommended for game weeks and not more three (3) practices a week are recommended for non-game weeks. Practices will normally not last longer than two (2) hours.
- 3. For Divisions U15 & up: Practice duration and number of practices per week are determined by the Coaches.

XVII. Game Playing Rules

Division	Period Duration	Half Time	Quarter Breaks
U-6	(4) 8 minute quarters	5 minutes	2 minutes
U-8	(3) 15 minute quarters	5 minutes	2 minutes
U-10	(2) 25 minute halves	10 minutes	N/A

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U-12	(2) 30 minute halves	10 minutes	N/A
U-15	(2) 40 minute halves	15 minutes	N/A
U-19	(2) 45 minute halves	15 minutes	N/A

- A. All U6 & U8 team members should arrive at the playing field with gear on ready to play a minimum of 15 minutes prior to the scheduled match.
- B. U10 players and above, should arrive at the playing field with gear on ready to play a minimum of 30 minutes prior to the scheduled match.
- C. Length of quarter breaks and half time breaks are at the discretion of the Referee, but a minimum half-time of five (5) minutes.
 - 1. If a game has been stopped by a referee before the completion of the time specified in the rules for any reason stated in Law V of “FIFA, Laws of the Game”, it must be replayed in full.
 - 2. All games during the regular season resulting in a tie at the end of the regulation time will remain a tie.

XVIII. Individual Playing Time

- A. All registered players in attendance at the start of the regular season games **must play in at least half** of the game. A player arriving after the first half of play is completed may be played at the discretion of the Coach.
 - 1. Exceptions to the 50% playtime rule may be granted for illness, player refusal, injury and disciplinary reasons.
 - 2. A player who consistently fails to attend practices/games throughout the season, without just cause, may be an exception to the 50% playtime rule. *(A player who consistently fails to come to practice, does not learn the skills that the Coach is teaching and fails to learn to play as a team member.)*
- B. It is the **Coaches responsibility to ensure all players eligible, play at least the minimum required time** in each game. Coaches failing to provide required playing time for all players on their team may be referred to the MCSL Disciplinary Board. The Disciplinary Board will handle this issue as cheating to gain advantage and will consider this serious.
- C. Obviously, with **extended rosters**, it is not possible to give 50% play time to all players if there is only one keeper. In this case, the Coach should

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give as close to 50% to each as possible but may leave a keeper in for the entire game if the team has no second keeper.

XIX. Substitutions

- A. Free substitutions will be made at all age divisions, but with only the referee's permission, during the specified breaks in the game. Coaches must have players prepared to enter the playing field before the game break occurs. Substitutions are allowed during the following game stoppages prior to restart under these rules:
1. **Throw-ins**: Team in possession of the ball. If and only if this team is substituting, the other team may also substitute.
 2. **Goal Kick**: Both Teams
 3. **Score / Kick-Off**: Both Teams
 4. **Corner Kick**: No Substitutions
 5. **Injury**: During a stoppage for an injury, the referee may or may not allow players from both teams to substitute. At minimum, player(s) injured and leaving the field may be substituted. The injured player is not required to leave the field.
 6. **Yellow Card**: Carded player receiving first yellow card is not required to leave the field. The referee may allow the Coach to substitute this player out as it may be in the best interest of the game. No other substitutions may be made at this time for either team unless allowed by another rule like a goal kick restart.
 7. **Red Card**: A player receiving a red card or a second yellow (soft red) card during play must immediately leave the field and may NOT be substituted for the duration of the match. The team will play with one less player. No other substitutions may be made at this time by either team unless allowed by another rule like a goal kick restart. The player must also sit out the next game of the same level. For more information on penalties for multiple red card infractions in a season and other details, see WWSA rules. All red card infractions must be reported by the head referee in the game to the MCSL Referee Assignor or President within 24 hours with a complete game report.

XX. Small Sided Field Playing Rules

- A. The U-6 through U-12 Recreational Division play under WWSA Small Sided Game Rules. The purpose of the Small Sided Game Rules is to help insure all players get significant amount of play time as well as play involvement. MCSL has modified those rules slightly to better fit with our own program.

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- B. Also, U-6 and U-8 teams do not travel. All games are played on MCSL fields.
- C. U-10 teams and older may travel to other locations to play Recreational soccer games with teams from other Recreational soccer leagues.
- D. All Divisions U-13 and above play on a full size field under FIFA rules.

