

OPERATING RULES OF CLAWSON SOCCER ASSOCIATION



As used in these Operating Rules, “CS” means Clawson Soccer. "Board" means the Board of Clawson Soccer. References to the male gender in the Operating Rules in respect of players, coaches, officials and referees are for simplification and apply to both males and females.

CS is a member of Michigan State Youth Soccer Association, or “MSYSA”. All members and players must abide by the rules set forth by MSYSA.

ARTICLE I – INDIVIDUAL REGISTRATION

Section 1.01: Registration fees and registration procedures will be as determined by the Board.

Section 1.02: When more than 2 children in an immediate family are registered, the player fee will be waived for the third (or higher) child registered in CS house program.

Section 1.03: Refunds of registration fees will be given if requested in writing by March 1 for the Spring Season and August 1 for the Fall Season less the administrative fee (Article 11). No other refunds will be granted except under unusual circumstances as determined by the Board. The Board may reduce registration fees due to financial hardship, only if a written request is presented during open registration.

Section 1.04: In order to register, all players must have a release of liability and any and all required documents electronically signed by a parent or guardian every season.

Section 1.05: A child’s parent shall make sure that no unregistered child shall participate in any games or practices.

Section 1.06: Any player or parent who willfully falsifies his registration shall be suspended for the current season. The same shall apply to any player who signs his parent's name to his registration form.

Section 1.07: All players in CS must submit such concussion and other forms as required by CS or Michigan law.

ARTICLE II – TEAM FORMATION HOUSE TEAMS

Section 2.01: CS will be responsible for team formation.

Section 2.02: Each team will be regarded as an individual unit.

Section 2.03: The Board reserves the right to approve or disapprove of any team requesting entrance into the CS.

Section 2.04: NEW PLAYERS

- (1) A new player is defined as any player that did not play the previous season even if he had played in CS at some time in the past.
- (2) The Division Manager or Board representative shall place all new players on teams. He shall use the following criteria for placing players:
 - (a) Honor player requests if proper documentation is submitted and deemed reasonable and possible.
 - (b) Place players according to the school they attend.
 - (c) Place players according to their birth year.
 - (d) Place players according to their geographic location. Keep players as close to home as possible.
 - (e) Place players according to which core teams need players.

Section 2.05: CORE TEAMS

- (1) For the purpose of determining teams for the coming season, all previously registered players will be segregated according to their team from the previous season.
- (2) A determination as to the number of teams needed shall be made based on the number of players in an age group.
- (3) The following classification of players shall constitute core teams:
 - (a) A team already existing in a division with a coach and a minimum of 6 players.
 - (b) A team moving up from a younger division with a coach and a minimum of 6 players.
 - (c) A team already existing in a division without a coach and a minimum of 6 players.
 - (d) A team moving up from a younger age division without a coach and a minimum of 6 players.
- (4) If there are more core teams than needed in an age group, core teams shall be selected in the priority a to d in Section 2.05.3.
- (5) Registered players on a core team may request to switch to another team if:
 - (a) A relative plays for or coaches another team.
 - (b) The team the player is currently on is not comprised mainly of players from his school or neighborhood and the team he is requesting a transfer to is comprised mainly of players from his school or neighborhood.
 - (c) The player requests a transfer to another team, submits proper documentation and the Division Manager or Board deems it to be a reasonable request.
 - (d) The placement does not create a disparate number of players on teams.
- (6) **PLAYERS MAY NOT TRANSFER TO ANOTHER TEAM SOLELY TO GO TO A TEAM WITH A BETTER RECORD.** Division Managers or Board representative must guard against coaches attempting to build powerhouse teams by enticing players to request their team.
- (7) Decisions of the Division Managers or Board representative are final.

Section 2.06: The number of players assigned to teams shall be determined by the Board in accordance with MYSL and/or MSYSA.

