BY-LAWS

As revised by the *Commission* through November, 2011

Section I. **ORGANIZATION & ADMINISTRATION**

1. MEETING PROCEDURE

All meetings of ***MAPLE*** bodies - the membership, the Commission, and committees which may be formed - shall be conducted according to Robert's Rules of Order, using the then-current version of those Rules.

2. FEES AND REGISTRATION

Fees and registration deadlines for the League will be established in advance by the Commission. The fee must be submitted with each team's entry application to the League. Teams wishing to compete must, by the date established by the Commission, have paid their fee in good funds, submitted the appropriate application properly completed, and supplied a map of their fields for League use. No applications will be accepted if received late or without the proper fee or other required materials.

3. PROGRAM STRUCTURE AND ADMINISTRATION

a. ***MAPLE*** will provide competition in the following age and gender groups:

Boys/Girls Under 10
Boys/Girls Under 11
Boys/Girls Under 12
Boys/Girls Under 13
Boys/Girls Under 14
Boys/Girls Under 15 [spring only]
Boys/Girls Under 16 [spring only]
Boys/Girls Under 17 [spring only]
Boys/Girls Under 18 [spring only]

b. **Boys and Girls Directors.** The Commission shall appoint Boys and Girls Directors, who will have administrative and initial enforcement responsibilities for the operation of their respective programs. They will appoint, subject to Commission approval, Age Group Coordinators and such other assistants or committees as deemed appropriate and will manage these coordinators during the season. The Directors will be responsible for ensuring that all scheduled games are played or made up in a timely fashion, for approving, subject to other provisions of these by-laws, postponements in doubtful circumstances, and for resolving minor disputes - which are not within the jurisdiction of the referee - concerning the time and venue of play.

The Directors shall bring to the attention of the Protest Officer, Executive Director or the Commissioner such matters as may require action by one or more of these.

c. **Age Group Coordinators.** The Boys or Girls Director, as appropriate, will appoint an Age Group Coordinator for each division or section of play in each age and gender group. They will serve a term of one season, beginning September 1 for fall play and March 1 for spring play and ending at the completion of each respective season. Each Age Group Coordinator shall monitor the week-to-week conduct of play in his or her section as follows:

i. Collect or receive from a team official and record scores of all games played each week during ***MAPLE*** League season for his or her division or section;

ii. Record scores on the website by Sunday evening of each ***MAPLE*** League week;

iii. Report any notable situations or activities - whether positive or negative - regarding his or her division or section to the Boys or Girls Director, as appropriate.

Age Group Coordinators shall be identified in the published schedule listing for each division or section.

4. ROSTERS

a. **Submission & Contents**. Rosters shall be due at such times and by such deadlines as the Commission may from time to time determine and publish to the membership. All rosters, initial or final, must be submitted on the ***MAPLE*** approved roster form or the appropriate official roster form for out-of-state teams, must contain all required information, and must be typed, in alphabetical order and signed by the team coach or manager. All rosters should be submitted to the appropriate Area Registrar. The submission need not be accompanied by a birth certificate for each player, but the club and coach are responsible for satisfying themselves of the age eligibility of each player listed on a roster. A roster bearing the Executive Director's signature or facsimile signature will be returned to a team official prior to the start of the relevant League season. ***Rosters not meeting all of the above requirements will not be accepted, and will be returned without processing.***

The Executive Director's copy of any roster is, for all League purposes, the official record of team composition in the event of question.

b. **Basic Requirements**. A roster may contain no more than 15 players for the Under 10, Under 11 and Under 12 8 v8 age groups, no more than 18 players for the Under 12 11 v 11 and Under 13 age groups and no more than 22 players for the Under 14 through Under 18 age groups. (Note: Per USYSA rules, a maximum of 18 players may be designated on a game roster for the Under 14 through Under 18 age groups.) Rosters, after receiving the Executive Director's signature, are valid and binding for the entire seasonal year, or remainder thereof, and may only be altered pursuant to USYSA rules for adds, drops and transfers. (See procedural information appended to these by-laws)

Under 10 rosters must have 50% of their players who reach the age of 10 during the seasonal year.

The carrying or use of "associate", "alternate" or "reserve" players is not permitted. Multiple-rostering [on a non-***MAPLE*** team] shall be permitted and must be in accordance with current Massachusetts Youth Soccer Association by-laws. The deadlines for the freezing of rosters will be determined on a yearly basis by the Commission, the Mass Youth Soccer Competition Committee or the National Championship Series Director as appropriate. No roster may be changed after the roster freeze date.