XXI. U-6 Playing Rules

- A. Coaches, Assistant Coaches, or parents act as a referee.
- B. One Coach from each side is allowed on the field for the entire game.
- C. No players can pick up the ball in the field of play (No Keepers).
- D. The goal area is a three (3) yard diameter semi-circle in front of the goal.
 - 1. Players (from either team) are not allowed inside the goal area unless the ball is in the goal area (No Keepers).
- E. Do-overs should be used for mistakes made. (Teaching moment)
- F. The number of players played during a game from each team is four (4).
 - 1. Neither team can play more players than the opposing team.
 - 2. If one team only has three (3) players show up, the other team can only play three (3) players. Or, the team that has several players may loan the opposing team a player. (with loaned players, children get to play more)
- G. In U-6, players are learning the skills need for proper throw-ins. Until the players have grasped the technique, Coaches may utilize kick-ins for balls that have been kicked out of play on the touchline.
 - 1. A proper throw-in is with both feet on the ground and the ball thrown directly over the head with two (2) hands.
 - 2. The Coach will explain any improprieties regarding an improperly thrown ball before allowing the re-throw to occur
- H. Balls kicked out of play on the goal lines will be returned to play with a goal kick or corner kick.

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1. Goal kicks may be taken from any point inside the goal area. Opponents must be on their own half of the field until the ball is kicked.
- I. All fouls will result in an indirect free kick with all opponents a minimum of three (3) yards away from the ball.
 1. All free kicks are indirect. A goal **cannot** be scored directly from a free kick or from a kickoff. This means that after the first kick to put the ball into play, the ball must touch another player from either team before it enters the goal to be counted as a score.
- J. There are no penalty kicks. No free kicks can be taken from within the opponent's goal box.
- K. No offside rules are observed.
- L. No cautions or ejections are issued.
- M. Four 8 minute quarters is the normal play. Time should be adjusted depending on the number of extra players and the condition of the players.
- N. Roughly equal playing time should be given to all players.

XXII. U-8 Playing Rules

- B. Normally, a league referee is used for the center with no linesmen. In the absence of a center referee, each Coach or a volunteer can take turns being the referee for on half of the game. There will be only one referee on the field at any time. Only the individual acting as the referee is allowed on the playing field during the game.
- C. The number of players from each team typically played on the field in a game is five (5).
 1. Neither team can play more players than the opposing team.
 2. If one team only has four (4) players show up, the other team can only play four (4) players. Both teams will play without a keeper.
 - a. Or, the team that has several players may loan the opposing team a player. (with loaned players, children get to play more)

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- D. U-8 throw-ins, players will be given two (2) opportunities to properly throw the ball into play. If the player fails on both attempts, the throw in is awarded to the other team.
 - 1. A proper throw-in is with both feet on the ground and the ball thrown directly over the head with two (2) hands.
 - 2. The referee/Coach will explain any improprieties regarding an improperly thrown ball before allowing the re-throw to occur.
- E. Substitutions for both teams can be made during any stoppage in play.
- F. Goal kicks may be taken from any point inside the goal box.
- G. All rule infractions will be briefly explained to the offending player.
- H. All fouls will result in an indirect free kick with all opponents a minimum of four (4) yards away from the ball.
 - 1. All free kicks are indirect. A goal **cannot** be scored directly from a free kick or from a kickoff. This means that after the first kick to put the ball into play, the ball must touch another player from either team before it enters the goal to be counted as a score.
 - 2. There are no penalty kicks. No free kicks can be taken from within the opponent's goal box.
- I. No offside rules are observed.
- J. No cautions or ejections are issued.
- K. Roughly equal playing time should be given to all players.
- L. The team and Coach must stay on the bench area on the opposite side of the field from the fans.
 - 1. Unlike U-6 level, the Coach must stay off the field during play unless the Coach is acting as the referee.
- M. Three 15 minute quarters is the normal play. Time should be adjusted depending on the number of extra players and the condition of the players.

