

Central Mass Over 35 Soccer League Bylaws and League Specific Rules

Revised 8/21/11

League Meetings

There shall be a minimum of three League meetings per year, Spring, Fall and Annual: Spring meeting prior to the start of the Spring season, Fall meeting prior to the start of the Fall season and the Annual meeting held after the completion of the Fall season and before the end of the year.

All teams are required to have a Team Coordinator or designee at all league meetings. Any team not sending a Team Coordinator or representative will be assessed a \$25 fine, payable to the league. Two consecutive meetings missed will result in a vote for that team being suspended from the league.

League Officials

The league may elect any officials or structure in order to meet its business needs at its Annual meeting. Officers, Bylaws and Rules are approved by a majority of the member clubs present at the Annual Meeting as stakeholders in the organization. All League Officials shall be voted on for a one year term by the Team Coordinators at the Annual meeting. Other changes, business, concern or items required voting may also be taken up at the Spring or Fall supplemental meetings. The league designated the following management structure at its annual meeting:

1. President: Oversees all business, is the primary contact for the league, is the final arbitrator for league decisions and delegates tasks and responsibilities when required to meet league needs, handles all League finances in conjunction with the Treasurer;
2. Treasurer: Handles all league finances in conjunction with the President, verifies payment of any bills, including team payments and fines, follows through with any paperwork or correspondence required for league affiliation and reports semi-annually at the league meetings on income, expenses, fines and league finances;
3. Secretary: Takes and records meeting minutes including business issues and votes, prepares and updates league rules and materials and ensure that all players submitted for membership who are eligible for league play are provided a players pass card and that all team rosters are certified;
4. Website Coordinator: Manages and updates league website and keeps information current, including scores and standings, disciplinary information and league contact information;
5. The Competition Committee shall be comprised of five members. The Competition Committee is responsible for investigating and completing reports on all red cards or league rule infractions, reviewing league rules and practices and recommending changes and/or improvements at league meetings, addressing, in a timely manner any appeals requested by a team coordinator. Members must abstain from participating in any issues brought to the Committee that involve a player of the member's team or for any reason that would give the appearance of a conflict of interest. When a voting member must abstain and there is a tie in the final vote the President shall have the deciding vote. At no time may a Competition Committee member be on the same team as another member;

6. Team Coordinator & Captain: Each team must designate a Team Coordinator and a Team Captain. The Team Coordinator will represent that team at all League business meetings and is the only member who may request any appeals or address League Officials on behalf of team members. All team members must address any League or Referee issues through the Team Coordinator only. Before, during or after the match only Team Coordinator or the Team Captain may approach the Referee regarding any game issue (i.e. passcards, rosters, fouls called, etc.).
7. Referee Coordinator: Will act as the liaison between referees and the league, will schedule qualified, certified referees for each scheduled match.

Payments and Fines

All league fees, payments and outstanding fines must be paid to the league prior to the first game of each spring or fall season or that team cannot officially play in the league. The league president may grant special circumstances. Any fines generated during the season must be paid to the league prior to the next scheduled game or either the team being assessed will forfeit the following game or the player assessed will be ineligible to play.

Legal Players

All players must be registered to the league through the team due to fairness, safety and insurance reasons. The league is a recreational men's league and tries to be as accommodating as possible to allow players to play in a safe and fair manner in the spirit of recreation and fair play. Registering players allows the league to control players for conduct and fouls, gives accountability to the league and referees and conforms to standard state and nationwide league practices.

The CMO35 League will honor any sanction or suspension given to a player from any other recognized league and will not allow that player to join the CMO35 league until the circumstances of their suspension is positively resolved or period of sanction is completed. The league reserves the right to not admit any player whom the league believes may pose a danger or threat to any other player registered in the league.

