

MID-OHIO SELECT SOCCER LEAGUE

ADMINISTRATIVE BYLAWS

As Adopted on 1-22-2017



MOSSL

Mid Ohio Select Soccer League

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0.0 General

0.1 The general rules and guidelines of F.I.F.A., U.S.S.F., U.S. Youth Soccer and O.S.Y.S.A. shall be followed except where the rules contained within the M.O.S.S.L. Code of Regulations or these Administrative Bylaws are more restrictive, if not otherwise in conflict with the rules and guidelines of F.I.F.A., U.S.S.F., U.S. Youth Soccer and O.S.Y.S.A.

0.2 As a participant in any activity associated with M.O.S.S.L., all persons, (players, coaches, trainers, referees, spectators, etc.) agree to comply with and to abide by these Administrative Bylaws.

1.0 Scheduling

1.1 There shall be a Fall season during which 6 to 12 games will be scheduled for all teams during the months of August, September, October and November.

1.2 There shall be a Spring season during which 6 to 12 games will be scheduled for all teams during March, April, May and June.

2.0 Divisions / Teams / Clubs

2.1 Prior to each season, every member league shall submit a declaration of intention to play for each team that will be playing during that season.

2.2 Based on the declarations that have been received, the Board of Trustees shall determine the number of divisions, which teams will be in those divisions and the number of games each team will play, at a meeting that shall be held approximately 8 weeks prior to the beginning of each season.

2.3 The M.O.S.S.L. Executive Committee shall establish a date prior to each season after which no new declarations will be accepted.

2.4 No team, Age 14 and Under or younger, will be accepted into M.O.S.S.L. unless sponsored by a member league that is associated with an existing and on-going recreational league.

2.5 For all teams, Age 13 and Under and older, the maximum number of players on a team's roster shall be 22 and the minimum number of players shall be 13. For all teams, Age 12 and Under participating in an 11 v 11 format, the maximum roster size will be 18 players and the minimum roster size will be 13 players. For all teams participating in a 9 v 9 format, the maximum roster size will be 16 players and the minimum roster size will be 11 players. For all teams participating in a 7 v 7 format, the maximum roster size will be 12 players and the minimum roster size will be 9 players.

2.6 The maximum number of coaches on a team shall be three (3). The minimum number of coaches on a team shall be two (2).

2.7 A player or coach shall not be considered as added or dropped from a team or its roster until all appropriate forms have been submitted and approved by the office.

2.8 A team may transfer between member leagues only if both member leagues agree to the transfer and do so in writing. If the member leagues do not agree, the Executive Committee shall be empowered to resolve the dispute. Such transfers may not take place during either the Fall or Spring seasons.

2.9 All teams, Age 14 and Under or younger, must play in their own age group, (i.e., they are not allowed to “play up”), unless a specific exemption is granted on a season by season basis by a two-thirds (2/3) majority vote of the Board of Trustees present at the preseason meeting outlined in Section **2.2**.

2.10 All coaches are prohibited from being registered as a coach of a team during one seasonal year and then being registered as a coach of a team sponsored by a different member league during the following seasonal year.

2.10.1 This restriction shall only apply in those cases where the team that the coach was associated with and the team that the coach will be associated with are for players of the same gender and the teams are for players who are of the same birth year as defined by U.S.S.F. and/or US Youth Soccer.

2.10.2 If a coach is prohibited from changing leagues as outlined in section 2.10, then this restriction shall not apply if the M.O.S.S.L. Board Member that represents the member league that the coach was registered with during the preceding seasonal year releases the coach to be registered by another member league during the following seasonal year and so notifies the M.O.S.S.L. office in writing.

2.11 A team may elect to have players participate in M.O.S.S.L. league games and M.O.S.S.L. tournament games that are not rostered to their team. M.O.S.S.L. allows the use of club guest players based on their natural age group in the following circumstances ONLY:

- a) Both the team that the player is rostered to and the team they will be club guesting for are part of the same club, sponsored by the same member league and play in M.O.S.S.L.
- b) The team they are rostered to and the team they will be club guest playing for are in the same age group and division. (This rule permits players to play laterally as club guest players.)
- c) The team that they will be guest playing for is in an older age group and/or is in a higher division than the team they are rostered. (This rule permits club guest players to play up.)
- d) The player, if rostered to a team older than their natural age group, may club guest play for a team within their natural age group but only at the same division level as the team they are rostered.
- e) If the natural age of the player is Age 14 and Under or younger, the player may club guest play up a maximum of two years.
- f) If the player is in high school, the player may club guest play up to the Age 20 and Under age group.
- g) Boys may not participate on teams that are registered as a girls' team.

- h) If a team is participating in a higher age group than their natural age group, they may use club guest players from teams within the same club which are playing in the same age group that they are participating in as long, as the club guest players are from the same or lower division.
- i) The club guest player's first obligation is to the team with which they are currently rostered. Therefore they may not participate with another team if that participation conflicts with their rostered team's playing obligation. This includes playing on only one team during a M.O.S.S.L. tournament weekend.

In a game using a 7 v 7 or a 9 v 9 format, a maximum of 3 club guest players may participate the game

In a game using an 11 v 11 format, a maximum of 4 club guest players may participate in the game

2.11.1 A maximum of 18 players may be on the sidelines, in uniform, and participate in any one game for a team in a game playing in an 11 v 11 format. A maximum of 16 players may be on the sidelines, in uniform, and participate in any one game for a team in a game playing in a 9 v 9 format. A maximum of 12 players may be on the sidelines, in uniform, and participate in any one game for a team in a game playing in a 7 v 7 format. Teams playing in the academy format may have an unlimited number of players on the sidelines.

Once a game starts and a team has reached its maximum number of players that may legally participate in that game, a team may not replace one or more of those players, (either rostered players or club guest players), with one or more different players (either rostered players or club guest players), during that game. Such replacement players are ineligible to participate in the game. If the violation of this rule is discovered during the game, the game should be continued but such replacement players are prohibited from further participation in the game. Violations of this provision shall be considered having an improperly registered and/or ineligible player participate in a game and may be considered a violation of M.O.S.S.L. bylaws 6.2.1 (c) and 7.2.1 (a). The Referee of the game must report such violation to the M.O.S.S.L. office within 48 hours of the game.

These limits are applicable regardless of whether or not there are any club guest players participating in the game.

2.11.2 This section is not applicable while teams are participating in the M.O.S.S.L. end of the season tournaments unless the team that the player is originally rostered to is not participating in that particular weekend of that season's M.O.S.S.L. tournament. All other provisions of this section 2.11, including the requirement that the player and the team that the player would play for during the tournament are part of the same league and/or club, shall apply. No player may play in more than 2 scheduled games in a single day.

NOTE: Bylaw 2.11.2 means that a player may play for a team in both the first and the second weekends of the M.O.S.S.L. end of season tournament. This section only applies if the other provisions of section 2.11, including but not limited to, the requirement to play only in an age appropriate division and the requirement the player must play for their rostered team if there is conflict between their rostered team and the team for which they would be a club guest player.

2.11.3 Prior to the start of a game, any of the carded or substitute coaches on all teams making use of this rule during M.O.S.S.L. league games must write the name of all club guest players on the back of the designated game card. The head coach or in his absence, an assistant coach, shall verify that the name of

all players that participated in the game pursuant to this section when the game card is signed at the conclusion of the game. All players participating in a game under this section must have their player pass at the game.

SPECIAL NOTE TO REFEREES: The referee must ask each team's head coach or in his absence, an assistant coach or substitute coach if there are any club guest players. This must be done prior to the start of every game. Failure to report the presence of any club guest players may cause the game to be declared as a forfeited game and subject to other sanctions as outlined in these administrative bylaws.

2.11.4 A player's first playing obligation is to play all M.O.S.S.L. league games and M.O.S.S.L. tournament games, (see 2.11.4 concerning M.O.S.S.L. Tournament) with the team they are rostered to for the seasonal year. If a player is rostered on Team B that has a game that will be played on Tuesday at 6:00 PM, then that player cannot play for Team A, under this section, if Team A also has a game on Tuesday at 6:00 PM.

2.11.5 Players on teams participating in M.O.S.S.L. that are members of a club that also has teams participating in a statewide premier league, (The statewide premier league must consist of at least 20 teams from each of Ohio South Districts 1, 2, and 3.) may participate with other teams from their club that participate in the league games of that statewide premier league under the Club Guest Player rules. The club guest player rules of the statewide premier league must be determined by the M.O.S.S.L. Executive Committee to be substantially similar to M.O.S.S.L.'s Club Guest Player rules and the statewide premier league's rules must permit such Club Guest Player usage from another league such as M.O.S.S.L.

Players from the statewide premier league may NOT participate in M.O.S.S.L. league or tournament games under the Club Guest Players rules unless the team the player is rostered to participates in both, the statewide premier league and in M.O.S.S.L

2.11.6 Players registered on U-9 team may use the provisions of section **2.11** and be club guest players on any other U-9 team from within their club regardless of the competitive division that the player's team participates in. This section **2.11.6** shall be applicable for league play only. A maximum of 3 club guest players may participate with a team under the provisions of this section. All other provisions of this section **2.11** remain applicable.

2.12 Coaches may use a Director of Coaching pass as provided in Ohio South Youth Soccer Association bylaw 6.2.15 or other U.S.S.F. affiliate during M.O.S.S.L. league and tournament games.

2.12.1 Coaches and other persons may not advertise and/or otherwise refer to themselves as a "Director of Coaching" or other similar name in reference to their activities within M.O.S.S.L. unless they meet the criteria of a "Director of Coaching" as established by Ohio South Youth Soccer Association bylaw 6.2.15, or the rules of another U.S.S.F. affiliate as designated by the M.O.S.S.L Board of Directors.

2.13 M.O.S.S.L. will accept teams in the Age 8 and Under, Age 9 and Under and Age 10 and Under age divisions in the following, "Academy" format. Players and their coaches so registered shall be considered as recreational players / coaches.