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XXIII. U-10 Playing Rules

- A. A league referee must act as the center, head referee. Coaches are not allowed on the field at any time during play. League referees will be used for lines if available. If not available, volunteers will be solicited.
- B. Opponents shall be a minimum of eight (8) yards away from all free kicks.
- C. Two 25 minute halves will be played.
- D. There are normally seven (7) players on the field per team and this includes a goalkeeper.
- E. No slide tackles of the ball are allowed. An indirect kick will be awarded for an infraction of this rule.
- F. All other rules are per FIFA.

XXIV. U-12 Playing Rules

- A. A league referee must act as the center, head referee. Coaches are not allowed on the field at any time during play. League referees will be used for lines if available. If not available, volunteers will be solicited.
- B. Opponents shall be a minimum of eight (8) yards away from all free kicks.
- C. Two 30 minute halves will be played.
- D. There are normally nine (9) players on the field per team and this includes a goalkeeper.
- E. All other rules are per FIFA.

XXV. U-13 and Up Playing Rules

- A. A league referee must act as the center, head referee. Coaches are not allowed on the field at any time during play. League referees will be used for lines if available. If not available, volunteers will be solicited.
- B. There are no small sided rules for U-13 and up divisions.
- C. U-13 teams play two 35 minute halves.
- D. U-15 teams play two 40 minute halves.

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E. U-19 teams play two 45 minute halves.

F. All other rules are per FIFA.

XXVI. Coaches

A. Selection of Coaches: Volunteers that commit to head coach in an age division are given preference by the Board when they commit by the following deadlines and within a deadline, in the order listed below:

1. By the ending time of the last day of public registrations.
 - a. Returning head coaches in the same age division.
 - b. Returning assistant coaches in the same age division.
 - c. Returning head coaches moving up an age division.
 - d. Returning assistant coaches moving up an age division.
 - e. New coaches (all others)
2. By the last day of regular registration (the date the number of teams are locked)
 - a. Returning head coaches in the same age division.
 - b. Returning assistant coaches in the same age division.
 - c. Returning head coaches moving up an age division.
 - d. Returning assistant coaches moving up an age division.
 - e. New coaches (all others)
3. After the regular registration deadlines
 - a. Volunteers are taken in the order they volunteer, regardless of coaching history or kids on team.
4. Proceed down the list until enough coaches are found. If last step used results in too many coaches, one or more prospects must be eliminated from the last step used until the total number of head coaches equals the number of teams in each age division.
5. A parent, step-parent, or legal guardian of a player to be on the team is given priority over potential coach who is none of these.
6. If this still leaves conflict, the board will first try to negotiate a friendly solution to the problem.
7. If no solution is found, the Board will use a random draw to choose from the remaining volunteers that are tied.

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- B. At each of these steps, the Board reserves the right to disqualify a coaching volunteer based on risk management results, past problems, or other issues.
- C. A Coach shall be responsible for their own conduct as well as that of all other Coaches, staff, players and parents associated with their team while a game is in progress.
 - 1. Parents that are disrupting the game by their actions may be asked to leave the vicinity of the fields by an official.
 - 2. It is the Coach's responsibility to see that the offending parent(s) leave.
 - 3. If a Coach is ejected (red card) from a game for either his own behavior or a spectator's behavior, they shall be required to report to the MCSL Disciplinary Board for a full review and action.
- D. All Coaches shall ensure that their team has the highest regard for good sportsmanship and respect for the game officials. Coaches should set the example for parents and players by not questioning the referee calls and not yelling negatively at the players.
- E. Coaches will be responsible for all MCSL equipment issued to their team including but not limited to soccer balls, etc. The equipment must be taken care of and returned to the Board no later than a week after the last game of the season.
- F. Coaches are also responsible to ensure the parents and players take care of the fields, goals, benches, etc.
 - 1. All trash should be disposed of properly after all practices and matches.
 - 2. They are to ensure that all benches and goals are returned to the proper locations if they have been moved during practices or games.
- G. All Coaches must ensure that **no one hangs, swing, or climbs on any of the goals.** Player's parents must be informed that this behavior will not be tolerated and that it may **cause major injury or death** to their child.
- H. Except for U-6 and possibly U-8 Coaches, No Coaches or parents shall enter the field of play unless requested by the referee.