AGE GROUP	PLAY	MINIMUM	IDEAL	MAXIMUM
U4-5	3v3	6	9	10
U6	5v5	7	9	10
U7/8	5v5	8	9	10
U9/10	7v7	9	11	12
U11/12	9v9	11	13-14	15
U13/14	11v11	14	15-16	18
U19	11v11	14	15-16	22*

*MSYSA Rules state that only 18 players may dress for any given game. For special circumstances, the Board may change the above minimum

Section 2.07: Players may be added to the roster, with the Division Manager’s approval, after the season has started either to replace players no longer on the team or to increase the size of the team within prescribed limits.

Section 2.08: House team names can be chosen by the coach in good taste. The Division Manager or Board representative has the right to reject any team name. Division Manager or Board representative should try to make sure there is no duplication of names. Teams moving up to a new division may keep the current name if it does not conflict with any other team name, at the discretion of the Division Manager or Board representative.

ARTICLE III – PREMIER TEAMS

Section 3.01: The Club Director of the Travel/Premier program shall have the power to form teams for the purpose of representing CS in Premier or Select leagues or programs with notification to the Board. These teams shall comply with Travel/Premier Operating Rules.

ARTICLE IV - EQUIPMENT

Section 4.01: CS shall furnish each recreational player U6 and under with a team shirt. Recreational players on teams U7 and older must purchase a uniform from CS or a designate CS uniform provider. Players must wear the uniform for all regular-season games and all CS-sanctioned special games and tournaments. All players must also wear shin guards and socks covering those shin guards to all practices and games. It is recommended that all players also wear conforming plastic cleats.

Section 4.02: CS shall furnish each team with one (1) game ball per year.

Section 4.03: Each team shall be responsible for returning all equipment to CS at the end of each season. All equipment is the property of CS unless otherwise determined by the Board. This will allow CS to evaluate the equipment at the end of each season and make replacements of equipment as needed.

Section 4.04: The home team for any scheduled game shall be responsible for the corner flags.

Section 4.05: The game ball provided by CS will be supplied by the home team and must be properly inflated. The visiting team should also have a game ball available and properly inflated. The referee shall decide on the suitability of any ball used.

Section 4.06: The Equipment Manager shall be responsible for all necessary repairs or replacement of equipment.

Section 4.07: The Board must approve all advertising on CS uniforms or other equipment.

Section 4.08: CS assumes no liability for incidents occurring while wearing merchandise displaying the CS name.

ARTICLE V – LEAGUE RULES - TEAMS

Section 5.01: No team may enter into games outside CS without the prior approval of the Division Manager. The Division Manager must inform the Board. The Board will decide if a team is to be terminated during the season. In that event, the Division Manager or board representative shall determine the disposition of the players.

ARTICLE VI – LEAGUE RULES - PLAYERS

Section 6.01: A coach or manager, WITH BOARD APPROVAL, may remove a player from the team for misconduct. The coach or manager must submit in writing to the Board a request for disciplinary action on a player.

Section 6.02: Any player who is competing, or plans to compete in league play in any other soccer league may not play in CS unless the player has obtained permission of the Board of CS and is dual registered with the Michigan State Youth Soccer Association.

Section 6.03: For the Fall season, the proper age group for a player is the grade the child will be entering in September. For the Spring season, the proper age group for a player is the grade the child is currently in.

Section 6.04: Premier players must follow Premier Division Guidelines for age group placement.

ARTICLE VII – COACHES AND MANAGERS

Section 7.01: Coaches and managers may establish rules governing practice sessions and individual team policy, but they may not conflict with CS rules.

Section 7.02: All coaches and managers must participate in CS fundraisers to the extent determined by the Board.

Section 7.03: All coaches and managers must be at least eighteen (18) years of age, complete the MSYSA's "Risk Management" policy, and complete the state required concussion training.

Section 7.04: All teams shall send at least one (1) representative to CS membership meetings.

Section 7.05: A coach is expected to keep his team for at least one season.