2.13.1 Member leagues / clubs may register a minimum of seven (7) players and an unlimited maximum number of U-7's, U-8's, U-9's, U-10's players in each of those respective age groups, subject to the following restrictions:

- If a team is declared as an U-8's team, no more than ½ the number of players registered by the club for that team may be Age 7 and Under.
- An Age 7 and Under player may be registered in the Age 8 and Under age group but not within the Age 9 and Under or Age 10 and Under age group.
- An Age 8 and Under player may be registered in the Age 9 and Under age group but not within the Age 10 and Under age group.
- An Age 9 and Under player may be registered as part of the Age 10 and Under age group.
- The age of the oldest player registered for a member league / club / team in an age group shall determine the "age" for that age group organized by the member league / club / team.

A minimum of two coaches must be registered with each member league's / club's / team's age group.

2.13.2 Any player registered under this format may be used as a Club Guest Player as provided in section 2.11 for a team that is not registered under this format, except that players registered as part of an Age 8 and Under academy team may not be a club guest player on an Age 10 and Under or older team. A player that is rostered to a team that is not participating in this format may not participate in this format of play under the Club Guest Player rules, Section 2.11.

2.13.3 The assigned team name will only reflect the name of the member league or club, "Age 8 and Under", "Age 9 and Under" or "Age 10 and Under", and the gender of the team. For example: "XYZ S.C. Age 8 and Under Boys".

2.13.4 The standard registration process, including the issuance of OSYSA player passes, shall be followed.

2.13.5 After the pre-season deadline for the declaration of teams has passed, all leagues / clubs / teams that have declared teams in this format will be organized into one or more groups based on geographical or other factors as determined by the participants in this format. These groups shall meet approximately 6 weeks prior to the start of each season to schedule a series of common play dates at one or more common sites and shall determine the parameters, (# of players on the field, field size, game length, specials rules, etc.) for these groups. In general, these groups shall follow the recommendations of US Youth Soccer.

2.13.6 During games using this format, any coach who has been issued a coach pass for another team from that same member league or club that participates in M.O.S.S.L may coach during any game for that member league or club.

2.13.7 The per player fees for players participating in this format shall be as follows:

- \$12.00 for each player during their first season of play during the seasonal year.
- \$8.00 for each player during their second season of play during the same seasonal year.

- There will be no registration fee for coaches nor will there be a per player /coach field fund fee assessed.
- If a group of players and coaches desire to be subsequently registered and rostered as a competitive team, (i.e. in order to play in a competitive tournament), there shall be an additional cost of \$10.00 per player and \$16.00 per coach.

2.13.8 All of the rules contained in M.O.S.S.L's bylaws, including but not limited to, sponsorship of teams, conduct, recruiting, transfers, coach licenses, and Risk Management, remain applicable. Member leagues / clubs / teams who will be participating in this format should not hold tryouts but rather should work to find a place for all players who are interested in participating with their league / club / team in this format.

2.13.9 Team standings will not be maintained. All leagues, clubs, teams, coaches, parents of players and players must recognize that the purpose of this format is to provide a less competitive environment where player development is emphasized.

2.14 For use in this section 2.0 and elsewhere in these administrative bylaws, the term "club" is defined to mean a collection of teams that have two or more of the following attributes:

- are known by a similar set of team names,
- use a common set of similar uniforms,
- are organized under a common board of directors,
- have a common set of coaches and trainers,
and /or
- have their game and practice fields at one or more common locations.

3.0 Player Eligibility

3.1 Players may be chosen at the discretion of the member leagues within the following guidelines:

a) Players should be chosen because of demonstrated skill or playing ability.

b) A team that has only male players or has male and female players shall be registered as a male team. A team that only has female players, (as they have self-identified their gender expression in their daily lives), shall be registered as a female team.

c) No player, (coach, volunteer, employee or referee), shall be discriminated against because of their race, religion, creed, national origin, sexual orientation, or self-identified gender expression and identification as they present themselves in their daily lives.

3.2 For participation in their respective age groups, Age 7 and Under through Age 19 and Under, inclusively, all players registered must be born on or after January 1st of the birth year for players of the division as defined by U.S.S.F. and US Youth Soccer.

3.3 Players may not simultaneously play on a M.O.S.S.L team if they are also currently playing on a high school or middle school team whose team is organized under the rules of the Ohio High School Athletic Association.

If a player plays for a high school or middle school, as defined above, and subsequently ceases to play for a high school or middle school team, then the player may participate on a M.O.S.S.L team during the Fall season.

3.4 M.O.S.S.L. does not recognize the primary/secondary rule, except as it applies in rule 2.12.

3.5 No more than ½ of the number, to a maximum of seven (7) Age 8 and Under players may be on the roster of an Age 9 and Under team. No Age 8 and Under players may be registered on an Age 10 and Under or an older team. No more than ½ of the number, to a maximum of seven (7) Age 9 and Under players may be on the roster of an Age 10 and Under team. No more than ½ of the number, to a maximum of eight (8) Age 10 and Under players may be on the roster of an Age 11 and Under team.

3.6 No player Age 14 and Under or younger may play on a team that is 3 years or more older than the player's natural age group, (i.e. an Age 9 and Under player may not play on an Age 12 and Under or older team, on an Age 12 and Under player cannot play on an Age 15 and Under or older team, an Age 14 and Under player may not play on an Age 17 and Under or older team, but an Age 15 and Under player may play on an Age 20 and Under team). This section shall not be applicable to any Age 14 and Under player who is a registered high school student, if they are otherwise eligible to participate in M.O.S.S.L

3.7 A player may be released (dropped by the coach) from a team by the coach only if the player is unable to play for one of the following reasons:

- a) The player has violated a US Youth Soccer or O.S.Y.S.A disciplinary rule.
- ..
- b) The player has moved beyond a reasonable travel distance.
- c) The player is injured in such a manner that it is known with certainty that the player will not be able to participate for the remainder of the seasonal year.

3.7.1 Before such a player will be released from the roster, a Voluntary Quit form including the signature of the player and their parent(s) shall be submitted.

3.7.2 If a player refuses or is unavailable to sign the required Voluntary Quit form, the Executive Committee shall be empowered to authorize the release of the player from the team roster upon written request by the team's head coach along with an explanation of the lack of a signed Voluntary Quit form.

3.8 As provided in Ohio South's rules, a player may be simultaneously registered and participate in both M.O.S.S.L and an Ohio South recreational league provided the recreational league's rules also permit this dual registration. A player may be simultaneously registered on a team participating in US Youth / Ohio South Youth Soccer Association and participate on a team that is participating with a different U.S.S.F. affiliate.

3.9 As part of the annual player registration process, a least one parent or guardian of every player participating in M.O.S.S.L must sign a Parent's Code of Conduct, (a.k.a. PCC), form. This PCC form

must be submitted at the same time as the US Youth Soccer / O.S.Y.S.A. or other U.S.S.F. affiliate player registration form is submitted.

3.10 A player may not be rostered on more than one team in this league or any in other competitive league in OSYSA or US Youth Soccer at any one time. If a player becomes rostered to a team participating in M.O.S.S.L. after the player has been rostered with any other OSYSA or US Youth Soccer competitive team without first following all OSYSA's and M.O.S.S.L.'s transfer requirements, then that player shall be ineligible to participate in M.O.S.S.L. until such time as a transfer is completed.

3.11 The terms referring to the age of players and/or age groups of players, (i.e. U9, U-9, UNDER 9, 9U, 9-U, 9 and UNDER), are used interchangeably and all of those terms have the same meaning within these bylaws.

4.0 Fields

4.1 Every member league must be able to provide an adequate number of fields proportionate to the number of teams that the member league has agreed to sponsor.

For teams Age 9 and Under and Age 10 and Under, there must be at least the following number of fields of the appropriate size:

- 1 field for 3 or fewer teams,
- 2 fields for 6 or fewer teams,
- 3 fields for 9 or fewer teams,
- and 1 additional field for each additional 3 teams.

For Age 11 and Under and Age 12 and Under teams, there must be at least the following number of fields of the appropriate size:

- 1 field for 4 or fewer teams,
- 2 fields for 8 or fewer teams,
- 3 fields for 15 or fewer teams,
- 4 fields for 21 or fewer teams,
- 5 fields for 28 or fewer teams,
- and 1 additional field for each additional 7 teams.

For an Age 13 and Under thru an Age 19 and Under teams, there must be at least the following number of fields of the appropriate size:

- 1 field for 4 or fewer teams,
- 2 fields for 8 or fewer teams,
- 3 fields for 15 or fewer teams,
- 4 fields for 21 or fewer teams,
- 5 fields for 28 or fewer teams,
- and 1 additional field for each additional 7 teams.

Member leagues may be required to provide additional fields if warranted as determined by the number of teams scheduled to play on specific nights of the week.

4.2 The fields provided by the member leagues must be available, at a minimum, between 5:45 PM and 7:30 PM on Monday thru Thursday, between 12:45 PM and 7:30 PM on Saturdays, between 2:00 PM and 6:00 PM on Sundays for Age 9 and Under and Age 10 and Under, and from 12:00 Noon until 6:00 PM on

Sundays during the Spring season, (for Age 17 and Under, Age 18 and Under, an Age 19 and Under teams only).

4.3 For tournament play only, M.O.S.S.L. may chose to rent a minimum of 4 fields from member leagues or from other sources. A rental fee of \$200.00 per field used during the tournament will be paid to any member league whose fields are used for M.O.S.S.L. tournament play.

4.4 No member league or representative of a member league may interfere with the relationship between another member league and the other member league's field provider.

5.0 Financial Policy

5.1 Each member league shall be financially responsible for all teams that the member league has agreed to sponsor in all fiscal matters relating to M.O.S.S.L.

5.1.1 All fees are to be paid within 40 days of receipt of an invoice. Fees not paid within that time frame shall be subject to a 10% per month penalty.