1. All players must be registered with the league and possess a valid pass card. Pass cards are available through the league secretary or his designee and should be readily available within a few days of a player becoming placed on a team's roster.
2. All teams must have a valid roster approved by the league. The league requires proof of identity and age for new players not previously registered to the league. There is no roster minimum or maximum for players, however, each team is responsible for paying insurance fees required by the league for any registered player.
3. All players must turn 35 within the playing year in which they are on a team's roster. Each team is allowed an exception of three players who must be 30 or older during the playing year. All under 35 players must be clearly identified on each team's roster.
4. Rosters are frozen and cannot be added to after the third game of each season. Exceptions may be requested to the league only as a replacement for an injured rostered player who will then be ineligible for the remainder of that season. New players may use a driver's license or other picture ID for their first week only. These players must be registered in advance with the league so that they are listed on a team's roster and are under the league insurance. No player can play without league consent through advance registration. These players must have a valid pass card by the second week of eligibility or else will not be eligible to play.

5. The fine for playing with an illegal player, either underage or unregistered, is \$100 and any game that the player appeared in during active play is forfeit.
6. Each team Coordinator must have a player passcard for each player on their roster. Each player must present their passcard to the Referee at least ten minutes prior to the start of the match. In the event of failure to have on hand the required passcard(s) the following rules shall apply. These rules are to promote safety and discourage teams to have to 'panic drive' home to retrieve forgotten passcards.
 - 6a.** Any team coordinator unable to produce the teams passcards due to error may submit picture ID's for all eligible rostered players to the Referee prior to the match. Any player unable to produce a valid license or picture ID will be ineligible for play in that match. To be eligible to play the names on the players ID's must match those on the Roster. There will be a \$25 fine, payable to the league for the first offense of failure to have valid pass cards and \$50 for any subsequent violations in a season. This fine must be paid prior to the team's next game or the game shall result in forfeit.
 - 6b.** Any player unable to produce his passcard due to error may submit a picture ID in its place. Any player unable to produce a valid picture ID will be ineligible for play in that match. To be eligible to play the name on the ID must match the name on the Roster. There will be a \$25 fine, payable to the league for the first offense of failure to have a valid pass card and \$50 for any subsequent violations in a season. This fine must be paid prior to the player's next game or the game shall result in forfeit.

Legal Games

1. All matches start at 9:30 a.m. on Sunday mornings as scheduled unless a different start time is agreed upon by both teams and called into the league president and referee assignor at least 14 hours in advance of the match. There shall be a 15-minute grace period if any team cannot field the minimum (7) rostered players by start time. If the team cannot field a legal team by the end of the grace period (9:45 a.m.) that club shall forfeit the match.
2. Forfeiting team will be responsible for paying the referee (see section below).
3. The match may be played by mutual agreement as a "mixed squad" or other arrangement; however, the game will still be recorded by the league as a forfeit. The game will not be a sanctioned CMO35 League match but a "pick up friendly." It is up to the referee's discretion to stay as they will then be an independent agent and may not be fully insured by their state association to referee the match. Regardless of their decision, the referee must be paid.
 - 3a. Any player receiving a caution or send-off, playing in a violent manner, or any other reportable manner of play shall not incur fines/penalties under the CMO35 League rules. However, any conduct by a player either immediately prior, during or after a match, either sanctioned or "friendly" as defined by the above circumstance shall be reported to the league Competition Committee which may recommend sanctions against that player(s) for conduct detrimental or inconsistent with membership to the league.
 - 3b. Any action of severe nature, including assault or obvious intent to injure will be dealt with harshly by the league and may also be reported to the statewide sanctioning authority.

4. In the event of a referee no show, the teams have THREE options: 1. Abandon and reschedule the match; 2. Play with a designated referee mutually agreed upon by both teams; and 3. Play without a referee and allow players to call fouls. This decision must be agreed upon by both teams prior to the start of play and any match started will be considered valid and played by the league. Any referee no-show must be reported to the league as soon as possible after the game. In this case and this case only the winning team is responsible for emailing in the match score to the league Web-site within 24 hours after the conclusion of the match.
5. The Referee shall bring to the match site both team Rosters as posted on the League Web-site for that match. NO OTHER ROSTER WILL BE ACCEPTED. The Referee supplied Rosters from the League Web-site are the only accepted Rosters. It is the team coordinators responsibility to see that the correct Roster is posted on the Web-site. Rosters are posted on the Web-site the Friday before the scheduled match.
6. Both teams must be located on the same side of the field. Home team determines side. All adult spectators must be more than 20 feet from the team area. Team area determined by the referee. The referee may request the adult spectators be located on the opposite side of the field. This request must be complied with.

