RULEBOOK

2026

Mission of the MUSL

Serve our Members

Organize Competitions

Commit to Fair Play

Create Friendships

Educate our Members

Respect Referees

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1.0 CONSTITUTION

1.1 NAME

1.1.1 The name of this organization shall be the "Michigan United Soccer League" (MUSL), and it shall be incorporated as a non-profit organization under the Laws of the State of Michigan, and the U.S. Internal Revenue Service. The resident agent shall be the Director of Finance.

1.2 PURPOSE

1.2.1 The purpose of this League shall be the promotion, development, education, and administration of the game of amateur soccer among adult and youth players.

1.3 AFFILIATION

1.3.1 This League shall be affiliated with the Michigan Soccer Association (MSA) subject to review and renewal at each Annual General Membership Meeting (AGM).

1.4 GOVERNANCE

1.4.1 This League shall be governed by its Constitution, Bylaws, and Rules and Regulations, except where these are superseded by the MSA and/or the United States Adult Soccer Association (USASA).

1.4.2 The governing authority of this league shall be vested in a Board of Directors whose powers shall be enumerated in the Bylaws.

1.4.3 The Executive Committee of this league shall consist of (1) a President, (2) a Vice President, (3) a Secretary, (4) a Director of Finance, and (5) a Registrar.

1.4.4 The Board of this League shall consist of five (5) members of the Executive Committee and (6) a Director of Statistics, (7) a Director of Discipline, (8) a Director of Competition, (9) a Director of Technology, (10 & 11) two Directors at Large, and all past presidents of the MUSL.

1.4.5 The past presidents of MUSL shall remain part of the MUSL Board per 1.4.4 but without voting rights, and as such shall be invited to all Board meetings.

1.5 MEMBERSHIP

1.5.1 Membership in this League shall be open to any player or team without regard to race, color, religion, sex, or national origin and as further defined in the Bylaws.

1.5.2 Requests for new team membership must be received by the Director of Competition by the first Managers Meeting, accompanied by an annual Team Affiliation Fee and a Performance Bond. Membership will be granted to any team after the above conditions are met and the Board has given its approval.

1.5.3 The Board shall not recommend a new team for membership until the team can show that it has a home field available, has an acceptable disciplinary record, and demonstrated financial responsibility.

1.5.4 All teams registered with the MUSL must comply with its Constitution, Bylaws, and Rules and Regulations. Receipt by the Director of Competition of a team's annual registration form, signed by the official team representative, shall constitute agreement of such team to this rule. Any breach of the agreement may result in dismissal from the league. The Board reserves the right to deny membership to any team or player to preserve the common good of the league.

1.6 MEETINGS

1.6.1 The League shall hold meetings as provided in the Bylaws.

1.7 DISSOLUTION

1.7.1 If this Michigan United Soccer League intends to, or by law is compelled, to dissolve or terminate its existence, it shall immediately inform the Michigan Soccer Association.

1.7.2 If the continued existence of the League cannot be achieved, the taxes and secured creditors shall be paid off with the available funds of the League to the extent possible, and the remaining assets of the League, if any shall, be equally distributed among the members in good standing.

1.8 AMENDMENTS

1.8.1 Amendments to the Constitution may be made at any regular MUSL Membership Meeting. The amendments must be in writing and received by the Secretary at least thirty (30) days prior to the meeting. A two-thirds (2/3) majority of the membership present is required for adoption.

1.8.2 Amendments from the floor will be considered only at the Annual General Membership Meeting and require a two-thirds (2/3) majority of the members for adoption.

2.0 BYLAWS

2.1 MEETINGS

2.1.1 Board meetings shall be held every month or as needed. Meeting times and places will be determined at the convenience of the Board.

2.1.2 Membership meetings shall be held prior to the start of any season. Notification of such meetings shall be given to all League members at least fourteen (14) days prior to such a meeting via email.