5.1.2 All checks submitted shall be made payable to M.O.S.S.L.

5.1.3 Any member league that is more than 120 days in arrears in payment of any fees that are due to M.O.S.S.L. shall automatically be placed in bad standing. Any member league that is placed in bad standing shall be subject to the following conditions until such time as their financial accounts with M.O.S.S.L. are paid in full:

- 1) The member league shall lose their voting rights in all matters.
- 2) The member league is prohibited from advertising tryouts for any of the member league's current teams or any additional teams that are to be sponsored by the member league.
- 3) Teams that are sponsored by the member league are prohibited from participating in any tournament, either M.O.S.S.L. or other sanctioned tournaments.

5.1.3.1 Any member league that has been placed in bad standing shall be required to make all payments to M.O.S.S.L. by cashier's check or money order for a period of 2 years following their placement in bad standing.

5.1.3.2 The members of the M.O.S.S.L. Board of Directors shall be notified of any member league that is put in bad standing pursuant to this section.

5.1.3.3 The member league shall have the right to appeal their placement in bad standing pursuant to this section by making an appeal to the M.O.S.S.L. Grievance Committee. The appeal must be made in writing, in a letter addressed to the Vice President of Conduct, within 10 calendar days of written notification of the member league's placement in bad standing being mailed, via certified mail, to the member league's representative to the Board of Directors.

5.2 Each member league will be charged a flat rate fee for each team that the member league declares for participation in M.O.S.S.L league play. This flat rate fee includes the cost of; registering all players and coaches with M.O.S.S.L the addition of all players and coaches that are added to a team's roster, and all player transfers. It does not include the cost of any M.O.S.S.L tournament entry fees or any penalties that may be assessed for a team's failure to complete their commitment for tournament play

5.2.1 For the first season that a team is declared to participate in M.O.S.S.L during each seasonal year, the member league that sponsors the team will be charged a per team fee of \$400.00 if the team is a 9 and Under or a 10 and Under team, and \$500.00 if the team is an 11 and Under or older team. If an 13 and Under or older team has more than 18 players on their roster, not including any players who have transferred on to the team, there will be a \$14.00 per player fee for each player that exceeds 18 players on the roster.

This fee includes the cost of registering all of the team's players and coaches with Ohio South Youth Soccer Association or other U.S.S.F. affiliate if so authorized by the board of directors for the entire seasonal year. This per team fee shall be paid to M.O.S.S.L on or before September 10th for teams participating the Fall season

5.2.2 For the second season that a team participates in M.O.S.S.L. during each seasonal year, the member league that sponsors the team will be charged a per team fee of \$200.00 if the team is a 9 and Under or a 10 and Under team, and \$250.00 if the team is an 11 and Under or older team. This per team fee shall be paid on or before April 10th.

5.2.3 All fees due from member leagues for the tournament entry fees and for team drop penalty fees shall be paid to M.O.S.S.L on or before December 10th for teams participating the Fall season and on or before July 10th for teams participating in the Spring season.

5.3 All teams who participate in the Fall season of league play are expected to play in the league tournament at the end of the Fall season. All teams, 14 and Under and younger, who participate in the Spring season of league play are expected to play in the league tournament at the end of the Spring season. A tournament participation fee of \$190.00 for 9 and Under & 10 and Under teams, \$210.00 for an 11 and Under team and a 12 and Under teams and \$230.00 an 13 and Under and older teams will be assessed all teams who participate in the tournament.

5.3.1 A team must provide written notification to M.O.S.S.L. on or before October 1st for the Fall tournament or on or before May 1st for the Spring tournament of their intention not to play in that season's tournament. If a team does not provide written notification of their intention not to play in the end of the season tournament and then fails to compete in the tournament, then that team's member league will be assessed a penalty as per the schedule shown below. This penalty shall be in addition to the fee established in Section 5.3 which shall also be assessed as if the team had participated in the tournament.

5.3.1.1 If a team fails to provide written notification, as required above, prior to October 4th / May 4th, the team shall pay only the tournament entry fee.

5.3.1.2 If a team fails to provide written notification, as required above, but does provide notification between October 4th and May 4th and 11 days prior to the first day of the tournament for that teams age group the penalty shall be \$200.00, in addition to the tournament entry fee.

5.3.1.3 If a team fails to provide written notification, as required above, and not does provide such notification until 10 days or less prior to the first day of the tournament for that team's age group, the penalty shall be \$400.00, in addition to the tournament entry fee.

5.3.1.4 If a team fails to provide written notification, as required above, 10 days or less prior to the first day of the tournament for that team's age group and the team participates in another soccer event, (other than the OSYSA State Cup or OSYSA President's CUP), the penalty shall be \$600.00, in addition to the tournament entry fee.

5.4 Beginning with the Fall 2017 season or six months after the M.O.S.S.L. Board of Directors approves the expenditure of the monies maintained in the Field Development Fund for the purchase of land and/or entering into a partnership for the development of soccer fields, (whichever comes first), in addition to the fees outlined in Section 5.2, a Field Development Fund fee of \$110.00 per Age 9 and Under and Age 10 and Under team and a Field Development Fund fee of \$150.00 for each an Age 11 and Under and older; each team shall be assessed each season for each team that participates in M.O.S.S.L league play. These fees shall be paid to M.O.S.S.L on or before December 10th for the Fall Season and on or before July 10th for the Spring Season.

5.4.1 All of the funds collected by means of this assessment shall be keep in a fund separate from the general operating funds of the league. This fund shall be known as the Field Development Fund. The Treasurer of M.O.S.S.L. shall maintain a separate accounting of the money received from each member league and shall report on the status of the fund on a semi-annual basis.

5.4.2 If after January 1, 2003, the Board of Directors determines that the continuation of the Field Development Fund is no longer in the best interest of M.O.S.S.L., the Board of Directors may by a 2/3 affirmative vote of the entire board, vote to disband the Field Development Fund. If the fund is disbanded, all of the money collected through the assessments provided for under Section 5.4, shall be returned to all of the member leagues existing at that time, plus all accumulated interest, less all accumulated expenditures, in the same proportion as those member leagues had contributed to the fund.

5.4.3 A Field Development Advisory Committee shall be established to facilitate the development of land into soccer fields for use by all member leagues. Following the Annual General Meeting, the President shall appoint up to 7 members of the Field Development Advisory Committee with the Vice President of Administration and Planning as one of the members and serving as the Chairperson. The other members of the Field Development may either be Trustees of the Board or other persons who have either an interest or experience in construction or other endeavors that would facilitate the development of land into soccer fields. Members shall be appointed annually to the Field Development Advisory Committee and may be reappointed.

5.5.4 All expenditures from the Field Development Fund shall only be made with the approval of the majority of the Field Development Advisory Committee.

5.5.5 Prior to the Field Development Advisory Committee entering into an agreement regarding the development of fields, the Field Development Advisory Committee shall submit the overall plans for the development, including engineering plans/drawings, cost estimates, and construction timeline, to the Board of Trustees of M.O.S.S.L. for their approval. Such approval shall be granted upon an affirmative vote of the majority of the trustees.

6.0 Conduct

6.1 All member leagues are required to hold the teams that they sponsor, the players and coaches on those teams, the parents and supporters of the players on those teams, to the highest standards of fair play, good sportsmanship and ethics.

6.1.1 Member leagues shall be responsible for maintaining supervisory control of the players and coaches of the teams that they have agreed to sponsor.

6.1.2 Head coaches shall be responsible for the conduct of themselves, their assistant coaches, their players and their team's supporters.

6.2 In recognition of the fact that rules are not always followed and to have effective management of the league, a method of imposing sanctions for violations of leagues rules must be established. Accordingly, the following three levels of sanctions, which may be imposed upon players, coaches and any spectator at any M.O.S.S.L league or tournament game, are established:

6.2.1 Minor infractions are offenses or occasions of objectionable conduct for which sanctions ranging from a letter of reprimand to a suspension of up to 4 games or two weeks may be imposed. Minor infractions are acts such as, but not limited to the following:

- a) A player or a coach receives a second red card during a single season,
- b) A spectator enters the field of play during a league or tournament game, without the permission of the Referee.
- c) Having an improperly registered player participate in a game,
- d) Extreme use of profane, vulgar, threatening or abusive language.

6.2.2 Major infractions are those offenses or acts of misconduct for which sanctions ranging from a suspension of 1 or more games to a suspension from all M.O.S.S.L. sponsored activities for the balance of the current season or the following season of play may be imposed. Major infractions are acts such as, but not limited to:

- a) A player or coach receives a third red card within a single season.
- b) Severe verbal abuse of a Referee or Assistant Referees
- c) Extreme verbal abuse of a coach, player or spectator,
- d) Threats of violence, whether directed against a player, coach, Referee, Assistant Referee or spectator,
- e) Recruiting or attempting to recruit a player,
- f) A team receives 4 red cards or a total of 8 yellow and/or red cards,

g) Improper removal of a player from a team roster during the seasonal year, (i.e. cutting a player from the team roster), as outlined in Section 8.1

6.3 In those cases in which a serious infraction is alleged to have occurred and the President determines that it is in the best interest of the integrity of M.O.S.S.L., the President shall be empowered to immediately suspend the person(s) involved until such time as a Grievance Committee hearing may be held to review the allegation.

a) Physical assault of a Referee, player, coach or spectator.

b) Deliberate submission of or use of a fraudulent birth certificate, player registration form, coach registration form, team roster, travel permit, player pass, coach pass, or other US Youth Soccer or OSYSA or other U.S.S.F. affiliate document for the purpose of providing false information regarding the player's age. Such individuals, if they are adults, shall be suspended for a minimum of five (5) years. Any player, for whom such a fraudulent birth certificate, player registration form, coach registration form, team roster, travel permit, player pass, coach pass, or other US Youth Soccer or OSYSA or other U.S.S.F. affiliate document is submitted or used, shall be suspended for a minimum of 6 months.

c) A second offense of recruiting or attempting to recruit a player.