Players may be rostered on only one ***MAPLE*** team at a time during the seasonal year and may not be concurrently rostered on a MASC or NEP team. . If it is determined that a player has been rostered on more than one ***MAPLE***, MASC or NEP team at the same time, all MAPLE games played during the period of multiple rostering **may** be declared forfeit.

Any player who transfers from one team to another within the same club may not move back to his or her original team within the same seasonal year. Nor may such player make a second transfer to a third team within the same club within the same seasonal year.

c. **Availability at Games**. Copies of the stamped roster and evidence of birth date for all rostered players must be available at each game. (See instructions in 5.b. below for game officials as relates to lack of roster at game.) A player whose age or rostering is questioned by an opposing coach will be allowed to play whether a birth certificate is available at game time or not. The questioning coach may request that the Commissioner establish that the questioned player is of appropriate age and on the team. If this cannot be established, all games played during the period in which the player was rostered **may** be declared forfeit.

Coaches must have in their possession at each game a copy for each player of the USYSA player registration form containing the appropriate injury waiver signatures.

d. **Game Rosters**. Each team must complete, sign and submit in duplicate to the referee before each match a game roster identical to the team's official roster as it is then on file with the League. A game roster which combines a multiple-page roster unto one page is acceptable as long as it has been verified and signed by the appropriate ***MAPLE*** area Registrar or the Executive Director. (See instructions in 5.b. below for game officials as relates to lack of roster at game.) (Note: Per USYSA rules, a maximum of 18 players may be designated on a game roster for the Under 14 through Under 18 age groups.)

5. **PASS CARDS**

a. **Basic Requirements.** Pass cards for all players and team officials are required for all League play. Pass cards must be typed, showing the individual's name *exactly* as it appears on the team roster, must contain an current color photograph of the person, must be signed by the individual as his or her typed name appears on the roster (except that it may be signed with given name first and surname last), and must be submitted to the appropriate Area Registrar for signing by the date established and published by the Commission. Players added after this date must have a valid ***MAPLE*** pass card prior to play.

b. **Availability at Games.** Pass cards will be checked by a game official before each game. Pass cards are valid only if they contain the signature of the ***MAPLE*** Executive Director or Mass Youth Soccer Registrar and are laminated. Pass cards should be returned to the players at the end of the season.

If either team fails to produce rosters and pass cards at the start of the game, they are to be requested by a game official to produce these by the end of the game. The referee will allow the game to proceed and to be completed. If these are not produced by the end of the game, the referee will submit a report to the Executive Director that no rosters and/or pass cards were produced. The ***MAPLE*** Commission shall determine the outcome of the game. Under no circumstances should the game be abandoned by the referee for failure of a team to produce a roster or pass cards.

6. RECRUITING OF PLAYERS

a. A player is free to sign with whatever teams he or she wishes. There will be no tampering once a player has signed with a team for the seasonal year. (See Coaches Code of Conduct for explanation of tampering rules)

b. Complaints of tampering should be directed to the Disciplinary Committee Chairman. In addition to such punishment as the Disciplinary Committee may assess on the club or team official, the **CLUB** of the person accused of tampering will be assessed a fine if it is found to have taken place. **Until this fine is paid, the team's *CLUB* will be held in bad standing and will not be allowed to participate in *any MAPLE* activities.**

7. FIELDS

a. **Field Availability**. Each Club entering teams in ***MAPLE*** must have unrestricted access to fields of ***MAPLE*** quality from according to the following schedule:

Under 10 - Under 12 8v8 8:30 to 1:00

Under 12-Under 18 12:00 to 6:00

1-5 teams 1 field ; 6-10 teams 2 fields ; 11-16 teams 3 fields; 17-22 teams 4 fields; 23 -28 teams 5 fields, etc.

"Astro-Turf" and similar artificial turf fields are not acceptable for ***MAPLE*** use. No ***MAPLE*** team shall be required to play on such a field. This proscription shall not, however, apply to "Field Turf" or similar fields, which shall be acceptable for ***MAPLE*** play.

Clubs comprising 1 or 2 teams must supply fields for League play although they will not be guaranteed any home games. Such clubs may, however, combine for field submission purposes with others to reach the three-team minimum, in which case the teams in such combined clubs will be scheduled a ratable number of home games.

Fields will not be considered of ***MAPLE*** quality unless they are at least 100 yards by 55 yards, reasonably flat and level, grassed throughout [allowing for normal wear in goal areas], and are on game days equipped with regulation goal posts, nets and corner flags; mowed and fully lined in accordance with FIFA Laws of the Game.