Section 7.06: Before a game, coaches should introduce themselves to the referee and each other. After the game, opposing teams should line up at mid-field to shake hands and congratulate each other. This procedure should be emphasized to the players.

Section 7.07: Every coach should refrain from smoking while at practices and games.

Section 7.08: All coaches should obtain and be familiar with the FIFA Laws of the Game, which are the official rules of soccer, and the USSF Advice to Referees. All coaches also need to know what rules CS modifies for younger players. The referees officiate at many different age levels and in several different leagues, all of which have different rule modifications. They can't be expected to remember all the age-group modifications, so avoid a hassle by going over them before the game.

Section 7.09: All coaches may make proposals to the Board. Such proposals should either be made at CS general membership meeting or be submitted in writing to the Board. The Board welcomes comments from coaches.

Section 7.10: All coaches and teams must show up for all scheduled games unless notified in advance by a CS official that the game has been postponed or canceled.

Section 7.11: Coaches should remember that they are in a position where they have considerable influence on children of an impressionable age. Therefore, their conduct (attitudes as well as actions) should remain at all times of such standard as to set a good example for their players. This includes practice as well as game situations.

Section 7.12: Prior to the start of the season, the Treasurer of CS provides checks to cover referee fees for every home game on the teams' schedules. The Division Manager or Board representative distributes the checks to coaches. Any money left at the end of the season due to cancelled games or missing referees must be returned to the Division Manager, who will forward it to the Treasurer.

Section 7.13: CS understands and encourages the development and advancement of our coaches. For this reason, CS will reimburse coaches upon successful completion of F, E and D Licensing upon notifying CS of your intentions of completing a course prior to taking the course and then providing evidence of successful completion and receipt of payment. Licensing above a D license may be reimbursed by CS at their discretion.

ARTICLE VIII – SPORTING BEHAVIOR

Section 8.01: All participants in CS, including parents and fans, should keep in mind that youth soccer is a service to the community. It can only prosper if we keep the welfare of the children as our prime consideration.

Section 8.02: It should be understood by all coaches that CS exists to: a. Teach the skills and rules of soccer to our youth. b. Promote the principals of good sportsmanship. c. Enable everyone to have fun. Coaches should, at all times, set good examples for their players.

Section 8.03: "Playing to win" should be stressed more than winning itself. Leading a team to victory should not be foremost in the mind of any coach. If it is done in such a manner as to deny any child the right to play, CS will not sanction this type of behavior. CS rules concerning playing time for all players are covered in Article 9, Section 9.01, Law 3.

Section 8.04: Referees are vital to the game. They should be treated with respect at all times. Referees are human and they will make mistakes. They will, however, call a better game if they are not under pressure from the sidelines. Honor their decisions and teach your team to do likewise. Harassment of officials by coaches, players or spectators will not be tolerated. Referees are gaining experience in youth leagues.

Section 8.05: One of the beauties of soccer is that the sportsmanship is of prime concern to everyone involved. The games are for friendly competition, and the players and coaches should regard their counterparts on the opposing teams as colleagues. Spirited play is encouraged but bad mouthing the opponents is not in the best interest of the game or CS. Swearing, telling a player to trip an opponent or harassing players on either side are examples of the kind of behavior that will not be tolerated. This applies to players, coaches and spectators.

Section 8.06: Teams should not "run up" the score against weaker opponents. Coaches should implement changes in strategy and player positions to keep the difference in scores reasonable.

Section 8.07: The conduct of coaches and other adults should set a good example for the players. Conduct that is deemed to be detrimental to the best interests of the players or CS is subject to reprimand and/or may result in suspension by the Board.

ARTICLE IX – LEAGUE PLAYING RULES

Section 9.01: The FIFA Laws of the Game and the decisions of the International Board will govern play and be the official playing rules of CS with the following modifications, recommendations and notations.