6.4 If the President or the Vice President – Administration and Planning deems that a matter should be reviewed, a Grievance Committee hearing shall be held within 30 days of the receipt of written notification of an alleged violation, (or within 60 days of an violation that is alleged to have occurred during the Fall or Spring seasons), of any portion of either the Code of the Regulations or the Administrative Bylaws, either in the letter or spirit of those rules, except as follows:

a) A person has been suspended pursuant to Section 6.3, in which case the Grievance Committee shall meet within 10 days to review the matter.

b) A person alleged to have violated either rule 6.2.1 (a) or 6.2.2 (a) shall be immediately and automatically suspended for either 2 or 6 games, respectively. If all of the red cards that were issued to the person were for either violent conduct and/or serious foul play, then this suspension shall be for 4 or 8 games, respectively. Upon receipt of a written request for a hearing, addressed to the Vice President - Conduct, the suspension shall be stayed until a hearing may be held before the Grievance Committee.

c) One or more of the persons who are alleged to have violated one or more portions of either the Code of Regulations or the Administrative Bylaws submits a written request to the Vice-President of Conduct for a postponement of the proceedings before the Grievance Committee. When such a request is received, the Vice-President of Conduct may grant a postponement of those proceeding for up to 30 days.

6.4.1 During a hearing held by the Grievance Committee, the order of the hearing shall be:

a) Statement by the committee chairman as to the nature of the dispute under consideration by the committee and the names of the parties to the dispute.

b) Identification of witnesses that will be present testimony for the committee's consideration.

c) Opening remarks by the complaining party.

- d) Opening remarks by the party who is the principal of the dispute.
- e) Presentation and questioning by both parties of relevant witnesses and documentation.
- f) Questioning of principal by complaining party.
- g) Questioning of complaining party by principal.
- h) Questioning of the parties to the dispute by the members of the Grievance Committee.
- i) Closing remarks by the complaining party and the principal to the dispute.

The Chairman of the Grievance Committee may change the order of the hearing as necessary.

6.4.2 Only those persons identified at the beginning of the hearing as a potential witness may present testimony at the hearing. Persons identified as potential witnesses shall not be present in the hearing room while testimony is presented to the committee by other witnesses.

6.4.3 The chairman of the committee shall have the authority to rule on all matters relating to the relevancy of testimony and the submission of documentation. The chairman of the committee shall also be empowered to resolve any administrative matter that may come up during the hearing in order to provide that all parties have the opportunity to receive an open, fair and impartial hearing of the dispute. If during the course of the hearing, an administrative ruling by the chairman is contested by any party to the hearing, the Grievance Committee, as a whole, will take up the matter. The decision of the Grievance Committee, when taken as a whole, shall be final and binding.

6.4.4 The parties to the dispute shall be notified, via certified mail, of the decision reached by the Grievance Committee within 14 days of the conclusion of the hearing.

6.5 These rules of conduct are applicable during the entire seasonal year, including league play, M.O.S.S.L. tournament play, other tournament play, OSYSA State Cup play, OSYSA President's Cup play, Olympic Development Training, and at all functions in which the persons are participating based on their registrations as player or coaches within M.O.S.S.L.

6.6 In those matters referred directly to O.S.Y.S.A., M.O.S.S.L. reserves the right to impose sanctions in addition to any sanctions that may be imposed by O.S.Y.S.A.

6.7 In those matters in which the member league who sponsored the team, player or coach involved, chooses to impose sanctions, M.O.S.S.L. reserves the right to impose such additional sanctions as are deemed appropriate by the Grievance Committee.

6.8 In those matters involving misconduct at tournaments, the sanctions imposed may include a prohibition against participation in subsequent in-town or out-of-town tournaments, by the coach, player, or team involved.

6.9 In all cases, the sanctions that may be imposed by M.O.S.S.L. are in addition to any sanctions that may have been imposed by a referee on the field.

6.10 All complaints, whether made by a coach, player, referee, parent, spectator or any person, must be submitted in writing to the attention of the President in care of the M.O.S.S.L. office. The complaint must provide the date, time, location of the occurrence, the name(s) of the person(s) involved, the specific rule or rules that are alleged to have been violated, and sufficient details as to the nature of the occurrence in order that an informed decision may be made in the matter. Complaints received more than 180 days after the date of occurrence shall not be reviewed.

6.11 Any player or coach who is issued a red card, (sent off), during any game, whether a M.O.S.S.L. league game or M.O.S.S.L. tournament game, shall not be permitted to play or coach in the next M.O.S.S.L. league game or M.O.S.S.L. tournament game for that team during the current season or, if necessary, during the subsequent season. This section shall also apply where a player or coach has received a red card in a sanctioned tournament where the red card suspension was not served during that tournament. The term “during any game” as used within these bylaws shall include the time from when the Referee and/or the Assistant Referees(s) arrived at the game site until the Referee and and/or the Assistant Referees(s) leave the vicinity of the game site including any adjacent parking lot.

6.11.1 If a coach is issued a red card, (sent off), during any M.O.S.S.L. league game or M.O.S.S.L. tournament game, the organization which sponsored the team shall be fined \$50.00. An invoice in that amount shall be sent to the M.O.S.S.L. representative for that sponsoring league. The issuance of the fine may be appealed by the sponsoring league or coach to the Vice President – Administration and Planning within 15 days of the date that the invoice was mailed to the M.O.S.S.L. representative.

6.12 If a person is registered as a coach for more than 1 team, the sanctions imposed, depending upon the nature of the occurrence, may impact on her/his association with 1 or more of the teams.

6.13 If during the course of a league game or league tournament game, a dispute arises as to whether the game should continue and the question of the dispute involves the Laws of the Game, conduct of the participants or the spectators, or any other issue under the general authority of the Referee, the Referee may order the game suspended or continued as the Referee deems appropriate. If a team refuses to resume playing a game when so instructed by the Referee, the Vice-President - Competition shall be empowered to declare that game as a forfeit. In addition, the Vice-President - Conduct shall be empowered to suspend the head coach or other person who refused to continue the game for up to 3 games. If within 7 days of the being notified of the suspension, the person being suspended submits a written request addressed to the Vice President - Conduct, the suspension shall be stayed until a hearing may be held before the Grievance Committee.

6.14 The use of any tobacco product, including but not limited to cigars, cigarettes, e-cigarettes, vapor smoking, pipes, snuff and chewing tobacco, by coaches, trainers, players and referees while engaged in any M.O.S.S.L. function that involves youth soccer players is prohibited. Under this rule, a M.O.S.S.L. function is defined as any of the following activities; team or individual practices, league games, tournament games, tryouts. A violation of this bylaw shall be deemed a minor infraction as defined in bylaw 6.2.1.

6.15 The use of, the possession of, or being under the influence of, alcohol or illegal drugs by coaches, trainers, players or referees while engaged in a M.O.S.S.L. function that involves youth soccer players is prohibited. Under this rule, a M.O.S.S.L. function is defined as any of the following activities; team or individual practices, league games, tournament games, tryouts. A violation of this bylaw shall be deemed a serious infraction as defined in bylaw 6.2.3.

6.16 The use of a remote control drone or other remote control aircraft at or above any MOSSL activity, including but not limited to: games and tournaments, is strictly prohibited.

7.0 Games

7.1 Games shall be played using the following standards for each age group:

	Age 8 & Under Age 9 & Under Age 10 & Under	Age 10 & Under Age 11 & Under Age 12 & Under	Age 12 & Under Age 13 & Under Age 14 & Under	Age 15 & Under Age 16 & Under	Age 17 & Under Age 18 & Under Age 19 & Under Age 20 & Under
No. of Players on Field	7 v 7	9 v 9	11 v 11	11 v 11	11 v 11
Min. Goal Size In Feet	18 x 6	18 x 6	24 x 8	24 x 8	24 x 8
Max. Goal Size In Feet	19 x 7	21 x 7	24 x 8	24 x 8	24 x 8
Ball Size	4	4	5	5	5
RECOMMENDED Field Size In Yards	60 x 40	80 x 50	110 to 120 x 60 to 75	110 to 120 x 60 to 75	110 to 120 x 60 to 75
Min. field size In Yards	55 x 35	70 x 45	100 x 55	100 x 55	110 x 60
Max. field size In Yards	65 x 45	80 x 55	130 x 80	130 x 80	130 x 80
Penalty box In Yards	26 x 10 24 x 12	34 x 14	44 x 18	44 x 18	44 x 18
Goal box In Yards	16 X 6 8 x 4	18 X 6	20 x 6	20 x 6	20 x 6
Circle & arcs In Yards	8 8	8 8	10	10	10
Penalty spot from goal line	10 10	10 10	12	12	12
Length of halves in minutes	25	30	35	40	45

Halftime interval in minutes	10	10	10	10	10
Min. Center Referee pay w/ 2 Asst. Ref.	\$28 @ 9U \$28 @ 10U	\$ 32.	\$ 36.	\$ 40.	\$ 44.
Min. Center Referee pay, with 1 AR & 1 club linesman	\$28 @ 9U \$28 @ 10U	\$ 32.	\$ 36.	\$ 40.	\$ 44.
Min. Center Referee pay with 2 club linemen	\$ 28 @ 9U \$ 33 @ 10U	\$ 37.	\$ 41.	\$ 45.	\$ 49.
Min. Asst. Ref. pay	N/A @ 9U * \$20 @ 10U	\$ 23.	\$ 26.	\$ 29.	\$ 32.
Min. Asst. Ref. pay with 1 club linesman	N/A @ 9U * \$20 @ 10U	\$ 23.	\$ 26.	\$ 29.	\$ 32.

These dimensions shown in red are the USSF RECOMMENDED dimensions for games played in a 7 v 7 format.

As a point of clarification:

- If a team chooses to use 1 or 2 certified Assistant Referees in an Age 9 and Under or younger game, (they are not required to do so), the minimum pay for the certified Assistant Referees is \$20.00. A club linesman may be paid, if the home team for that league game chooses to do so, as provided above.
- All games, Age 10 and Under through Age 20 and Under, must always use a three person system of control, i.e. 1 center Referee with two Assistant Referees. The Assistant Referees may either be certified referees or Assistant Referees. See Bylaw 7.5

7.1.1 The following special rules shall apply only in Age 9 and Under and younger games in both league and MOSSL tournament games.