Clubs submitting Under 10 & 11 teams must supply a field or fields that is at least 40 yards by 60 yards with the field equipment in accordance with USYSA recommendations, but variances are not grounds for protest or forfeiture.

b. **Failure to have Field Available on Game Day**. If a provided field is not available or not - in the judgment of the referee - properly lined and equipped for play on a scheduled game date, the providing Club will be fined $100 per game for each field on each day that the field is not so available and prepared. Until any such fine is paid, teams from that Club will not be permitted to register teams for play in ***MAPLE***.

c. **Alcoholic Beverage Policy.** Consumption of alcoholic beverages and open alcoholic beverage containers are not permitted at any game venue during league games. Game venue is defined as the playing field or fields, the sidelines and adjoining parking lots that service the fields. All member clubs are requested to assist with compliance to this policy.

Section II. **RULES OF PLAY**

1. IN GENERAL

Rules of play for League games shall be as applied by USYSA for the National Championship Series, except as otherwise specified in these Rules. A minimum of 7 rostered players and 1 team official for each team are required to start and continue a game.

2. GAME LENGTH

All League games shall be of regulation length as follows:

Under 10 two 25-minute halves
Under 11 & 12 two 30-minute halves
Under 13 & 14 two 35-minute halves
Under 15 & 16 two 40-minute halves
Under 17 & 18 two 45-minute halves

3. SUBSTITUTION

Substitution for League competition will be unlimited, and may be made by either team on goal kicks and re-starts after goals and at the beginning of the second half, by both teams on throw-ins if the team in possession of the ball substitutes, and after injury stoppages.

4. UNIFORMS & EQUIPMENT

a. **Numbers**. All uniforms must be numbered. Duplicate numbers on any team are not permitted. It is the home team's (the team listed first on the schedule) responsibility to change uniforms if a color conflict arises. Pinnies which permit the underlying number to be discerned are acceptable for this purpose.

b. **Deportment**. Shirts must be tucked in and socks must cover shin guards. Boxer shorts, bike shorts, jams and the like, unless of the same color as the shorts over them, must not hang below the uniform shorts.

c. **Shin Guards**. The use of shin guards is mandatory. A game official will exclude from play any players not so equipped.

d. **Game Ball**. A suitable game ball will be provided by the home team for each game. Age groups U-10, U11 & U-12 will use a size 4 ball; all other age groups will use size 5. Suitability of the ball is the sole determination of a game official.

5. TEAM OFFICIALS

a. Team Officials include coaches, assistant coaches, managers, technical directors or similarly designated individuals appointed by a club to represent a team.

b. **Presence & Qualification**. Teams must have a responsible team official present at each game, whose responsibilities shall include maintaining control and discipline over the team. A team which appears without such a person, or a clearly responsible adult substitute (with positive identification, including a driver's license, if such person is without a pass card), shall forfeit the game. In no case shall the team official or other responsible substitute be eligible by age to play in the age group

which he or she is coaching or managing. If the game is conducted with an adult substitute not having a pass card, the referee shall note the person's name, address and telephone number and report this information to the League office.

In addition, it is the responsibility of all coaches & managers to check the website concerning any game changes which might affect their team.

[See ROSTERS and PASS CARDS, sections I.4 & I.5 above, about documentation required at games.]

c. **Conduct & Responsibility**. Team officials are responsible for their own conduct, and for the conduct of their players and fans at all games. Abusive or obscene language, violent play, violent conduct or other behavior detrimental to the game will not be tolerated. Failure of a team official to control his or her players and fans may result in action against him or her by the referee and/or the League.

Team officials must remain within their team's technical area during the course of play. This area starts 10 yards from the half-way line and is 25 yards in length. They must refrain from loud, persistent or intrusive coaching of field players. Only credentialed team officials (i.e., individuals with valid current League pass cards) may be on the sideline with the teams during the game. It is league policy that a maximum of four (4) team officials, all with current pass cards, may be present with each team. All must remain within the defined technical area for their respective team. Parents and other spectators must remain on the opposite sideline. Failure to observe these rules will be considered behavior detrimental to the game and may be punished accordingly.

Before, during and after the game, team officials will support the game officials and assist in maintaining order. In any case of non-compliance, the situation will be reported by the referee to the Executive Director for appropriate action by the League.

[See also **Scores**, **s**ection II.7.e.below, for reporting responsibilities.]

d. **Coaching Licenses**

The following licenses will be required starting in the Fall of 2010:

Coaches for teams U-10 to U-18

Minimum USSF State "E", NSCAA Advanced Regional Diploma, or equivalent
Courses require minimum 13 hours of training
1 year grace period to acquire License
All head and assistant coaches must have licenses

Directors of Coaching

Minimum USSF "C", NSCAA Advanced National Diploma, or equivalent
Courses require minimum 40 hours
1 year grace period to acquire license

SANCTIONS FOR NON-COMPLIANCE: Sanctions may include, but not be limited to, warning, probation, suspension, fine, expulsion. It is the individual Club's responsibility to ensure compliance. Information will be required during the registration process providing proof of licensure.