2.1.3 The agenda for all meetings shall be as follows:

a) Call to order
b) Roll call
c) Adoption of the minutes of the previous meeting
d) Correspondence
e) Visitors
f) Reports
    1) President
    2) Vice President
    3) Secretary
    4) Director of Finance
    5) Registrar
    6) Director of Statistics
    7) Director of Discipline
    8) Director of Competition
    9) Director of Technology
    10) Directors at Large
    11) Committee Chairs
    12) Outside Services
g) Old Business
h) New Business
    1) Election of Officers including trustees (at AGM only)
    2) Adoption of Budges (at AGM only)
    3) Consideration of rule changes
    4) Consideration of renewal of affiliation with the MSA (at AGM only)
i) For the Good of the Game
j) Adjournment

2.1.4 "Roberts Rules of Order" latest edition shall govern the conduct of all meetings.

2.1.5 Special meetings may be called by the President upon receipt of a written request from a Board member, or by request of at least ten (10) team representatives. Such request shall be in writing, providing the reason for requesting such a meeting, and emailed to the Secretary.

2.1.6 The League shall hold its Annual General Meeting (AGM) by the end of the seasonal year. Representatives from teams in good standing shall elect Officers of the League, consider approval of the budget, adoption of any changes to the Constitution, Bylaws, and Rules and Regulations, and all other business pertinent to the League.

a) All overdue fees shall be paid by the AGM for a team to remain in good standing.

2.1.7 A quorum at the AGM, any Membership and/or special meetings shall consist of a simple majority of the members in good standing.

2.1.8 A quorum for Board Meetings shall be four (4) members in addition to the President. If the Vice President is presiding in the absence of the President, the same rule for a quorum shall be in effect.

2.1.9 Committees may be appointed by the President as needed. Chairpersons of committees shall be elected by the committee members. All committee chairpersons will report directly to the Board.

2.1.10 Voting:

a) Any team which is duly registered with this League and is in good standing shall have the right to one (1) vote at any AGM, membership, or special meeting. Only the team's official representatives or alternate on record with the Registrar shall have the right to cast a team's vote at membership and special meetings, or for the election of officers.
b) A team's official representative may delegate their voting rights to a person of his/her choice by means of an email, to be presented to the Secretary prior to the start of the meeting.

2.2 ELECTION OF OFFICERS

2.2.1 Elections of all officers shall take place at the AGM. To be elected, a candidate must be nominated by a member in good standing and receive a majority of the eligible member votes cast.

2.2.2 The term of office shall be two (2) years.

2.2.3 The President, Secretary, and Directors of Statistics and Discipline shall be elected in even numbered years.

2.2.4 The Vice President, Director of Finance, Registrar and the Directors of Competition and Technology shall be elected in odd number years.

2.2.5 Board Members shall continue in office until their successors have been duly elected or appointed and, together with the newly elected officers, carry on their duties until the end of the current year.

2.2.6 Directors and Officers shall not be personally liable to the League or its members for breach of the Directors' or Officers' fiduciary duty except as provided by statute.

2.2.7 The Michigan United Soccer League assumes all liability to any person other than the League or its members for all acts, or omissions of a volunteer Director or Officer, occurring on or after January 1, 1988, committed in the good faith performance of the duties of the Director or Officer.

2.3 DUTIES OF OFFICERS

2.3.1 The **President** shall oversee the affairs of the League and shall preside over all Board and Membership Meetings. The President shall:

a) Vote at Board Meetings only to break a tie,
b) At Membership Meetings, if the President is a team's representative the President must pass the chair to the Vice President before the President may cast their team's vote,
c) Appoint committees as needed,
d) Present the "State of the League" report at the AGM,
e) Serve as Ex-Officio member on all committees.

2.3.2 The **Vice President**, in the President's absence, shall assume the duties of the President. They shall:

a) Be the League's official representative at the Michigan Soccer Association's meetings,
b) Attend all non-league functions that are recommended by the Board,
c) Provide to the Board a complete report of all meetings and functions attended at the next scheduled meeting of the Board,
d) Serve as the Chairman (Chair) of the Appeals Committee.

2.3.3 The **Secretary** shall be responsible for, and maintain a record of all league correspondence, and record the minutes of all Board or Membership meetings.