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- I. Realizing that MCSL is an instructional league, the Coaches and Assistant Coaches are permitted to disperse positive team encouragement or instructions during a match. However, Coaching during the games shall be limited to the sideline area only. No coaching will be permitted from behind or around the goal area. The Coaches, Assistant Coaches, and all players not involved in active play must be on the same side (bench side) of the field and a minimum of five (5) feet from the touchline.
 1. Parents and all spectators must stay on the opposite side of the field.
 2. Players/Coaches may leave the respective area if:
 - a. use the restroom
 - b. get a drink or medication from a parent
 - c. seek medical attention form a parent
 3. A player leaving the bench for any reason must have the permission of the Coach.
- J. Anyone that agrees to be a MCSL Coach must sign and abide by the MCSL Coaches Code of Conduct Form and must complete a Risk Management Form. The MCSL Registrar will provide instruction for these tasks.
 1. It is mandatory that a representative from each team attend the Coaches Pre-season Meeting.
- K. Discipline: At times, Coaches may need to deal with a variety of problems. Punishments can include restricting game play time, running laps, etc.
 1. Game time may not be restricted for more than two (2) games in a season.
 2. If problems persist, the Coach must consult the Board about further punishments.
- L. Punishments for U-6 and U-8 problems should be **rarely** used.
- M. It is extremely important that punishment is applied to the most skilled and least skilled players equally. Here are some basic guidelines for various problems:

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1. Missing Practices or Games: Coach can punish players for chronic unexcused absences. No one should be punished for missing an occasional practice or game. Lots of leeway will be given to legitimate absences such as illness, injury, out of town, school functions, required participation on other sporting or non-sporting activities and work. When faced with a choice between a school sport/function or a MCSL practice or game, players are expected to choose the school sport/function. We allow players to register with MCSL knowing they are also in other sports. *(U-6 and U-8 should not be punished for missed practices or games. In this case, the Coach should speak to the parents about the importance of their child attending practices and games in order to learn the skills and concept of teamwork.)*
2. Over aggressiveness, foul language, bullying, intimidation, fighting, destruction of property, etc.: Coaches should punish for these problems and report the behavior to the player's parents. If the problem persists, consult with the Board about more serious punishments or possible expulsion.
3. Lack of attention at practices and games, minor attitude, etc.: Try to deal with these problems constructively and avoid punishment unless absolutely necessary.
4. Other problems: Consult the Board about how to deal with other problems.

XXVII. Referees

- A. The MCSL referees have a tremendous responsibility. Once they are given authority, they must be supported ball all MCSL officials, Coaches, parents, and players. **ANY ABUSE OF A REFEREE WILL NOT BE TOLERATED.**
- B. MCSL referees will enforce the rules of competition defined by MCSL, WVSA, USYSA, and FIFA (USSF). Where MCSL and WVSA rules are not specified, the laws of FIFA (USSF) prevail.
- C. MCSL referees will always place primary emphasis on the welfare of the players. Referees will officiate the game in a manner conducive to clean competition and good sportsmanship.
- D. Referees will not be faulted for judgment decisions and opinions rendered in good faith during the course of officiating a game. Coaches should

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address complaints of overall referee performance (not specific calls) to the MCSL Referee Assignor or President.

- E. Referees are encouraged to give pre-game instructions to both players and the Coaches concerning any special conditions that may have an impact on the game.
- F. Referees are encouraged to verbally communicate to players/Coaches their decisions made during the course of a game. Referees must never Coach while officiating a game.
- G. All referees must be certified. In the event of a shortage of certified referees, “club” linesman may be selected from spectators or advanced players.
 - 1. It is recommended that one linesman is selected from the parents of each team.
- H. A referee may ask both Coaches if they intend to abide by all the league rules including playing every player a minimum of half the game. If the answer is not yes, a satisfactory explanation must be provided for each player that will not play at least half the game. If a Coach refuses to play a player half the game with no satisfactory explanation, it will be assumed the Coach intends to cheat in order to improve his chances of winning and in this case the referee will not allow the game to start and make a report to the MCSL Referee Assignor or President.
 - 1. A report must also be sent to the WWSA
 - 2. Games cancelled for this reason, the team of the nonconforming Coach will forfeit the match and the other team will be declared the winner of the match.
 - 3. If both Coaches from both teams refuse to conform, a loss will be recorded for both teams.
 - 4. If a game is in progress and the referee realizes a Coach is not following the rules, the Coach may be warned once. If by the completion of the match the Coach still has not conformed, regardless of the score, that team will forfeit the match to the other team. The coach of the other team will be informed of what occurred and a report written to the MCSL Referee Assignor or President.
- I. If an ejection (red card or two yellow cards) of a player or spectator occurs, the referee shall request that the offending party leave the immediate area of the game and have no further contact or communication with the remaining players/Coach.