- a) The standard offside rule shall NOT be applicable in Age 8 and Under games but will apply in Age 9 and Under through Age 20 and under games.
- b) Games in the Age 8 and Under and the Age 9 and Under groups shall be officiated with a single center Referee
- c) with the option to use either certified or non-certified Assistant Referees.

7.1.2 The following special rules applies to all games played in a 7 v 7 format:

- a) A line shall be painted on each end of the field, from touch line to touchline, that is mid-distance between the top of the penalty box and the halfway line. This line shall be known as the “build out” line.
- b) When a goalkeeper gains controls of the ball with their hands, then all opposing team players must promptly move beyond the build out line until the ball is put into play. Once all of the players for the opposing team have moved beyond the build out line, the goalkeeper can pass, throw, or roll the ball in to play. The goalkeeper may not punt or drop kick the ball.

The opposing team must also move behind the build out line during play until the ball is put into play. After the ball is put into play, (i.e. the ball is released by the goalkeeper), the opposing team can cross the build out line and play resumes as normal.

- c) If a goalkeeper punts or drop kicks the ball, an indirect free kick shall be awarded as otherwise provided by in the Laws of the Game.
- d) The build out line will also be used to denote where offside can be called. Player shall not be penalized for an offside offense between the halfway line and the build out line. Players shall be penalized for an offside offense between the build out line and the goal line.
- e) Goalkeepers may put the ball into play prior to the opposing team’s players moving beyond the build out line but by doing so accepts the positioning of the opponents and the consequences of how play resumes.

7.2 Scoring: For the purpose of scoring in league and tournament play, points shall be awarded as follows: a win = 3 points; a tie = 1 point; a loss = 0 points; a forfeit = -3 points.

7.2.1 A game shall be considered as a forfeit for a team when;

- a) the team plays with an ineligible player or
- b) the team fails to report to the designated field within 15 minutes (after) the schedule kickoff time with the following minimum number of players:
 - If playing in an 11 v 11 format, the minimum number of players is 7.
 - If playing in an a 9 v 9 format, the minimum number of players is 6
 - If playing in a 7 v 7 format, the minimum number of players is 5.
- c) the home team’s field is not equipped as outlined in Section 7.5 (b) and as such the game could not be played or
- d) the home team allows a person to act as a center Referee who is currently not registered as a U.S.S.F. Referee.
- e) a game is not rescheduled to be played within 14 days after it has been canceled as outlined in Section 7.7 in which cases the game may be considered as a forfeit for both teams.

7.2.2 The Vice President - Competition shall make the final determination if the game in question shall be declared a forfeit. If game is declared a forfeit, the non-forfeiting team shall be awarded a win and shall be scored as if the non-forfeiting team scored three (3) goals and the team that forfeited scored zero (0)

goals. If a game is declared a forfeit for both teams, then the game will be recorded as a zero (0) to zero (0) tie with each team receiving -3 points, as provided in section 7.2.

7.2.3 Pursuant to OSYSA State Cup Championship rules and the OSYSA President's Cup rules, any team charged with two forfeits during the seasonal year, is ineligible for the current year's OSYSA State Cup Championship.

7.3 At the conclusion of every game, the coach of the winning team shall be responsible for mailing the game card to the M.O.S.S.L. office. In case of a tie, the home team coach shall be responsible for mailing the game card to the M.O.S.S.L. office.

7.4 Standings will be determined on the basis of game cards received and the results from the online score recording system, using the points system as outlined in Section 7.2. If at the end of the season, there is a tie in the point standings, the results of head to head competition will determine the champion. If the teams remain tied, the teams will be declared co-champions. No team that has been assessed a forfeit loss may be declared champion or co-champion of their respective division.

7.5 Prior to the kickoff of a scheduled game, the home team coach shall be responsible for:

a) confirming the presence of all three referees, all of whom must be currently registered as referees with U.S.S.F and M.O.S.S.L. This must be done at least 72 hours prior to the game and may be accomplished by checking the referee assignment page at **WWW.MOSSL.ORG**.

b) insuring the field is properly equipped with goals that are adequately secured to the ground, nets, corner flags, at least 2 game balls and that the field is properly and adequately lined. The game balls shall be hand stitched of either leather or synthetic leather. Molded balls shall not be permitted.

c) paying the Referee(s) according to the schedule as outlined in Sections 7.1 & 7.5.1.

7.5.1 If in the event 3 certified referees are not available, one or two club Assistant Referees may be used. If 1 certified Assistant Referee and 1 club Assistant Referee are used, the center referee is to be paid the normal rate of pay. If 2 club Assistant Referees are used, the center Referee is to be paid \$5.00 more than the normal rate of pay. At the discretion of the home team, club Assistant Referees (s) may be paid.

7.5.2 No team or coach shall refuse to accept any referee assignment made by M.O.S.S.L.

7.5.3 To be considered as a certified Referee, the Referee must currently be registered with U.S. Soccer Federation as a referee and have completed an OSYSA Risk Management form during the current seasonal year.

7.5.3.1 In addition, all referees working during M.O.S.S.L. games must be able to have a demonstrable ability to use basic English verbal and written skills as those skills would relate to working as a referee of youth soccer games within M.O.S.S.L. The Executive Committee shall develop the necessary procedures by which the required minimum level of English verbal and written skills is to be determined.

7.5.4 No M.O.S.S.L. team shall participate in any game that is officiated using the 2 referee system of control. All games must have a single center Referee with either certified or club Assistant Referees.

7.6 The away team coach shall be responsible for contacting the home team coach at least 72 hours prior to the game to confirm the date, time, and place of the scheduled game.

7.7 If a game cannot be played due to a scheduling conflict, (See Section 7.7.1 below), the coach of the team that cannot play the game as scheduled must notify the opposing team's coach a minimum of **5** calendar days prior to the scheduled game. Both teams must notify the M.O.S.S.L office a minimum of **4** calendar days prior to the date the game was originally scheduled by use of the "Request for a League Game Change" form as available at WWW.MOSSL.ORG. Failure to provide the required notification and a resultant confirmation may result in forfeiture of the game.

7.7.1 If a coach of a team requests that a game be rescheduled, the requesting party must contact the opposing team and the two teams must agree upon a date, time, and place that the rescheduled game is to be played. Upon making such a determination, the coach that is requesting the change must notify the M.O.S.S.L office by using the "Request for a League Game Change" form to have the original game cancelled and the new game scheduled. The scheduled opponent must also submit the Request for a League Game Change" form with the same information as to the date, time and place of the rescheduled game. A team that fails to follow these procedures may be held liable for payment for the referees who show up for the game as originally scheduled and the game may be declared as a forfeit for that team.

7.7.2 If the coaches cannot agree as to when to play the game, either coach may contact the Vice President - Competition for assistance to avoid having the game declared as a forfeit as outlined in Section 7.2.1 (e).

7.7.3 All teams shall be permitted to apply for 2 game changes of scheduled games during each season without being assessed a fee. After a team has been granted 2 game change requests within a season, each additional game change request that is approved by M.O.S.S.L. will result in a \$25.00 fee being assessed to the club which sponsored or organized the team. This fee would not be assessed in those cases that were beyond the control of the team involved, i.e. adverse weather, field closures, etc. This fee would be assessed in those cases that were within the control of the team and/or coach(es), i.e. acceptance into a tournament, failure to attend pre-season self-scheduling meeting, failure to plan for alternate coaching staff, etc.

7.8 Each team shall be responsible for its own uniforms. In addition:

7.8.1 All players must wear shinguards throughout every game.

7.8.2 If, in the opinion of the center Referee, the jerseys of the two teams are too similar, the home team shall be responsible for changing to an alternate color.

7.8.2.1 Each player on a team must have a unique number on their jersey, including those players participating with the team Under the 2.11 "club guest player" guidelines. Use of temporary measures such as medical or duct tape to facilitate this bylaw during a game will be acceptable.

7.8.3 A player who is either bleeding or has blood on her/his uniform shall be required to be removed from the field and allowed to return only when the bleeding has stopped and the uniform cleaned or changed.

7.8.4 Players may wear either flat soled shoes or shoes (soccer shoes, not football, rugby, baseball, etc.) with either molded or screw-in studs made of rubber, plastic or metal, provided the studs are not sharp nor present a hazard to other players. All elongated studs shall have the long axis of the stud run the length of the shoe. Studs shall not be more than 3/4" (the height of a penny) in length.

7.9 Both teams, including a maximum of three coaches for each team, shall be on one side of the fields and all spectators will remain on the other side. Each coach shall stay on his/her team's half of the field and at least 10 yards from the half-line during the entire game.

7.9.1 Only those persons who are registered as players and coaches for the teams involved in the game may be on the teams' side of the field. In the absence of a coach for a team, an adult substitute coach may be on the teams' side of the field as provided in Section **7.9.2**

7.9.2 In the event that one or more coaches for a team cannot be at a game, a substitute coach may be selected. The referee and the opposing head coach or in his absence, an assistant coach or a substitute coach must be notified of the change before the game begins and the substitute coach(es) must be properly identified. Only one substitute coach is permitted per coach's card. In the event that a substitute coach is ejected from a game, (red carded), the registered coach is to serve any suspension issued by the league for the actions of the substitute coach. No substitute coach is permitted for a coach that has been ejected and is serving his/her suspension or is otherwise prohibited from participating as a coach for the team to whom he/she is registered.

SPECIAL NOTE TO REFEREES: Referees must ask before the start of the game each team's head coach or in his absence, an assistant coach, if there are any substitute coaches. Failure to report the presence of a substitute coach may cause the games to be declared as a forfeited game and subject to other sanctions as outlined in these administrative bylaws.

A person who has been suspended or otherwise prohibited from participating as a coach with a team may NOT serve as a substitute coach for that team under another coach's card.

7.9.3 An adult may be a substitute coach for a maximum of three M.O.S.S.L league or tournament games for any one team during any one season. The name of the substitute coach and the name of the coach for whom they are substituting for are to be written on the back of the game card before the start of the game.