2.3.4 The **Director of Finance** shall maintain all financial records, and bank accounts of the League. They shall:

a) Prepare a budget for the next session and submit this budget for the approval of the Membership at the AGM,
b) Prepare and submit all documents needed by the State and Federal taxing agencies,
c) Prepare an income statement and a balance sheet for submission at the AGM,
d) Be responsible for fundraising activities,
e) Report the latest bank balances to the Board at each Board Meeting,
f) Require the approval of the Board for the opening or closing of any bank accounts on behalf of this League.

2.3.5 The **Registrar** shall be responsible for the registration of all players, coaches, or managers. He/she shall be responsible for the maintenance of all registration records, player audit procedures, and the issuance of player pass cards.

2.3.6 The **President, Secretary, and Registrar** shall act as an **Emergency Committee** to make decisions that are required immediately. All decisions of this committee are subject to the approval of the Board at its next meeting.

2.3.7 The League shall have four (4) Directors whose duties shall be as follows:

a) **Director of Statistics**
This Director shall oversee anything relating to score sheets, including:
1) Improvements to forms / procedures,
2) Enforcement of form / procedure usage,
3) Data entry and tracking of statistics, and
4) Follow up on missing score sheets.

b) **Director of Discipline**
This Director shall be responsible for all disciplinary issues, including:
1) Tracking Cautions and Send-offs (3.11),
2) Issuing and enforcing consistent suspensions and maintaining a record of these,
3) Tracking / monitoring players with violent conduct infractions,
4) Keeping up to date on MSA suspensions,
5) Serving on the MSA Disciplinary Committee,
6) Monitoring and updating the MUSL Rulebook as necessary,
7) Tracking / monitoring team points, and
8) Tracking referee reports.

c) **Director of Competition**
This Director shall be responsible for:
1) The creation and upkeep of all MUSL divisions,
2) Making decisions on game conflicts
3) Resolving disputes between teams on scheduling issues,
4) Heading the Founders Cup Committee,
5) Keeping informed on State and National competitions and provide this information to member teams in a timely fashion,
6) The creation of the League schedule,
7) Enforcing the scheduling rules, and
8) Ensuring all games are played in a timely fashion.

d) **Director of Technology**
This Director shall be appointed annually by the Board. The duties of this Director include:
1) Creation of a website for the league with the following functions:
    a. Registration of players,
    b. League statistics, and
    c. Contact information of members.
2) Coordinating changes / updates with the website provider,
3) Maintaining an efficient network for the League.

2.3.8 The Board may engage "outside services" (i.e., Scheduler, Office Administrator, etc.) as the need arises. Proposals for these services must be in writing and received by the Secretary 30 days prior to the AGM. The Board will present the "best" proposal at the AGM for membership approval. The terms and conditions of such services shall be detailed in a contract to be signed by both parties.

2.3.9 No Board Member will make any unilateral decisions that concern the MUSL.

2.3.10 No Board Member may use the MUSL in any way for his/her own personal gain.

2.3.11 Board Members shall continue in office until their successors have been duly elected or appointed and, together with the newly elected officers, carry on their duties until the end of the current year.

2.3.12 Any Board Member absent without excuse from three consecutive Board Meetings shall forfeit, without further formality, his/her membership on the Board.

2.3.13 Board Members may be removed from office for cause by two-thirds (2/3) majority of the Membership. Vacancies within the Board shall be filled by appointment by the President, with the approval of the majority of the Board.

2.3.14 Board Members are subject to the following benefits:

a) They may have the Team Affiliation Fee waived for (1) team that they participate with.

2.4 LEAGUE STRUCTURE

2.4.1 League competitions shall be divided into age groups as follows:

a) Open Group: players above the age of 18.
b) Over 30 Group: players at or above the age of 30 by the end of the current year.
c) Over 40 Group: players at or above the age of 40 by the end of the current year.
d) Over 48 Group: players at or above the age of 48 by the end of the current year.
e) Over 55 Group: players at or above the age of 55 by the end of the current year.
f) Over 60 Group: players at or above the age of 60 by the end of the current year.
g) Other competitions may be set up if at least four (4) teams are available to join one such group.