6. GAME OFFICIALS

a. Game officials are referees and assistant referees who are registered with the United State Soccer Federation.

b. **Assignment and Payment**. Game officials will be assigned by responsible individuals designated by the Commissioner. Each year the Commission will establish fees for game officials and assignors. Game officials will receive the established amount in the event that the game is not played because one team forfeits or a team official does not properly notify the Executive Director of a change in the venue and the game official is at the scheduled field.

The Under 10, Under 11 and Under 12 8v8 Divisions will have a single official assigned. The Under 12 11 v 11 through Under 18 Divisions will have three officials assigned to the extent possible. In Division 3 and 8 v 8 games, or elsewhere as appropriate, use of first year game officials or those under 20 years old will be emphasized to the extent possible.

c. **Authority**. The referee is responsible for the conduct of the game. The referee keeps the time of the game and is the sole judge of the length of each half. The referee is the final judge of the suitability at game time of the field, its equipment and the players' kit and equipment, including casts and joint braces.

d. **Responsibilities**. A game official will insure that the game rosters and player pass cards match the players dressed for the game (see Section I.4 & 5 for exception). The referee will also sign the game rosters and hand a copy to an official of the opposing team before the game.

In the event of a red card or other ejection or stoppage of a game for any reason other than field condition, weather or darkness, a report on the incident must be submitted to the Executive Director no later than the day following the game.

[See TEAM OFFICIALS, section II.5.c & d above, on team official conduct.]

e. Unofficial Referees. If the scheduled game official or officials do not appear, the opposing coaches have the following options: Agree on a single substitute referee for the entire game and the game counts; do not play the game and set a make-up date. If the game is played with a substitute, he or she must send the game rosters with his or her name and address to receive payment. No protests will be heard on decisions or performance of substitute referees.

U10 games **must** be played with a substitute referee if no assigned official appears.

7. **LEAGUE RESULTS**

a. **Records**. The Executive Director will be responsible for maintaining the standings and seedings of the League, competition results, and for communicating these to coaches and League officials. Age Group Coordinators are responsible for transmitting weekly scores to the web site Sunday evening.

The Executive Director's records are final and dispositive.

b. **League Standings**. The position of each team will be determined on points, given as follows: Win, by competition or forfeit - 3 points; Tie - 1 point; Loss, by competition or forfeit - 0 points. Forfeits will count as a 1-0 final score; **however**, if forfeited games are involved in the application of tie-break rules, either for the forfeiting or non-forfeiting team, the following calculations will apply, **but only within the context of the application of each relevant tiebreak rule and only for the teams involved in the tie**:

i. In all cases, the Constitution and these By-Laws shall be interpreted as follows: If both teams involved in a forfeited game are also involved in a tie-break situation which includes that game, then (a) a two-way tie shall be broken in favor of the non-forfeiting team, and (b) in the case of a multi-way tie, the forfeiting team shall be eliminated from the calculation, and the tie shall be broken between or among the other tied teams as though the forfeiting team had never been included; otherwise,

ii. If the forfeiting team is involved in a tie-break determination, the game will count as a 0-3 loss.

iii. If the non-forfeiting team is involved in a tie-break determination, the score of the forfeited game will be calculated as follows:

(a) the non-forfeiting team will be deemed to have scored a number of goals equal to the average of that team's goals scored in the other games involved in the application of the tie-break rules.

(b) the non-forfeiting team will be deemed to have relinquished a number of goals equal to the average of that team's goals against in the other games involved in the application of the tie-break rules;

These rules will apply regardless of the fact that they may, in the course of breaking ties, produce different scores for the same game for each team, or different scores for the same game for the same team in the application of different tie break rules.

[See also the EJECTIONS, section II.13.c for effect of multiple ejections on standings.]

c. **Tie-Break Rules**. Ties in the standings at the end of the season or at the end of round-robin play during any qualifying tournament will be resolved as follows:

First, on the basis of head-to-head play;

if still tied, on the basis of goal differential overall; provided that, in determining "goals for" for this calculation, a team will only be given credit for a maximum of six goals more than its opponent for any game;

if still tied, on the basis of fewest goals allowed overall;

if still tied, on the basis of FIFA rules for *Kicks from the Penalty Mark*, to be scheduled by the ***Commission***.

Ties among three or more teams will be resolved according to the same rules, with the following modifications:

Head-to-head competition will not be considered at all for ties involving three or more teams unless all tied teams have played each other and one team has beaten all other tied teams.