7.9.4 Each team must bring their laminated U S Youth Soccer / OSYSA or other U.S.S.F. affiliate player and coach passes and a copy of their approved team roster to every league and tournament match. US Youth Soccer / OSYSA or other U.S.S.F. affiliate players and coach passes and OSYSA or other U.S.S.F. affiliate Director of Coaching pass, (if any), shall be presented to the Referee prior to the game. The Referee may request to view the approved team roster to verify the eligibility of players and coaches.

Players arriving late for a match, i.e. after the team check in has occurred, must have their eligibility to play verified by either the center Referee or an Assistant Referee. This is to occur at the first stoppage of play after the newly arriving players present themselves to a member of the referee crew of the game.

Playing of an ineligible player will result in sanctions as described in 6.2 and elsewhere in these bylaws.

7.10 Players may be substituted during a game as follows:

- a) After a goal is scored for either team.
- b) Prior to a goal kick by either team.
- c) Prior to the kick off of the second half.

d) After receiving a yellow card.

e) Prior to a throw-in that is in the favor of the team that will be substituting a player.

f) If a player for the opposing team is at the mid-field flag waiting to be a substitute when the team that is awarded a throw-in has a substitute to enter the game, the substitute for the opposing team may also enter the game. If the team that has been awarded a throw-in does not have a substitute, then neither team may substitute a player.

7.11 The center referee shall be able to issue either a caution (yellow card) or a sendoff (red card) to a coach during a M.O.S.S.L. game, so as to document the coach's action. Upon request of the Referee, the head coach and/or assistant coach shall immediately turn over to the Referee, the coach pass or player pass of any coach or player who receives a red card. Yellow cards and red cards issued to coaches and/or players shall be reported by the Referee to the M.O.S.S.L. office via the game card report. The term "during a M.O.S.S.L. game" as used within these bylaws shall include the time from when the Referee and/or the Assistant Referee (s) arrived at the game site until the Referee and/or the Assistant Referees leave the vicinity of the game site including any adjacent parking lot

7.11.1 At the conclusion of a game in which the Referee issued a red card to one or more players and/or coaches, the Referee shall take possession of the U S Youth / Ohio South or other U.S.S.F. affiliate player / coach card. Within 48 hours of the conclusion of the game, the Referee is **REQUIRED** to mail the player / coach card to the M.O.S.S.L office along with a game report. The Referee may also bring the card(s) and game report to the office.

7.12 Upon stoppage of play due to an injury of a player, the Referee shall have the discretion to award an indirect free kick to restart play if, in the opinion of the referee, one side had clear possession of the ball at the time of the stoppage.

7.13 Should play be stopped for an injury, substitutes already at the mid-field flag at that time may be freely substituted by either team without limitation to the number of substitutes, in addition to a substitution for the injured player, if so desired by the coach.

7.14 At the conclusion of every game, unless excused from doing so by the Referee due to inclement weather or other appropriate reason, all players and coaches are expected to congratulate the members of the opposing team in a sportsmanlike manner. (i.e. "good game").

7.15 The use of artificial noisemakers, i.e. air horns, tambourines, bells, whistles, bugles, horns, etc. during any M.O.S.S.L league or tournament game by players, coaches or spectators is prohibited.

7.16 After receiving or accepting any assignment to officiate any M.O.S.S.L league game, a Referee who is unable to fulfill that assignment must use the referee assignment page at WWW.MOSSL.ORG to report their unavailability. However, if they are requesting to be relieved of the assignment within 7 days of the assignment, the Referee remains responsible for the assignment until another referee accepts the assignment.

7.17 Any game in league or tournament play that has begun and has proceeded to the conclusion of the first half shall be considered a complete game, if the remainder of the game cannot be played in a timely

manner, due to inclement weather, including but not limited to, the presence of lightning, the immediate threat of lightning or other circumstances beyond the control of the game's participants. The score of the game at the time that the game is declared a complete game shall stand as the final score for the game.

7.17.1 If the first half of the game has not concluded and the game must be terminated due to inclement weather or other circumstances, then the game is an incomplete game and when rescheduled, must be replayed in its entirety.

7.18 If the center Referee in any game believes there is a hazardous condition present, the center Referee shall immediately suspend play. If there are hazardous weather related conditions present and the center Referee does not immediately suspend play and if the coaches of the teams involved in the game mutually agree that the game should be suspended due to those hazardous conditions, then the game shall be suspended. If any game is suspended, either as a completed game or as an incomplete game, due to a hazardous condition, then the center Referee and the coaches are required to complete a post-game report and submit that report to the M.O.S.S.L office within 48 hours on the game.

7.18.1 A game or practice shall be immediately suspended if lightning is seen or if thunder or an audible tornado or hazardous weather siren is heard. Any game or practice that is suspended due to lightning, thunder or an audible tornado or hazardous weather siren shall not be restarted until at least 30 minutes has passed after lightning is last seen or that thunder or an audible tornado or hazardous weather siren or if an ALL CLEAR siren is heard.

7.19 If an assigned or scheduled Referee or Assistant Referees arrives at a game field prior to the designated start time and the game cannot be played due to inclement or hazardous weather conditions, unplayable field conditions, closed fields, or any other reason, or is an incomplete game, the Referee and Assistant Referees shall be paid their full game fees as outlined in section 7.1. This section shall not be applicable if the home team has made a reasonable and timely attempt to contact the Referee or Assistant Referees to report the cancellation of the game. Any dispute arising in reference to this section shall be referred to the Vice-President – Competition for his determination as to the proper resolution of the matter.

7.20 All referees, by accepting assignments to officiate M.O.S.S.L league and tournament games, agree to abide by all M.O.S.S.L league bylaws. This requirement includes but is not limited to those bylaws in reference to the use of bylaw 2.11 players, substitutions, number of players on the field, ball size, etc.

8.0 Tryouts

8.1 Players can be added during the seasonal year from any recreational programs. Players cannot be "cut" from team rosters. However, tryouts may be held during the year to fill vacancies on rosters. The guidelines for recruiting must be adhered to when advertising tryouts.

Tryouts after the Spring season to form teams for the following seasonal year shall not be held until the following dates:

To form 9 and Under teams:	The Tuesday after Memorial Day.
To form 10 and Under teams:	The Tuesday after Memorial Day.
To form 11 and Under teams:	The Tuesday after Memorial Day.

To form 12 and Under teams: The Tuesday after Memorial Day.
 To form 13 and Under teams: The first Monday after Memorial Day.
 To form 14 and Under teams: The first Monday after Memorial Day.
 To form 15 and Under thru 19 and Under teams: The first Monday after Memorial Day.
 Tryouts after the Spring season to form teams for the following seasonal year shall not be held until the following dates and offers to players may not be made until the date and time/shown:

Age of team to be formed for the following year:	The earliest date/time tryouts can be held for this age group.	The earliest date/time that offers to participate in this age group.
Age 9 and Under	The Tuesday after Memorial Day.	The first Sunday after Memorial Day after 2:00 PM.
Age 10 and Under	The Tuesday after Memorial Day.	The first Sunday after Memorial Day after 2:00 PM.
Age 11 and Under	The Tuesday after Memorial Day.	The first Sunday after Memorial Day after 2:00 PM.
Age 12 and Under	The Tuesday after Memorial Day.	The first Sunday after Memorial Day after 2:00 PM.
Age 13 and Under	The first Monday after Memorial Day.	The second Sunday after Memorial Day after 2:00 PM.
Age 14 and Under	The first Monday after Memorial Day.	The second Sunday after Memorial Day after 2:00 PM.
Age 15 and Under	The first Monday after Memorial Day.	The second Sunday after Memorial Day after 2:00 PM.
Age 16 and Under Through Age 19 and Under	The first Monday after Memorial Day.	The second Sunday after Memorial Day after 2:00 PM.

Under no circumstance may a tryout be held prior to June 1st in which players who have just completed their freshman, sophomore or junior year of high school would be expected to attend, i.e. (players for a 16 & Under team or older teams).

A calendar of events shall be distributed yearly that specifies the exact day after which tryouts can be held for each age group.

In order to allow players and their families the ability to choose the best select team for their situation, the following fair play guidelines must be observed:

- a) Coaches shall not deter, by any means, players from attending whatever tryouts the player's desire. This would include the scheduling of mandatory team functions or imposing sanctions against those players.
- b) A member league, coach, and / or club shall not place unreasonable demands on players to join a team after tryouts. This would include requiring; an immediate response, large cash payments, signing US Youth / Ohio South / M.O.S.S.L or other U.S.S.F. affiliate player registration form prior to the earliest date to make offers as specified above or other coercive measures. Specifically, no offer to participate

with a particular club or team during the following seasonal year may be extended to a player for any reason until after the date and time specified above.

Exception: After the beginning of the tryout period for a particular age group, a member league, coach, and / or club may offer a position on a team to ANY of its currently registered players prior to the date and time specified above.

8.1.1 If any member league, team and/or coach holds a tryout for any youth soccer team, regardless of the intended U.S.S.F. affiliation for that team, prior to the time established in Section 8.1, or otherwise violates the provisions of Sections 8.0 and/or 9.0 that member league, team and/or coach will be prohibited, for a period of one year, from sponsoring, declaring or coaching any team in the gender and age division(s) for which the tryout was intended. This specifically includes, but is not limited to, making an offer to participate with a team that may / will be playing in another OSYSA or US Youth Soccer or U.S.S.F. affiliated league where the offer to participate is made prior to the time specified in Section 8.1 (b) above.

8.1.2 If any coach or other person acting on behalf of a coach violates the provisions of Section 8.1, the coach may be found in violation of a Minor Infraction as defined in Section 6.2.1 and subject to the sanctions as provided in that section. A second violation by an individual of Section 8.1 may be deemed a Major Infraction as defined in Section 6.2.2 and subject to the sanctions as provided in that section.

8.1.3 If any coach or other person acting on behalf of a coach violates the provisions of Section 8.1, the member league that is sponsoring the team or authorized the tryout shall be assessed a \$500.00 penalty.