2.4.2 The above age groups may be further split into divisions as the number of teams in each group may require.

2.5 PLACEMENT OF NEW TEAMS

2.5.1 New teams entering the League may be placed in the lowest division of their age group for fair and equal competition.

2.5.2 The Board, at its discretion, may place a new team in a different division for fair and equal competition.

2.5.3 The Board, at its discretion, may place a new team in any division to fill a vacancy left by a team no longer participating in the MUSL.

2.6 PROMOTION AND RELEGATION

2.6.1 At the conclusion of the seasonal league competition the team alignment may be revised to allow for promotion and relegation.

2.6.2 The relative standings of teams in their respective division shall be determined by awarding three (3) points for a win, one (1) point for a tie, and no points for a loss.

2.6.3 The first-place teams in the final divisional standings shall be promoted to the next higher division in their age group, except the teams of the First Division. The teams on the bottom of their divisional league standings shall be relegated to the next lower division in their age group, except for the teams of the lowest division.

2.6.4 Any team may petition the Board for placement into another division. The petition must be in writing and received by the first Membership Meeting of the season.

2.6.5 The Board, at its discretion, may move a team to another division to promote fair competition.

2.6.6 The following criteria shall be used to determine the divisional standings of teams:

1) Points
2) Head to head standings
3) Head to head goal differential
4) Number of games won
5) Goal differential with maximum of +5 per match
6) Goals scored with maximum of +5 per match
7) Coin toss

2.7 FUNDS

2.7.1 The Board shall have the authority to assess fees for the normal cost of ongoing operations of the League, including the annual affiliation and registration fees.

2.7.2 A Team failing to pay any fees due the MUSL in a timely manner shall be provided notice of the delinquency. If those fees are not paid within 30 days after the notice of delinquency, the delinquent team shall be suspended from membership in the MUSL, be reported to the MSA, and face forfeiture of all games, unless otherwise provided an exception by the MUSL Board of Directors.

2.7.3 All Affiliation and Registration Fees are to be paid not later than indicated by the following schedule:

a) The Annual Affiliation Fee is to be paid by the first Membership Meeting of the season.
b) If depleted, bonds must be restored to full amount by the first Membership Meeting.
c) Player registrations are to be paid to the league at the time of player's registration.

2.7.4 The Board must have the prior approval from the general Membership to engage in a contractual agreement with an outside individual or organization that may exceed 10% of the gross revenue of the current budget.

2.7.5 The Board shall elect or appoint, at the Annual General Meeting, three (3) trustees from the general membership who shall review all the financial records of the

League at the conclusion of the calendar year. The trustees shall report their findings to the Board and the general membership at the first Membership Meeting of the year.

2.8 AMENDMENTS

2.8.1 Amendments to the Bylaws may be made at any regular MUSL meeting. The amendments must be in writing and received by the Secretary at least thirty (30) days prior to the meeting. A simple majority of the membership present is required for adoption.

2.8.2 Amendments from the floor shall be considered at any general Membership Meeting and require a two-thirds (2/3) majority of the Members present for adoption.

3.0 RULES & REGULATIONS

3.1 TEAM MEMBERSHIP

3.1.1 To participate in any League and/or Cup competitions, teams must have completed the following by not later than by the first Membership Meeting of the seasonal year:

a) Pay the annual Team Affiliation Fee as indicated in Appendix A, Fees and Fines,
b) Have a full Performance Bond on deposit with the League (Appendix A),
c) Have a permitted, lined field that meets FIFA requirements,
d) Provide a primary contact with access to the internet and email.
e) Have paid any fees or fines assessed by the Board.
f) Be represented at the AGM and all Membership Meetings.

3.1.2 The team manager listed in the league records shall be recognized as the official team representative and shall be responsible for all its administrative affairs. This shall also be the case when the team's Performance Bond and/or Affiliation Fee was paid by a person or entity other than the team representative.