If application of a subsequent tie-break rule distinguishes one or more of the tied teams from one or more of the others, this distinction shall be made and shall stand. The remaining tie or ties will be resolved by proceeding to the next applicable tie-break rule and so on, not by going back to the first of the tie-break rules and starting over.

If FIFA penalty kicks have to be taken, there will be a draw by the Commission:

For three-way ties: The first team drawn will receive a bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team, which will be the home team, in penalty kicks to determine the overall winner. If a team other than the bye team is the overall winner after these contests, the bye team and the team which did not win the first contest will compete in penalty kicks to determine the next finisher, unless the original tie was for runner up in a qualifying tournament round-robin.

For four-way ties: The first team drawn will be the home team against the next team drawn and the third team drawn will be the home team against the remaining team in two simultaneous contests of penalty kicks. The winner of each contest will then compete against each other [the winner of the contest including the third and remaining team being the home team] in penalty kicks to determine the overall winner and runner up. If the tie is in League finish, the two teams losing the first contests will also compete in penalty kicks to determine the next finisher.

d. **Game Results**. Unless the Commission specifies otherwise, ties at the end of regulation time will stand.

A game which has been started and then stopped by the referee due to weather or field conditions will be resumed from the point of stoppage if this can be done within the same day. If this cannot be done because of continuing weather or field conditions or darkness, the game will be rescheduled and replayed in its entirety, unless, in the sole and absolute discretion of the Protest Officer, another result is appropriate. The Protest Officer shall also, on request or on his or her own initiative, investigate and determine the result of any game either: [a] stopped due to weather or field conditions and not resumed for reasons other than these or darkness, or [b] terminated by the referee for reasons other than weather or field conditions.

A game which has been started with the wrong size ball will continue after substitution by the referee of an appropriate ball if the error is discovered during the game. A game played partially or completely with the wrong size ball will stand, absent demonstration to the Protest Officer of intentional misconduct in the selection of the game ball.

e. **Scores**. League play scores should be called in by the winning team (or the home team in the case of a tie) the evening of the game to the appropriate Age Group Coordinator.

8. **SPECIAL RULES FOR DIVISIONAL QUALIFICATION**

a. **In General**. Any ***MAPLE*** slot earned by a club, U14-U18, is the property of the **club**, not the team with the following restrictions:

Slots may not be transferred to another club.

Teams U14-U17 wishing to play Division 1 must demonstrate a continuity of roster each year when they register a team. To demonstrate a continuity of roster a team must maintain a minimum of 30% of the players from the previous year's roster throughout the entire season. If the roster drops below this percentage based on circumstances not under the control of the coach the roster will be reviewed by the Commission. Teams must submit their current roster, along with the previous year's roster, to the MAPLE office at the time of registration.

If a club chooses to not field a team in a slot or fails to field a team in a slot, the slot reverts to the league for reallocation in accordance with the established by-laws.

b. **Format and Scheduling of Promotion/Relegation Play-Offs**. For teams involved in a promotion/relegation play-off, all games will be played after the Memorial Day holiday and on or before the third day following the end of the State Cups. All games will be at a site designated by the League. A team failing to appear at the appointed time and place, provided they have been given at least 48 hours notice of such time and place, shall forfeit. No protests will be heard regarding conflicts with other soccer commitments (including tournaments and those involving dual-rostered players) or conflicts with non-soccer commitments, unless they are strictly academic in nature. (For example, a player's own graduation is academic in nature, that of a sibling is not; SAT's and other standardized tests may be considered academic in nature, depending on the circumstances; proms, varsity sporting events and other social and athletic activities are not academic in nature.)

c. **Developmental Division Tournaments**. Except as specified in this section, the LEAGUE RESULTS section (II.7) will apply to the Development Division. Article 6(d) of the Constitution shall be interpreted and implemented for boys and girls under 11 and 12 in the following manner:

I .**Seeding**. At the discretion of the Commission based on season records.

ii. **K.C. Andre Memorial Cup Tournament**. The Commission will schedule an Under 11 Championship in early June of each year. The site for the Tournament shall be at the Commission's discretion. For each of the Tournaments, the procedure shall be as follows:

All teams that qualify must register to participate. The deadline for registration for this Tournament will be set by the Executive Director. The Executive Director will forward appropriate material to all teams. If a team which finishes seeded 16 or better has failed to register, then all lower seeds move up accordingly.