Team Placement/Divisions

1. The league shall keep team statistics for each season played. Team statistics shall determine team placement within each Division. The scoring method for placement shall be: Each team win – 3 points, each team tie – 1 point. Total points shall determine placement. In the event of a tie the procedure for determining placement shall be:
 - a. Most wins
 - b. Bonus Points – determined by goal differential with a maximum of 3 per game.
 - c. Least goals against.
 - d. Most goals for (Maximum of 3 per game).
 - e. Coin toss.
2. The League shall consist of two Divisions, Division 'A' and Division 'B'. The number of teams in each division shall be equal whenever possible. All new teams entering the League shall be placed in Division B. Returning teams shall be placed in the last division participated in. At the end of each Season (i.e. Spring & Fall) each division will be re-organized. The procedure for re-organizing shall be:
 - a. First place Division B team shall move to Division A.
 - b. Last place Division A team shall move to Division B.
 - c. All remaining teams shall remain in the same division.
3. Divisions may also be re-organized at the end of any Season by a vote of the team coordinators whose team participated in the previous season and the approval of the team(s) changing divisions.

Team No-Shows or Forfeits

1. The Referee will be paid for any game that is not cancelled at least 2 hours in advance due to weather conditions. The Referee shall also be paid if after arriving at the field he/she determines that the field is 'un-playable'. The Home team shall pay the Referee in both cases.

2. **Team No-Show** – The team on the field shall pay the referee and the League will reimburse them and assess the no-show team. In addition, there will be a \$50 fine, payable to the league of any team that is a no show. A second no-show in a season will result in the team being dropped from the league for the following season.
3. Teams are not considered a no-show if they show up with a minimum of 5 rostered players at game time. This team will still be required to pay the referee but will not be assessed a league fine. Teams that do not have the minimum players (7) for two games in a season will face review by the league and may be dropped from membership.
4. Teams may re-schedule or cancel matches if mutually agreed upon and the league president and referee assignor are contacted at least 14 hours in advance of the match (7 p.m. the night prior to the match). There are no league fees or penalties for re-scheduling or canceling a match, however, teams that re-schedule or cancel two or more matches in a season will face review by the league and may be sanctioned.

Fouls

As a recreational league, the CMO35 has adopted several modified rules to control the level of play and to best ensure the safety of all players. It is important to remember that this league has no formal standings or championship, is intended to be friendly match play for adults and it is the intent of the league to minimize risks toward players as possible, without diminishing the quality, enthusiasm or effort of each player in the match. Referees have been asked to adhere to the level of play and the spirit of recreation in their game and foul calling.

1. Referees have been advised that there are absolutely NO sliding tackles allowed. Players may slide to keep a ball from going out of bounds or to gain control of a ball but are not allowed, within CMO35 rules, to slide within playing distance of an opponent, as determined by the referee. Sliding tackles will be sanctioned with a yellow card – caution. A flagrant sliding tackle or a sliding tackle that would be a foul as per the F.I.F.A. Laws of the Game will be sanctioned per F.I.F.A. rules.
2. The CMO35 League does not allow excessively hard, but otherwise legal challenges. First offense will be signaled as a foul and a warning given to the offending player. Subsequent challenges of this manner may be sanctioned as a caution or send-off at the discretion of the referee.
3. A yellow card given in a match does not carry over to subsequent games and there is no fine imposed by the League. However, players who receive three or more yellow cards within a season (i.e. Spring or Fall) will result in a \$25 fine and receive a one (1) game suspension. The League Competition Committee will review additional yellow cards to determine if further sanctions are necessary. Two yellow cards in a match, resulting in a send-off (red card) will be sanctioned with a \$25 fine and the player must sit out the following two (2) scheduled matches. Two yellows in a game may be appealed to request a one (1) game suspension to the League Competition Committee, if the cards were for a technical or minor nature. (Excludes physical contact with the referee, violent action or intent toward another player). All sanctions shall carry over to the following season.
4. A send-off will result in a \$25 fine for the first offense in a season and the player must sit out the following two (2) matches. The sanction will carry over to the next season if required. The number of games penalized may be increased by agreement by members of the League Competition Committee. The fine must be paid before the player will be eligible to play in any subsequent matches. The team Manager may appeal the two game suspensions to the Competition Committee.