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1. If they refuse, the referee may terminate the game.
 2. In the event that the match is terminated, the referee shall report it in full, with 24 hours, the circumstances and person(s) involved, the score up to that time, and any other relevant details to the MCSL Referee Assignor or President.
 3. The MCSL Disciplinary Board will decide the outcome of the game as to replay or forfeit as well as any additional action to be taken.
 4. In all cases, a report shall be completed and sent to the WVSA within 48 hours of the occurrence.
- J. For constant negative comments, fan(s) get one warning. Referee may warn directly or ask a Coach to do so. If the negative comments continue, the fan will be asked to leave.
1. The game will not continue until the fan leaves.
 2. If the fan refuses to leave, the team with the fan forfeits and the game is over.
 3. Referees must report this to the MCSL Referee Assignor or President including team, name of fan, and relationship to the team.
 4. If the fan refuses to leave or is thrown out of two (2) games in a season, the Board will consider the individual banned for the rest of the season or longer if necessary.

XXVIII. Referee Training

- A. All referees must be certified under USSF procedures.
- B. Youth must be 12 years of age or older by the date of the first game of the next season to be eligible to be trained.

XXIX. Referee Certification

- A. All referees must be re-certified annually in a course approved by a USSF-certified Referee instructor.
 1. When financially able, the MCSL will pay student referee class certification and recertification fees.
 2. The Board will not pay for adult referee class fees, unless for a special reason which must be approved by a majority of the Board members.

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3. All referees are encouraged to certify at a grade 8 or better. Grade 9 referees may be used where they are properly certified.
- B. The MCSL may offer to refund referee certification and recertification fees for the student referees at a later date by allowing them to work for it.
 - C. The Board will review the state of the organization’s finances and other factors each season to determine whether or not to help with fees.
 - D. Referees must attend at least two (2) referee meetings per year. One must be a recertification meeting, which can be attended anywhere in the USA. The other must be MCSL referee meetings to review the MCSL Recreational specific rules.
 - E. Referees must inform the MCSL Referee Assignor of availability to referee games during the upcoming recreation season.
 - F. Referees must fulfill all assignments by either refereeing those games or notifying the Referee Assignor, **well in advance**, of a match that you will not be there and explain why. Notifying the Coaches or another referee that you will be absent does not satisfy this requirement.
1. Referees that cancel at the last moment, don’t refresh themselves of the rules, don’t make calls during matches, or in any way do not perform their duties well, will not be assigned to matches as often or may not be assigned at all.

XXX. Referee Pay Rates

Division	U-6	U-8	U-10		U-12		U-15		U-19	
Position	N/A	Center	Center	Line	Center	Line	Center	Line	Center	Line
Pay (\$/Game)	N/A	\$12	\$15	\$12	\$20	\$15	\$25	\$20	\$25	\$20

- N/A = Not Applicable: In U-6, the Coaches referee the matches.
- U-8 uses only one (1) center referee, which Coaches can conduct if no referees are available.
- U-10 may or may not use league linesmen (optional). Must use a Center referee for all matches.
- All referees from out of the county are to be paid an extra \$5 per day.
- These fees are effective as of the Spring 2016 season. The Board can vote to change them at any time. Adjustments by the Board can be made for special cases like scrimmages, shortened games, etc.

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XXXI. Revisions of Recreational Soccer Policies

- A. The MCSL Recreational Soccer Policy contains the general rules for Recreational play as specified in the MCSL Bylaws. These guidelines may be modified at any time at the direction of the MCSL Board of Directors.
 - 1. Approval of modifications requires a majority vote of the Board members present during any Board meeting (regular or special).
- B. For clarity, updates must be made by revision of or addition to this document.
 - 1. All versions of the Policy and the corresponding revision documents are to be maintained in electronic form. The file name will include a major and minor revision number and should be saved by date.