The teams will be divided into four groups as follows: Group A: 1, 7, 10, 16; Group B: 2, 8, 9, 15; Group C: 3, 5, 12, 14; Group D: 4, 6, 11, 13. Each group will play a round robin. The group winners and runners up will play quarter finals as follows: A1-B2, B1-A2, C1-D2, D1-C2. The winners will play semis [A1-B2 winner v. D1-C2 winner, B1-A2 winner v. C1-D2 winner] and a final for the K.C. Andre Cup

iii. **Paul Irwin Memorial Cup Tournament**. The Commission will schedule an Under 12 Championship in early June of each year. The site for the Tournament shall be at the Commission's discretion. For each of the Tournaments, the procedure shall be as follows:

All teams that qualify must register to participate. The deadline for registration for this Tournament will be set by the Executive Director. The Executive Director will forward appropriate material to all teams. If a team which finishes seeded 16 or better has failed to register, then all lower seeds move up accordingly.

Complete tournament procedures are detailed in the ***MAPLE*** book section called "***MAPLE*** Tournaments - Qualifying Procedures" and on the website.

9. **POSTPONEMENT AND MAKE-UP GAMES**

a. **Grounds for Postponement**. Once the schedule is determined and sent to the teams, there is no reason acceptable for postponing or relocating a game other than an unplayable field. No one, including the involved team officials, club officials, Age Group Coordinators, Boys and Girls Directors and game officials, may postpone, relocate or reschedule a game for any other reason, even by mutual agreement. In extreme circumstances, the Executive Director (or her or his designee) may upon request

or at her or his own initiative postpone or relocate a scheduled game if, in her or his sole judgment, conditions or circumstances require it.

Under 12 Blue section, Under 13 Blue section and Division 1 teams may reschedule one match per season to attend a tournament. Notification of this postponement must be received by the ***MAPLE*** prior to the start of scheduling for the respective season. In addition, teams playing in the Region 1 Director's League and teams playing in State Cup related games may reschedule any ***MAPLE*** game due to Sunday conflicts.

Any postponement or relocation except as permitted above will be treated as the forfeiture of a regularly scheduled game for the team or teams not appearing, and subject to all rules regarding such forfeitures, including those relating to standings and forfeiture penalties.

b. **Determination of Unplayability**. Authority to decide that a field is unplayable is dependent upon the time that the decision is made.

i. *Until 10:00 AM on game day (7:00 for Under 10 & 11 fields)*, the determination of whether a field is unplayable is the decision of the home Club or field contact, subject to the review of the Executive Director of the reasonability of such decision. If the Executive Director decides that such a decision is or was unreasonable, he or she shall declare all games scheduled on that day on the field in question forfeit against the home team.

ii. *After 10:00 AM on game day (7:00 for Under 10 & 11 fields)*, **a field may not be declared unplayable**, except by the referee at game time. It is the responsibility of every team which has not been officially notified of postponement due to unplayability to appear at the scheduled time and place, ready to play, regardless of apparent weather conditions. **In case of doubt, go with your team to the field.**

c. **Notification of Postponement due to Unplayability.** It is the sole responsibility of the Club declaring a field unplayable, once it is satisfied that the declaration is permissible, to notify the League office and the coach or manager of each of the involved teams (including **all** visiting teams) in a timely fashion, having due regard for the need of each of these officials to notify others in their turn. If a field or fields are declared unplayable at a time when visiting teams are, of necessity, in transit, the club contacts designated in the current ***MAPLE*** book or on the website shall be included in the notification list. In this instance, a representative of the hosting club should remain at the field site until the scheduled start time of the next game after the declaration of unplayability has been made to inform those who arrive to play.

It is the responsibility of the visiting clubs to ascertain that contact names published in the League book and/or listed on the League website are correct, and that telephone, mobile phone and fax numbers, e-mail address and other means of contact are correct, in working order and useful for contact during weekend days.

d. **Make-ups**. Postponed games must be made up within three weeks of the date of postponement or by the Wednesday following the last regular season games, whichever comes first. For postponements due to tournament entry, the effective date of postponement is the first scheduled date of the season. (Note: This requirement may be extended or waived in the event of continuing foul weather, at the discretion and approval of the Executive Director.) The originally scheduled home team official must notify the League office at least three days prior to the make up date. Failure to do so may mean that game officials will not be assigned to the game and/or that the game may be declared forfeited by the home team. Once scheduled, a make-up may not be changed or cancelled without the consent of the Executive Director.

If the involved team officials have not agreed on a time and place for a make-up within five days of the appropriate make-up deadline, the Boys or Girls Director or the Executive Director, as appropriate, will, in his or her sole discretion, set a time and place for the game.