3.1.3 The transfer of management of a team from one manager to another shall require a written declaration of the current manager that he/she is giving up that management and allowing a new manager to assume it. Such a transfer shall not be effective until all outstanding fees of the team in question have been paid.

3.1.4 If a team wishes to have someone other than the team manager recognized as the official manager of the team such as a sponsor or a club, it must declare this in a written statement signed by the last team representative. Such a transfer shall not become effective until the team's financial obligations have been satisfied.

3.1.5 Teams dropping out of the league before they have completed their schedule or other obligations will forfeit their Performance Bond.

3.1.6 The bond money of teams wishing to leave the league after they have fulfilled their obligations shall be returned to the team manager, or whoever furnished that bond.

3.1.7 Each team must ensure that an insurance certificate for each home soccer field(s) is on file with the league office prior to their first game of the year.

3.2 PLAYER REGISTRATION

3.2.1 Member teams shall register from a minimum of 15 players to up to 30 players maximum each season on or before the first day of competition. Over 60 teams shall register a minimum of 10 players to up to 16 players maximum.

3.2.2 Players must register through their individual player login on the MUSL registration platform. All players will be required to upload a player card picture and an acceptable ID to verify their identity. Multiple player registration under 1 "household" via Demosphere registration process is NOT allowed. Each player/manager must register individually with a different account. This is to ensure proper payment of registration fees, insurance coverage, etc.

3.2.3 A registration fee will be assessed to each player (see Table of Fines and Fees, Appendix A). Players in multiple age groups will pay a single fee for the League.

3.2.4 Any player, coach, or manager who is found guilty of having provided false information shall be suspended indefinitely pending a review by the Director of Discipline. This may include suspension, fines, and expulsion.

a) Any player or manager found to have registered with an inappropriate picture (offensive, deceptive, not self, etc.) shall be fined and registration will be on hold until fine is paid and picture corrected by player/manager. (see Table of Fees and Fines in Appendix A).

3.2.5 Players must be registered at least 48 hours prior to their first match unless otherwise approved by the Registrar.

3.3 PLAYER ELIGIBILITY

3.3.1 All players must attain the age requirement of their age group during the current year. All players must be at least 18 years old prior to registration.

3.3.2 Players must be properly registered and not under suspension.

3.3.3 Players must have Amateur status through the USASA.

3.3.4 Transfers:

b) Transferred players must serve an eight (8) day waiting period from the date the transfer fee is received.
c) Prior to the initiation of the transfer waiting period:
   1) The transferred player must return their player card to the League,

2) The League must verify the player has returned their jersey to their prior team,
3) Transfer fee is to be paid (see Table of Fines and Fees, Appendix A).

3.3.5 A player may play for only one team in each age group, except in the Open Division. See Section 3.3.6 for clarification.

3.3.6 Clubs of the Open Division may designate their higher-ranking team as their "First Team" and their lower ranking team as their "Reserve Team". No more than three (3) players of such a "First Team" may be fielded in matches of the "Reserve Team" while an unlimited number of the "Reserve Team" players may be fielded in matches of the "First Team".

3.3.7 Opposing coaches, referees, or any Board official may verify the eligibility of any player by checking their identification such as a driver's license or any governmental picture I.D.

3.3.8 A player whose team has completed the seasonal schedule may not transfer to another team in the same age group during that same season.

3.3.9 The use of ineligible player(s) in any game shall result in game forfeiture and a fine for each incident. Additional infractions may result in a team suspension.

3.3.10 All players must read, understand, and abide by the Rules and Regulations for the MUSL.

3.4 SCHEDULE

3.4.1 No later than by the first Managers Meeting of the season, managers shall present to the Director of Competition a list of dates on which they wish their team to be excused from league competition for the purpose of holding team or club events. This does not guarantee that your team will not be scheduled on those dates and you may need to submit an official game change request for those games once the schedule is created.