Law 1 THE FIELD OF PLAY

- (1) The referee shall determine if a field is unplayable. Officials of CS or the City may also determine if a field is unplayable. If they do so then the teams and referees involved will be notified as to any game cancellations or changes, if possible.
- (2) Hazardous playing conditions are defined as:
 - (a) Tornado warning
 - (b) Lightning/Thunder
 - (i) Game play or practice will be suspended for 30 minutes following the last sighted lightning strike or audible thunder.
- (3) Field dimensions for the various age groups will be per Michigan State Youth Soccer Association guidelines.

Law 2 THE BALL

- (1) Ball sizes will be:
 - (a) Up to U8 = Size 3
 - (b) U9-U12 = Size 4
 - (c) U13 and older = Size 5

Law 3 NUMBER OF PLAYERS

- (1) Substitutions are unlimited in number and are allowed at the following times:
 - (a) On a goal kick by either team.
 - (b) On a throw-in by the team in possession.

- (i) U10 and younger: Substitutions are allowed for both teams on a throw-in regardless of possession.
- (ii) U11 and older: If the team in possession of the throw-in is substituting, the other team may substitute as well, provided it can be done in a timely manner.
- (c) After a goal by either team.
- (d) When play is stopped following an injury.
- (e) At the start of a half or overtime period.
- (f) A player receiving a caution may be substituted.
- (g) Substitutions in U6 and under divisions are allowed at any stoppage in play.
- (2) Where required, complete line-ups must be presented to the referee before each game. No other players may be used.
- (3) At the end of the game, the completed game sheet must be verified and signed by the referee and both coaches. It will then be sent to the proper authority.
- (4) The referee must be notified and must approve any substitution prior to the substitute entering the field of play. The referee may ask any player to identify himself at any time.
- (5) Substitutions should take place in an organized and rapid manner.
- (6) If it is determined that a team has played an ineligible player, the game(s) in which the player appeared shall be considered as forfeited and the points derived there from will be awarded to the other team(s).
- (7) Playing Time:
 - (a) All house/recreational players in attendance at a game are to play at least approximately 1/2 of each half. Because of limitations on when substitutions can be made, it may not be possible for all players to play exactly 50% of each half, but coaches must try to adhere to this guideline as closely as possible. Players may play more than 1/2 of each half, but not less. While the minimum playing time is 1/2 of each half, ideally coaches should try to give their players an equal amount of playing time..
 - (b) Coaches may reduce the playing time of a player for disciplinary reasons. The reasons for reduced playing time must be explained to the player and his parents before such actions are taken. Parents may appeal such actions to the Board in writing.
 - (c) LACK OF PLAYING ABILITY IS NOT A REASON TO RESTRICT PLAYING TIME.
 - (d) Playing time may be reduced due to illness or injury.
- (8) Coaching is allowed from the touchlines, but only by the coach and assistant coaches (limit 3). Coaches and non-playing players must remain between the front edges of the penalty boxes and on their own side of the field. No artificial devices such as bullhorns or megaphones are permitted.
- (9) It is the coaches' responsibility to control their team's fans. The referee may ask the coach to do so. Spectators are to remain between the front edges of the penalty boxes.

Law 4 PLAYER'S EQUIPMENT

- (1) Uniform shirts should be matching and should be distinguishable from other teams. In cold weather sweatshirts (preferably matching) may be worn under the team jersey. Jackets may be worn under team jerseys subject to the referee's approval that the jacket is not potentially dangerous. Any hoods on sweatshirts or jackets must be tucked into the team jersey and are subject to the referee's approval for safety. Pants may be worn in cold weather.
- (2) Goalkeepers shall wear colors that distinguish them from the other players and the referee.
- (3) Players wear glasses at their own risk. Because of the possibility of serious injury the decision to wear glasses should be carefully considered by the parent or guardian. Sports goggles are highly recommended, especially at older ages.
- (4) Casts or orthopedic braces must be well padded and, in the opinion of the referee, pose no risk to the player with the cast or brace, or to the other players on the field.