The Boys or Girls Director or Executive Director will notify the team officials of the game time and place and arrange for game officials. If a neutral field must be assigned, the teams involved will equally bear the cost of the field rental. Failure of either or both teams to appear ready to play at the time and place thus set will be treated as the forfeiture of a regularly scheduled game for the team or teams not appearing, and subject to all rules regarding such forfeitures, including those relating to standings and forfeiture penalties. Failure of a Boys or Girls Director or Executive Director to schedule a make-up game in accordance with this section does not relieve the involved teams of their obligation to meet the deadline. If the game is not played by the deadline, it will be a forfeit for both teams.

10. **FORFEITURE**

a. **In General.** Forfeiture will be governed by USYSA and MYSA rules as supplemented by these By-Laws.

b. **Late Arrival**. The game officials and the teams should be present at the field at least 15 minutes prior to the scheduled start. A forfeit may be claimed if a team arrives more than 15 minutes after the scheduled start time.

11. **FINES AND OTHER PENALTIES**

a. **Forfeiture**. Any team which forfeits a scheduled ***MAPLE*** game will be fined $300 for each forfeit. A third forfeit in a single season by a team will result in its disqualification from League play for the balance of that season year, and in its placement in Division 3 for the following seasonal, regardless of any placement which it might otherwise have earned.

Forfeiture of a regular season game to participate in a tournament may result in suspension of the coach involved and additional financial penalties.

b. **Unpaid Fines.** A Club having teams with unpaid fees or forfeiture or other fines will not be permitted to register teams for any post-season competition or subsequent season until such fines are paid. The disbanding of a team or teams does not remove this requirement.

c. **Responsibility.** Fines and other penalties are ultimately a club responsibility. Determination of what constitutes a team or club for purposes of this section is the sole responsibility of the Commission.

12. EJECTIONS

a. **Ejection of Team Official.** A team official is ejected if so instructed by the referee, regardless of whether or not a red card is shown.

b. **Automatic Suspensions.** Ejection of a player shall result in the automatic suspension of the player for one additional game after the one in which the ejection occurred. Ejection of a team official shall result in the automatic suspension of that person for three sequential games after the one in which the ejection occurred. All suspensions must be served with the team on the field at the time of the ejection and may not be served with any other teams that the team official might be associated with during that same league season.

If a suspension is not completed during the league season in which it occurred, the suspension – or balance of the suspension – must be completed in the next league season in which the player or team official actively participates in this league. (Note: For a team official, activity participating means coaching, assisting or managing with a team in this league – not merely being named on a roster.) Should the player or team official change team or club affiliation, the suspension – or balance of the suspension – must be completed in the next sequential game or games with the new team or club. When a team official is affiliated with more than one team during the next league season, the suspension – or balance of the suspension – will be served with one team designated by the Commissioner. Should the Commissioner not designate the team, it is the responsibility of the suspended team official to serve the suspension – or balance of the suspension – with the team that he or she considers to be his or her primary team and to notify the league of this team prior to the start of the league season.

A second ejection of the same team official in the same season shall result in the automatic suspension of that person from all ***MAPLE*** participation for one calendar year from the date of the second ejection.

Automatic suspensions are in effect regardless of whether or not they are posted on the League website.

c. **Under Suspension**. Team officials who are ejected or are under suspension must leave and/or remain completely away (defined as a distance of at least 100 yards) from the playing site or complex where his or her team is playing a game for the entire length of his or her suspension. Such a person may not communicate with his or her team by any means – including, but not limited to, relaying of information through a third party or by electronic means – during the period beginning one-half hour prior to the scheduled start time or at any time during the game, including during the half-time interval. Failure to abide by this rule may result in additional disciplinary action, possibly including further suspension from the League.

d. **Further Punishment**. In all cases, further suspension or other punishment may be assessed upon review of the referee's report and other pertinent information by the Commission or its designee.

e. **Effect on Standings**. For purposes of this section, each ejection of a player or team official, counts as one ejection point. A team will automatically lose one standing point for every three ejection points accumulated in a single season.

f. **Fracas**. If a player or team official is involved in a fracas or fighting incident before, during or after a game, he or she will be indefinitely suspended until a decision is made by the Commission on appropriate punishment. Such punishment shall not be less than the minimum automatic suspensions set out above.

g. **Additional Sanctions.** All extended suspensions will be reported to Massachusetts Youth Soccer Association, which may apply further sanctions in accordance with its current by-laws and regulations.

h. **Policy on Ejected Player.** FIFA directs that a player, substitute or substitute player who has been sent off (ejected) shall leave the vicinity of the field of play and the technical area. MAPLE defines the vicinity of the field as everything within 100 yards, including the parking area adjoining the field. (For definition of the technical area, see By-Law 5(c).)
At MAPLE games, an ejected player who leaves the vicinity of the field is to be accompanied by a responsible adult.