9.0 Recruiting

9.1 It shall be deemed recruiting if any coach, manager, trainer, player, or parent of a player, entices, encourages, cajoles, and/or facilitates, in any manner, a player to transfer from another team to his/her team or club. The coach(es) of the team that the player wishes to transfer to, may only refer the player to the M.O.S.S.L office, Executive Committee members or members of the Board of Directors to obtain assistance in the completion of the transfer process. In all cases, the Head Coach may be held ultimately responsible for all actions of his/her subordinates, players, or families. A player shall be considered a member of the team from the time the parent or guardian signs the player's U.S. Youth Soccer membership form. The form, when presented to the player and his / her parents, must show the team name and the age group the player will initially be playing with during the first season of play for that player.

The advertising of a team's per player cost, including that of a reduced or a "No cost" option shall not be considered recruiting under these rules.

9.1.1 Examples of what may be done (but not limited to):

- a) Advertise team tryouts in any commercial media service such as the Dispatch or the Suburban News.
- b) Advertise team tryouts on a poster or flyer placed in public use locations such as stores or indoor soccer arenas, websites, etc. including the M.O.S.S.L Discussion Board

c) Distribute or locate posters or flyers about team tryouts in schools, churches or with other non-soccer organizations.

d) Holding / organizing of an “Open House” / “Information Session” where no player evaluation, skill demonstration by player or coach, or similar activity takes place, provided that the announcements of such events are only made where it is readily available to the general public, i.e. the club / league website, the M.O.S.S.L discussion board, the M.O.S.S.L Tryout Guide, or the locations similar to those mentioned in (a), (b) or (c) above. Each club is permitted to hold / organize a maximum of two such Open House / Information Session, regardless of the ages of the teams being promoted. These Open House / Information Session events may only be held during May and June each calendar year. Open House / Information Session or other similar activities may not be held during the period of July 1st through April 30th.

9.1.2 Examples of what MAY NOT BE DONE (but not limited to):

a) Have any contact with another team’s player that attempts to entice that player to come to his/her team or team tryouts. Statements like “come play for me”, “I have a uniform for you”, or “I can make you a better player” are all improper and a violation of these rules when made to a member of another team or club.

b) Make verbal, electronic, written contact by any medium or method with any player or player’s parent that is currently registered with a M.O.S.S.L team about switching teams or clubs.

c) Use Olympic Development, tournament applications, or other such information to target certain players or teams for recruitment purposes.

d) Use his/her position in a school or community to influence an individual player’s choice of a team.

e) Files or assists in the filing of a transfer request with M.O.S.S.L. which, if approved, would allow the player to transfer to her/his team or club. Files or assists in the filing of an appeal of a denial of a transfer request which, if approved, would allow the player to transfer to her/his team or club.

f) Using any advertising or promotional material that refers to any other soccer club or organization that participates in M.O.S.S.L by name.

g) Posting or distributing tryout notices or other promotional material at any M.O.S.S.L. sponsored tournament or event, except that the member league that is hosting the tournament or event may post, but not distribute, tryout notices.

h) Distribution of information regarding the holding / organizing an Open House / Information Session as permitted in paragraph 9.1.1 (d) to specific players or groups of players who are not already registered to the member league or club.

Violation of this section shall make the head coach of the team(s) involved and/or other persons involved subject to the sanctions as outlined in Section **6.2.2 (e)** or **6.2.3 (c)**.

9.2 The Administrative Bylaws relating to recruiting apply only to players who are currently registered as players within M.O.S.S.L.

9.3 The administrative bylaws relating to recruiting applies to all players in M.O.S.S.L. except during the period of May 15th through June 15th. During the period of May 15th through June 15th, the only type of recruiting that is permitted is that coaches may invite players who are not on their current team to a tryout for the next seasonal year.

9.3.1. All of the other bylaws governing the holding of tryouts, including the dates that tryouts may be held, as well all of the other bylaws prohibiting recruiting in other circumstances remain applicable.

10.0 Transfers and Changing Teams

10.1 Any player rostered to a team on or before October 1st is bound to that team for the entire seasonal year unless a transfer is requested and received by M.O.S.S.L. on or before October 1st or the request meets one or more of the exceptions listed below in paragraphs a) through I) and the request is submitted prior to the deadlines listed in rules 10.1.1.1 or 10.1.1.2. If the player is rostered to the team after October 1st, the transfer request must be received by M.O.S.S.L. on or before May 1st. For the purposes of this Section 10.0, the date that a player is “rostered” shall be the date that the player was first rostered to a team during the current seasonal year.

A player shall be considered rostered to a team when the player’s parent or guardian signs the player’s U.S. Youth Soccer membership form. Transfer requests, when submitted on a completed U.S. Youth Soccer Inter-Team Player Transfer Request form prior to the applicable dates, will be approved unless the M.O.S.S.L. bylaw on recruiting has been violated or the number of players on the player’s current team would fall below the required minimum number of players as specified in section 2.5. The transfer rules contained in this Section 10.0 only apply when both teams are part of M.O.S.S.L

For players who are rostered to a team on or before October 1st and for whom a transfer is requested after October 1st, a transfer shall only be approved if one or more of the following conditions exists and the transfer is submitted prior to the deadlines specified in bylaw 10.1.1.1 and 10.1.1.2;

- a) The player is a female player and she requests to transfer from a team that is registered as a male team to a team that is registered as a female team. The teams involved do not have to be sponsored by the same member league.
- b) The player is registered on a team that is registered in an age group older than the player’s natural age group and the team that the player is requesting to transfer is in the player’s natural age group. The teams involved do not have to be sponsored by the same member league.
- c) The player is registered on a team that played in a lower or same competitive division during the Fall season than the team that he/she is requesting to transfer to play in and both teams are sponsored by the same member league. If a member league sponsors more than one organization within their league (i.e. clubs), then both teams must belong to the same organization, (i.e. club).
- d) The player is registered on a team that played in a younger age division during the Fall season than the team that he/she is requesting to transfer to play in and both teams are sponsored by the same member league. If a member league sponsors more than one organization within their league (i.e. clubs), then both teams must belong to the same organization, (i.e. club).

- e) The player is a U-15 player and is registered on a team that played during the Fall season in a U-15 age division and the player's current team has or will declare to play in a U-14 age division during the Spring season, provided that the team that the player is requesting to transfer to, is a U-15 or older team. The coach(es) of the player's current team may not pressure the player or otherwise attempt to force the player from his/her current team.
- f) The player is registered on a team that played in a higher competitive division for the player's age group during the Fall season than the competitive division that the team the player is requesting to transfer to play in during the Fall season. The teams involved do not have to be sponsored by the same member league.
- g) The primary residence of the player is changed by a distance of ten (10) miles or more as measured in a straight line and the player's current primary home team fields are a greater distance to the player's new residence than to the player's former residence. Documentation in the form of bills of sales, rental agreements or other similar documents must be provided.
- h) There has been a significant change in the parental custodial rights of the player, (i.e. divorce by the parents, change from joint custody to single parent custody, issuance of a restraining order, etc.) Documentation in the form of a court order or other similar documents must be provided.
- i) The player did not participate as a member of his/her current team, by attending practices and/or M.O.S.S.L. league games, from the date of the first M.O.S.S.L. league game for the player's current team and beyond. If there is a dispute as to whether or not a player stopped participating as a member of his/her current team prior to the team's first M.O.S.S.L. league game, the representation by the head coach, club or member league in this matter shall be considered factual unless the player and/or her/his parent's provide documentary information to the contrary.
- j) The player was a member of a team during the current seasonal year that subsequently disbanded. Under this exception only, a player may transfer to another team at any time during the seasonal year.
- k) The player participated on a team that played in the lowest competitive division in their particular age group during the Fall season and the player is requesting to transfer to a team that participated in the same division as the team the player is transferring from, (a lateral transfer), during the Fall season.
- l) The player is an Age 14 and Under player who had been registered on a team in an age group older than the player's natural age group during the previous seasonal year and that team will not be competing during the Fall season of the current seasonal year because the majority of the players are playing High School soccer. A player who registers with a different Age 14 and Under team during the Fall season of the current seasonal year may request a transfer to the player's team from the previous seasonal year for the Spring of the current seasonal year. This would only be considered if the original team's club does NOT have a natural age group team where the player could be registered for the Fall season of the current seasonal year.

10.1.1 All players and/or their parents who request to transfer between teams based upon one or more reasons listed in bylaw 10.1 must submit a completed transfer request along with any additional documentation, if required, to the M.O.S.S.L. office prior to the following deadlines.

10.1.1.1 If the reason for the player transfer is shown in paragraphs 10.1 a) and e), above, then the transfer request must be received in the M.O.S.S.L office on or before March 20th.

10.1.1.2 If the reason for the player transfer is shown in paragraphs 10.1 b), c), d), f), g), h), i), j), and/or l) above, then the transfer request must be received in the M.O.S.S.L office on or before May 1st.

10.1.2 A player may not use Section 10.1 (f), (which allows a player to switch clubs and play down a competitive division), and then subsequently use Section 10.1 (c), (which allows a player to transfer to a higher competitive division but within the same club), during the same seasonal year.

10.1.3 During the current seasonal year, a player that has transferred from a M.O.S.S.L team to a team participating in different US Youth Soccer or other U.S.S.F. affiliate sanctioned league, may transfer back to the player's original team in M.O.S.S.L or the player may transfer from the team in the non- M.O.S.S.L league to a different M.O.S.S.L team than the one the player previously played for provided the above paragraphs (a) through (j) are applied as if the player never transferred from the player's original M.O.S.S.L team to the non- M.O.S.S.L league

10.1.4 Incomplete player transfer requests and player transfer requests received in the M.O.S.S.L. office after the above dates shall not be approved.

10.1.5 A request to transfer between teams will only be considered a valid request if it is submitted by the player and/or his/her parent(s) or guardian(s).

10.1.6 If a player transfer request is submitted that contains false information or if the supporting documentation is false, a violation of bylaw 6.2.3 (b) may be deemed to have occurred. Following a determination by the Grievance Committee that a violation of bylaw 6.2.3 (b) did occur, the player who requested the transfer or on whose behalf the transfer was requested, as well as the persons who submitted the transfer request shall be placed in bad standing and suspended as a participant in youth soccer for a period of one year.