Law 5 REFEREES

- (1) After each game, where required, the referee should file his game report with the proper authority. The referee should report any incident, protests or disputes and should indicate all players and coaches that were cautioned and/or ejected with the reason for that action.
- (2) The referee should report any cautions or ejections to the Division Manager on the game sheet, who will then continue further disciplinary action if necessary. (see Law 12 Misconduct).
- (3) In case the assigned referee fails to appear, or becomes incapacitated, a referee may be appointed by mutual agreement by both teams prior to the start of the game. Once appointed, that person becomes the official referee for that game. As such, his decisions are final. If the assigned referee arrives late, after play has begun with a substitute referee, he may not take over until there is a convenient stoppage in play. If a substitute referee is used, the reason should be noted on the score sheet if used. If no satisfactory substitute referee can be found, the game will be postponed and this should be reported to the division manager.
- (4) The home team shall pay the referee prior to the start of the game.
- (5) If the game cannot be played, scheduled referees who show up at the field are entitled to the full game fee, unless informed in advance by the referee assignor that the game is cancelled.

Law 6 CLUB LINESMEN

- (1) Club Linesmen may be appointed whose duties are subject to the decision of the referee

Law 7 DURATION OF THE GAME

- (1) The duration of the game will consist of two equal periods (halves), which will be as follows for the various age groups:
 - (a) U5 = 20 minutes
 - (b) U6 = 20 minutes
 - (c) U7 = 25 minutes
- (2) No modifications to other age brackets.

Law 8 START OF PLAY

- (1) No modifications.

Law 9 BALL IN AND OUT OF PLAY

- (1) No modifications

Law 10 METHODS OF SCORING

- (1) No modifications.

Law 11 OFFSIDE

- (1) There will be no offside in the fourth grade or younger age groups

Law 12 FOULS AND MISCONDUCTS

- (1) Attempting to kick a ball that is in the possession of the goalkeeper shall be considered a dangerous play, and an indirect free kick will be awarded. Repeated offenses of this type are to be cautioned. Possession is defined as having a ball within the goalkeeper's hands and is also a finger, hand or arm on a stationary ball brought under control by the

goalkeeper. If in the opinion of the referee this is viewed as kicking or attempting to kick the goalkeeper, the infraction is a foul with a direct free kick restart. It could also be immediately sanctioned by a caution or send-off.

- (2) Upon receiving an ejection or receiving a third caution during a season, the player or coach will receive an automatic one game suspension which is to be served in the next following game, unless the Board waives the suspension, or imposes another penalty in addition to or in place of the suspension. Decisions of the Board shall be final.
- (3) Assault of a referee, assistant referee, linesman, coach, player or spectator will be considered a very serious offense and will result in suspension for the remainder of the season or longer. It also can be prosecuted to the full extent of the law.

Law 13 FREE KICKS

- (1) In the U8 and under groups, all free kicks shall be indirect and outside the penalty area.
- (2) In the U9/10 age groups, all indirect free kicks shall be taken from the edge of the penalty box.

Law 14 PENALTY KICKS

- (1) There will be no penalty kicks awarded in the U8 and under age groups.

Law 15 THROW-INS

- (1) In the U5 and under age groups, there are no throw-ins, but rather the ball is kicked into play from the sideline area where it went out and the second touch must be by a different player than the one kicking it in.
- (2) In the U6 age group, the referee/coaches will explain the error to the player and then allow a second throw-in by the same player. Continue until the player is successful with the throw-in providing assistance where needed.
- (3) In the U7/8 age groups, one (1) foul throw is allowed. The referee will explain the error to the player and then allow a second throw-in by the same player. In the U7/8 age group if the second throw in is also foul, the ball will be turned over to the opponents for a throw in.

Law 16 GOAL KICKS

- (1) No modifications for the U11 and older age groups.
- (2) For U5 and under age group, the ball is played in from the goal line and may be passed in or dribbled in.
- (3) For the U6 through U10 age groups it should be remembered that the boundary of the goal area is the same as that of penalty area.
- (4) U10 and under - No goal kick. Game is restarted with goal keeper possession and goalkeeper can throw, kick, punt, or dribble the ball back into play.