However, when that is not possible, an ejected player may stay within the technical area. The player and the team officials are responsible for her/his actions while remaining there. Any additional infringement of the laws of the game or rules of the league, including any harassment of game officials, opposition players or spectators, by the ejected player or his or her teammates, may result in cautioning or ejection of a team official or officials, and/or cautioning or ejection of additional players, and/or termination of the game; will be reported to the league and may result in additional suspensions.

At MAPLE post-seasonal games located at a site or sites being used exclusively by MAPLE, an ejected player may be escorted to the headquarters or registration area, must identify himself or herself and state why he or she is there and must remain there for the duration of the game from which he or she was ejected.

At MAPLE post-seasonal games located at a site shared with the State Cup, the current State Cup policies and rules for ejected players are in effect for all players.

13. **PROTEST & APPEAL**

a. **Protest.** A protest provides a means to settle any disputes that arise in the actual playing of games, in the suspension of participants or in any other areas that may be specified by the Commission.

To be considered, a protest must be submitted (i.e., postmarked – with evidence of mailing – or physically accepted by) in writing to the Protest Officer within 24 hours of the game in question, together with a protest fee of $200.00. Written disposition of the protest will be given within 14 days of the receipt of the protest. The fee will be returned if the protest is upheld. ***Judgment calls by the referee may not be protested.*** Appeals of a decision of the Protest Officer shall be made directly to the MAPLE Appeal Officer in accordance with current league rules and procedures.

The Commission retains the right to establish and promulgate special protest procedures for League organized tournaments and other special events.

1 The Protest Officer may call a hearing on the matter (in which instance, the disposition period may be extended should scheduling of the hearing require). One representative of each club or team and, if applicable, the game officials involved in the matter shall be invited to attend any hearing called by the Protest Officer. The Protest Officer may, in consultation with the Commissioner, appoint two other similarly non-associated persons to sit *ad hoc* with him or her in consideration of any particular matter brought before him or her. The Commissioner and the League's General Counsel may attend any protest procedure *ex officio* in a consultative capacity.

1 b. **Appeal.** An appeal provides a means of redress for a member club which feels that it has been harmed by an action or decision of the Executive Director, the Commissioner or Commission itself. Decisions of the Disciplinary/Ethics committee may also be appealed using this process.
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To be considered, an appeal must be submitted (i.e., postmarked – with evidence of mailing – or physically accepted by) in writing to the Appeals Officer within 10 days of the action or decision stating the nature of the claim, the redress sought, and including such supporting documentation as may be appropriate. However, specifically regarding an appeal of a Disciplinary/Ethics Committee decision, only the information made available prior to the hearing or during the hearing will be

considered. No new evidence will be accepted by the Appeals Office unless circumstances have materially changed or significant new facts are discovered that were unavailable at the time of the hearing from which the appeal is being taken. The decision whether or not such new evidence resulted from materially changed circumstances or represents significant new facts rests solely with the Appeals Officer. In such cases, the Appeals Officer may allow that such new evidence be presented provided that all parties to the appeal have been given copies of the new evidence and opportunity to respond to the materially changed circumstances or previously unavailable or undiscovered facts. The response may include a new hearing by the Disciplinary/Ethic Committee, if warranted in the sole judgment of the Disciplinary/Ethics Committee Chairman.

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4 A $200 appeals fee, refundable if the appeal is upheld, shall accompany the submission. The Appeals Officer shall forward a copy of the appeal and supporting documentation, if any, to the Commissioner and, when applicable, to the Disciplinary/Ethics Committee Chairman and afford him, her or them an appropriate opportunity to respond. The Appeals Officer may appoint two other similarly non-associated persons to sit *ad hoc* with him or her in consideration of any particular matter brought before him or her. The Appeals Officer or Committee may hold such hearings as he, she or it deems appropriate, provided all concerned parties are given adequate notice and an opportunity to be heard. The Appeals Officer or Committee shall render a written decision, stating the reasons therefor, and forward a copy to the appellant and to the Commissioner and, when applicable, to the Disciplinary/Ethics Committee Chairman. In making his, her or its decisions, the Appeals Officer or Committee shall be guided by this Constitution and By-Laws and by applicable rules and laws of state, regional, national and international organizations with which the League is affiliated. Appeals from a decision of the Appeals Officer or an *ad hoc* Appeals Committee appointed pursuant to this paragraph shall be to the Mass Youth Soccer Association, in accordance with its current rules and procedures.

The Commission retains the right to establish and promulgate special appeals procedures for League organized tournaments and other special events.