5. A second send-off in a season will result in a \$50 fine being assessed and that player penalized by sitting out the remainder of the season (minimum suspension 5 games). This suspension will carry over to the subsequent season if required. The number of games penalized may be increased by agreement by members of the League Competition Committee. The fine must be paid before the player will be eligible to play in any subsequent matches.
6. No player will be allowed to resume play until their suspension is served and any assessed fine is received by the League prior to their next allowed start.
7. In the event of an appeal of any disciplinary action to the league, the player(s) suspension as required by the stated rules will be in force until the appeal is heard and an agreement of the Competition Committee is reached. The League President has the right to act on an appeal only when unable to reach at least 2 members of the Competition Committee after 3 consecutive days of attempts and within 24 hours of when the action being appealed goes into effect. Note: Only Team Managers may request an appeal. Players cannot appeal any red card.
8. Violent assault on a player, referee or spectator will result in the player(s) suspended for a minimum of one year and a maximum of permanent ban from the CMO35 League. All players sanctioned for this offense will also be reported to state league authorities.
9. In an "unsanctioned/friendly match" as prior defined, any player receiving a caution or send-off, playing in a violent manner or any other reportable manner of play shall not automatically incur fines/penalties under the CMO35 League rules. However, any conduct by a player either immediately prior, during or after a match, either sanctioned or "friendly" as defined by the league rules shall be reported to the league Competition Committee which may recommend sanctions against that player(s) for conduct detrimental or inconsistent with membership to the league.
10. The Competition Committee shall determine the outcome of a match abandoned by the referee. The Competition Committee shall use the referee and team coordinators reports in determining an outcome, which may include forfeit.

Threat to a Referee

The league will impose a minimum of a one-year (two playing seasons) and a \$100 fine for any action meant to threaten the safety, seriously intimidate or harm a referee. The following actions are sanctionable, but not exclusive:

- Spitting
- Hard Contact
- Verbal threat or abuse
- Intimidation such as following a referee to their car
- Damage or threat of damage to referees property
- Injury

All reports of threat, intimidation or abuse toward a referee will be reviewed by the League Competition Committee and taken very seriously. The league reserves the right to assess additional sanctions toward a player(s) or a team to protect referees and the league.

Findings of actionable offense toward a referee will be reported to state authorities, which may take further action.

Referees may also have legal options under Massachusetts General Laws to file legal complaints against offending parties and will receive any necessary cooperation from the CMO35 league.

League Fees

League: \$50 per team per season.

Referee Reports: \$50 per team. (5 Home games @ \$10 per game reported to League Web-Site following the match, paid by League at end of season.

Referee assignor: \$25 per team per season. To be paid by League at end of season.

Web-Site Administrator: \$25 per team per season. To be paid by League at end of season.

Player Registration: \$ 20 per player per year. To be paid by League to Mass. Adult Soccer Association.

Referee: \$60 paid by 'Home' team before start of play. \$10 per game reported to League Web-Site following the match, to be paid by League at end of season.

Example: Total team fees paid during Spring season.

Team with 20 players – Total paid; \$850

League fee - \$150 (\$50 League, \$50 Referee Reports, \$25 Referee Assignor., \$25 Web Administrator)

Player fee - \$400 (20 players @ \$20 each)

Referee fees - \$300 (5 'Home' Games @ \$60 per 'Home' game)
(Paid to referee by the Home team not the League)