Law 17 CORNER KICKS

- (1) No modifications.

ARTICLE X - MISCELLANEOUS

Section 10.01: If occasions arise that are not fully covered by these rules, the Board of Directors of CS has absolute power to decide such matters.

Section 10.02: Any team playing a game without complying with the operating rules shall forfeit the game.

Section 10.03: All games are to be played as scheduled unless weather or field conditions necessitate rescheduling the game.

Section 10.04: To avoid the necessity of schedule changes, teams should provide the scheduler or Division Manager requests for dates to be avoided. These requests will be honored if reasonable and if provided well in advance of the season. Changes may be requested prior to the beginning of the season by the date set by the scheduler or Division Manager. After that date a team's schedule changes cannot be guaranteed and become the responsibility of the coach and must be approved by a Board representative and by the opposing coach.

Section 10.05: If games are postponed for inclement weather or poor field conditions, CS will make an effort to reschedule the game and inform the respective coaches as to when the games will be played.

Section 10.06: All games are to start on time. After 15 minutes delay, the tardy team will be considered the loser and the opposing team will receive the points. This may be waived with mutual agreement of both coaches and the referee. Games that start late may need to be shortened to keep the following games on schedule.

Section 10.07: If a game is not played for the full scheduled time because of weather or darkness, the game shall be considered complete if half the game was played. If at least half the game was not played, it shall be rescheduled if possible. If a game is terminated for any other reason, the Division Manager shall have the power to reschedule the game, order it to stand complete as played, or declare a forfeit, depending on the circumstances.

Section 10.08: The standing of the teams in the U11 and older age groups in their respective divisions shall be figured on a point system: 3 points for a win and 1 for a tie.

Section 10.09: If at the end of the season, two or more teams are tied for a trophy position, all will receive trophies for that position.

Section 10.10: In case a team disbands, or if for any reason a team shall not have played half of its scheduled games, the games played shall not count for or against the opposing team.

Section 10.11: Games are subject to protest if the Laws of the Game, decisions of the International Board, or CS modifications as listed herein were violated and if the error resulted in a decision that directly affected the outcome of the game.

- (1) Judgment calls will NOT be subject to protest.
- (2) Any protest should include the rule under which the game is being protested and should be forwarded to the President of CS in writing and not to the referee. If the game occurred in an age group where game sheets are used, it must be noted on the game sheet that the game is being protested, or the right to protest will be forfeited.
- (3) To protest a game, the protest fee (see Section 11.01) must be included with the written protest within two (2) weeks of the date the game was played. The fee will be returned if the protest is upheld. The fee will be forfeited if the protest is not upheld.
- (4) The President shall inform the other team involved in a protested game that a protest has been filed, and shall bring the matter before the Board at the next meeting. Decisions of the Board will be final. Any Board member involved in a protest must disqualify himself from voting on the matter.
- (5) In the event that a decision on a protest must be made before the next scheduled Board meeting, the President and Division Manager shall decide the issue. The Board shall be informed of this decision at the next meeting.

Section 10.12: In the case of dispute between teams, players, and/or officials, legal proceedings cannot be taken without the consent of CS. A plea of ignorance to the Bylaws or Operating Rules is not sufficient and violators may expect appropriate actions by the Board.

ARTICLE XI – FEES

Section 11.01: CS recreational operating fees are determined by the Board each season.

- (1) Late fee: \$20.00 per season per family
- (2) Administrative fee: \$10.00
- (3) Protest fee: \$25.00

Section 11.02: The payment of referees for house recreation games shall be reviewed by the CS board on a regular basis.

**THESE OPERATING RULES OF CLAWSON SOCCER ARE APPROVED
BY THE CLAWSON SOCCER BOARD
AS AMENDED, MAY 17, 2016.**