3.4.2 The Director of Competition shall present a preliminary schedule of games at least two (2) weeks prior to the beginning of the season. Updates or corrections to this schedule must be communicated to the Director of Competition within one (1) week.

a) Teams that wish to enter any competition sponsored by the State, Regional, or National governing bodies must notify the Director of Competition via email of

this intent not later than the first Managers Meeting of the year. Such games automatically have the approval of the League and the MSA.

b) For games other than State, Regional, or National competitions, against opponents that are members of the MSA, teams shall be required to obtain permission from the Board. The Board shall have the authority to deny such games if these interfere with the league schedule.
c) For games other than State, Regional, or National competitions against opponents that are not affiliates of the MSA, teams shall have to obtain permission from this league as well as from the MSA.

3.4.3 The final schedule will be presented within one (1) week of the beginning of the season.

3.4.4 Team Managers shall have the authority to agree on a game duration of less than ninety (90) minutes. Such abbreviated game durations must be communicated to the referee before the start of any match, noted on the game sheet, and initialed by both managers.

3.4.5 In the absence of USSF certified referees, the use of a club linesmen shall be authorized at all times. A "two-man system" is never permitted.

3.4.6 All games must be completed no later than the first Sunday in November.

a) Any uncompleted games will be forfeited by the home team. It is the home team's responsibility to ensure that any unplayed matches are completed.
b) If the home team can show that they have made every attempt possible to reschedule the game, the Director of Competition may change the forfeit to the visiting team.

3.5 RESCHEDULING GAMES

The MUSL Board understands that rescheduling of games may occur. Care is to be taken to limit the reschedule of games.

3.5.1 Once the final schedule has been distributed, a team may petition the Director of Competition for a schedule change.

a) Both teams must agree to the date, time, and venue of the rescheduled game before petitioning the Director of Competition for a change.
b) Costs for the game change:
    1) At least fourteen (14) days prior to the originally scheduled date = no fee.
    2) At least four (4) days prior = $20 fee.
    3) At least forty-eight (48) hours prior = $80 fee.

4) Less than 48 hours prior = $240 + field rental fees (if applicable)

3.5.2 Managers are required to inform the Director of Competition in writing on the game sheet of their desire to reschedule any game that had not been played to its completion. Later requests for rescheduling of games may be granted only at the discretion of the Director of Competition.

3.5.3 The Director of Competition must approve all schedule changes. The team requesting the schedule change will also be responsible for any fees that may arise from the schedule change. If there is a dispute between two team managers over rescheduling, the Director of Competition shall settle the issue. Each team shall submit to the Director of Competition a list of available dates, locations, and times. The Director of Competition will use the home team's regular game day, location, and time as a base line.

3.5.4 A game terminated or abandoned short of full time due to weather, darkness, or other outside cause may be replayed in its entirety. However, if at least sixty (60) minutes of the game has been played, that result will be allowed to stand. The Director of Competition shall have the authority to order the score at the end of time of game termination as the result of the game.

3.5.5 The Board shall have the authority to reschedule games only for the following reasons:

a) The scheduled game conflicts with an approved Cup competition which the team has entered,
b) The original field or time slot is unavailable,
c) If no USSF certified referee is available as the head referee. However, uncertified persons shall always be permissible as Club Linesmen.

3.5.6 In exceptional situations not included above the Director of Competition shall have the authority to decide whether to reschedule. The Director will notify both teams.

3.5.7 Game change procedure:

a) Email gamechange.musl@gmail.com and copy the opposing manager and the referee assigner (eshrews@gmail.com). This email needs to include the reason for the change and must have both manger's consent. The email should include the tentative date for the rescheduling game.
b) Fees for game changes are to be per Section 3.5.1.b.
c) Upon completion of a and b the League schedule will be changed.

3.6 FOUNDERS CUP

3.6.1 The League shall annually conduct a competition in honor of the founders of the league.

3.6.2 Teams registered at the start of the spring session and in good standing with the MUSL and the MSA will automatically be included in the Founders Cup competition.

3.6.3 Cup games will be scheduled in conjunction with the regular League schedule with pairings to be created via blind draw by the Director of Competition. The team with the highest seed shall be the home team throughout the tournament.