10.1.7 A coach may not withhold a player's pass or the completion of the transfer request when submitted, in order to coerce or compel the payment of any outstanding fees that may be due to the team, club or member league.

10.1.8 All players who transfer between teams during the seasonal year, regardless of the reason(s) given or the timing of the transfer, shall be counted toward the maximum of five (5) previously carded players that may be rostered to a team at the moment the team's roster is frozen for the current seasonal year's OSYSA State Cup Championship. This restriction on the limit of 5 previously rostered players shall only be applicable to those teams that will be participating the current seasonal year's OSYSA State Cup Championship. Teams that are not participating in the current seasonal year's State Cup Championship may have an unlimited number of transfers.

10.2 It is the spirit and intent of these Administrative Bylaws that during the tryout process, between the Spring and Fall seasons, players should be given wide latitude to select or be selected by teams or coaches that best suit that player's development. Once that decision is reached by a player and his/her family, persons other than the coach of the team selected must respect that decision and not attempt to change the decision that the player has made.

Coaches must understand that once a player has been selected for a particular team, the coach has made a commitment to that player for the entire seasonal year.

Likewise, once a player has made a commitment to play for a particular team, the player should be prepared to be a member of the team for the entire seasonal year.

11.0 Coach Licenses

11.1 All persons who desire to be registered as coaches within M.O.S.S.L. must have the following minimum level of coaches' license and/or experience in the designated age groups before they are registered as coaches:

	Age Group	
Head coaches	Age 11 and Under through Age 19 and Under	Level 3
Head Coaches	Age 9 and Under and Age 10 and Under	Level 4
Asst. coaches	All ages	Level 4

11.2 The various coaches' licenses and/or experience shall be divided into the following categories, (with Level 1 being the highest):

a) Level 1:

- U.S.S.F. "A", "B", or "C" license, or
- NSCAA Advanced National or National diploma, or
- Any recognized foreign National "A" or "B" license

b) Level 2:

- U.S.S.F. "D" license, or
- U.S.S.F. National Youth License, or
- 4 years collegiate coaching experience, or
- 6 years high school varsity coaching experience.

c) Level 3:

- U.S.S.F. "E" license, or
- NSCAA Advanced Regional diploma, (a.k.a. NSCAA Junior Level VI) or
- 2 years collegiate coaching experience, or
- 3 years high school varsity coaching experience, or
- has participated as a player on a U.S.S.F. National team at the Age 18 and Under level or higher.

d) Level 4:

- U.S.S.F. Youth Module II or
- U.S.S.F. "F" license or
- NSCAA Junior Level III (or its predecessor - NSCAA State diploma).

11.3 The Vice President - Competition shall be authorized to grant up to three six (6) month waivers of the above requirements on a case by case basis.

12.0 Risk Management Program

12.1 M.O.S.S.L. shall comply with and assist as required in the Ohio South Risk Management program or other U.S.S.F. affiliate's Risk Management Program as designated by the M.O.S.S.L Board of Directors.

12.2 The President shall appoint one person to act in the capacity of the Local Risk Management Coordinator, (Local RMC) and one person as the Alternate Risk Management Coordinator, (Alternate RMC) and to perform the duties of those positions as defined by the Ohio South Risk Management program or other U.S.S.F. affiliate's Risk Management Program as designated by the M.O.S.S.L Board of Directors.

13.0 Compliance with Ohio Law Relating to Concussions in Youth Sports and the Recommendations of U.S.S.F.

13.1 M.O.S.S.L. shall comply with all provisions of the Ohio Revised Code and the requirements of the Ohio Department of Health with regard to concussions and head injuries in youth sports which include but is not limited to:

13.1.1 As part of the annual registration process, a parent or guardian of all players wishing to participate in M.O.S.S.L. shall receive from M.O.S.S.L. a copy of the Ohio Department of Health approved Concussion Information Sheet for Youth Sports Organizations. The standard player membership registration form shall include a provision for a parent or guardian to acknowledge receipt of the information sheet.

13.1.2 As part of the annual registration process, all coaches wishing to be a coach of a M.O.S.S.L. team shall receive from M.O.S.S.L. a copy of the Ohio Department of Health approved form entitled "What Coaches & Referee Need to Know - Youth Sports Organizations." The standard coach membership registration form shall include a provision where the coach acknowledges receipt of the information sheet.

Furthermore as part of the annual registration process, all coaches must provide evidence that they have taken the Ohio Department of Health approved online concussion awareness training available through the National Federation of High Schools, (N.F.H.S.), at least once during the previous three years. The required evidence shall be in the form of a copy of the Certificate of Completion issued at the end of the designated N.F.H.S. training course. However, the expiration date of the Certificate of Completion must be after August 31st of the seasonal year that the coach is registering for.

13.1.3 If during any game, scrimmage, practice or other athletic activity supervised by a M.O.S.S.L. coach, referee or league official, a player exhibits signs, symptoms or behaviors consistent with having sustained a concussion or head injury then that player shall be prohibited from further participation in any athletic activity on that same calendar day.

Furthermore, the coach, referee or league official shall ensure that the player does not engage in any other game, scrimmage, practice or other athletic activity that is under the supervision of the coach, referee or league official until the player or player's parent has submitted written evidence that they have been cleared to return to play by one of the following:

- a physician, (M.D. or D.O.),
- an athletic trainer whose work is supervised by a physician,
- a physician assistant
- a nurse practitioner

13.1.4 If there is dispute amongst a player's coach, a referee, and/or a league official that is supervising that practice or competition as to whether or not a player is or has exhibited the signs, symptoms or behaviors consistent with having sustained a concussion or head injury, the opinion of the person who believes that a player is exhibiting the signs, symptoms or behaviors consistent with having sustained a concussion or head injury shall prevail. This shall mean that the determination by a player's parent, a player's coach, a referee, and/or a league official that is supervising that practice or competition that a player is exhibiting or has exhibited the signs, symptoms or behaviors consistent with having sustained a concussion or head injury cannot be overruled.

13.5 If during a M.O.S.S.L. league or tournament game, a coach, referee or league official believes a player exhibits signs, symptoms or behaviors consistent with having sustained a concussion or head injury then that player's player pass shall be turned over to a league official or sent to the M.O.S.S.L. office within 24 hours by the person who made the determination that the player exhibits signs, symptoms or behaviors consistent with having sustained a concussion or head injury.

The player pass shall be held at the M.O.S.S.L. office until such time as written evidence that they have been cleared to return to play by one of the following, has been received at the M.O.S.S.L. office:

- a physician, (M.D. or D.O.),
- an athletic trainer whose work is routinely supervised by a physician,
- a physician assistant
- a nurse practitioner

All information regarding a particular player who has been determined to have exhibited signs, symptoms or behaviors consistent with having sustained a concussion or head injury shall be held for a minimum of three years and a maximum of four years following receipt of the written evidence that they have been cleared to return to play. All such records and related information shall be considered confidential and shall not be disseminated to anyone except by court order.

13.6 No coach, Referee, Assistant Referee, substitute coach or club Assistant Referee shall be required to demonstrate or prove to any other coach, Referee, substitute coach, club linesman, player or parent of a player, that they are in compliance with the requirements of Ohio's "Return to Play" law and/or this section 13.0.

13.7 Coaches shall have no standing to make an official determination as to whether or not a player on a team other than the team they are a registered coach for that a player is exhibiting the signs, symptoms or behaviors of a person who may have sustained a concussion under the requirements of Ohio's "Return to Play" law and/or this section **13.0**.

13.8 In addition to the above bylaws which are based upon State of Ohio statute, the Ohio South Youth Soccer Association has adopted additional restrictions, for the heading of a soccer ball in games and/or practices sessions based upon the age of the player(s). Those bylaws are as follows and are incorporated into MOSSL's bylaws:

13.8.1 This section establishes specific bylaws to provide minimum standards for player safety in regards to the practice of heading of soccer balls during games, practices, tryouts and other activities organized on behalf of M.O.S.S.L.

The bylaws contained within this Section 13.8, are designed to comply with the specific recommendations established by USSF and adopted by US Youth Soccer.

The reference to the player age groups contained with this Section 13.8 are consistent with the age groups as recommended by US Youth Soccer and/or United States Soccer Federation.

13.8.2 All players who are registered on or participate with any U-11 or younger team are prohibited from deliberately striking a soccer ball with any portion of their head, (a.k.a. heading), during any game, practice, tryout, or other soccer related activity. If a U-11 or younger player engages in heading a soccer ball during games, practices, tryouts, or other soccer related activities, contrary to the above listed prohibition, the parent(s) / guardian(s) and the player accept the risk and/or peril of doing so.

13.8.3 If a player 10 years old or younger, (i.e. U-11 and younger) participates on an U-12 or older team, it shall be the responsibility of the player's coaches and the player's parents and / or guardians to ensure that the player does not head a soccer ball during any soccer related activity. However, if the parents and/or guardians of a player who is under the age of 10 years (i.e. U-11 and younger) and the player plays on a U-12 or older team and then allows that player to engage in heading during games, practices, tryouts, or other soccer related activities, the parent(s) / guardian(s) and the player accept the risk and/or peril of doing so.

13.8.4 As recommended and established by USSF and adopted by US Youth Soccer, all players who are U-12 or U-13 are prohibited from deliberately striking a soccer ball with any portion of their head, (a.k.a. heading), during any practice session for more than an accumulated maximum total of 30 minutes during any 7 day period and for an accumulated maximum of 15 to 20 headers during any 7 day period. For players who are U-12 or U-13 there are no limits or restrictions on the number of headers that may take place during games.

There are no limits or restrictions on heading in practice or in games for players U-14 and older.

13.8.5 All coaches of players who participate on a U-12 or older team are to instruct, teach, and emphasize the importance of proper techniques for heading of soccer balls.

13.8.6 When a player who is rostered on a team playing in an U-11 or younger age group or division deliberately strikes the ball with his / her head during any league or tournament game, Referees and Assistant Referees of that game must consider the act to be Dangerous Play and handle the matter accordingly as an infraction of the Laws of the Game.