3.6.4 The tournament will be a single game elimination.

3.6.5 The Director of Competition will create groupings based on age group and division.

3.6.6 A player may play for only one team in each age group of the Founders Cup, providing that he/she is in good standing and meets the age requirement.

3.6.7 Competition Rules:

Rules for the Founders Cup shall be the same as for league games except as noted hereafter:

a) If a Cup game is abandoned prior to playing 60 minutes due to darkness, weather, or field conditions, the game must be replayed in its entirety.
b) If a Cup game was terminated short of full time by the referee due to the misconduct of players or fans, the Board shall hear the case in a disciplinary hearing and determine the disposition of the game.
c) All Cup games scheduled must start no later than 120 minutes prior to sundown unless they are played on lighted fields or have been approved by the Director of Competition.
d) All Founders Cup games must result in a winner. Games tied at the end of regulation time shall play two (2) periods of 15 minutes extra time and, if needed, go to penalty kicks to obtain a winner. Games in the Over 55 and Over 60 age group shall play only two (2) periods of five (5) minutes extra time followed by penalty kicks.
e) **The higher seeded team is always the HOME team.** Brackets will change to reflect the seeding.

3.6.8 Players that participate in a Founders Cup in any age group become “tied” to that team for the remainder of the competition. They cannot play for another team in the same age group, as in league play. Any attempt to do so will result in a forfeiture of the match in question.

3.7 THE LAWS OF THE GAME

3.7.1 Substitutions:

Unlimited substitutions shall be allowed by either team:

a) At half time or the beginning of extended time,
b) After a goal has been scored,
c) On any goal kick,
d) When play was stopped for an injury (injured player only),
e) When play was stopped by the referee to administer a caution both players in that incident may be substituted,
f) By the team awarded a throw in, or on the opposing team's throw in if they are substituting player(s),
g) Over 48, 55 and 60 teams only may also substitute at any throw in.
h) Substituted players may re-enter the game.

3.7.2 Tied games shall be allowed to stand for league competition, except that games in the Founders Cup must be played to a decision.

3.7.3 Players who are given a yellow or red card may be immediately substituted; prior to the restart of the match.

3.7.4 The captain or team manager may remove a player during any stoppage of play **if they are concerned with that player's play or attitude.**

3.7.5 Each team will supply one(1) captain, with captain's armband prior to the competition. The captain and/or team manager will be the focal point for speaking with the referee during and after the match. The captain may change due to substitution during the match. Only one (1) captain for each team will be on the field at a time.

3.7.6 Players that are not denoted as the captain or manager of a team are not allowed to approach the referee during the match. A 10-yard "halo" must be allowed around the referee during any discussion of match events. As issues occur during the match, the players may use their captain to approach the referee with their concerns. Discretion must be used when discussions with the referee take place.

3.8 MANAGER'S/COACH'S RESPONSIBILITIES

3.8.1 Managers, coaches, or team representatives shall be required to attend all Membership Meetings (see 3.1.1.f).

3.8.2 Managers, coaches, or team representative are responsible to ensure their players all know, understand, and abide by the Rules and Regulations for the MUSL.

3.8.3 Managers/coaches are urged to evaluation the performance of referees on the MUSL Referee Evaluation Form that can be found on the Forms and Fees page at www.musl.net. The Director of Discipline will forward this information to the State Referee Administrator (SRA) and Referee Assigner.

a) An incentive may be applied for the completion of referee reports. This will be clearly detailed at the first Managers Meeting of the year.

3.8.4 The manager, coach, or team representative for teams for a specific game with a red card must email the Director of Discipline a detailed report of the infraction within three (3) days. Delay in reporting the incident will incur a fine (see Appendix A).

3.8.5 Before the start of the game, the manager/coach of the home team must provide:

a) A lined field that meets FIFA requirements,
b) Goal nets,
c) Corner flags,
d) Change of colors (uniform jerseys)
e) One (1) captain, designated with a captain's arm band.

3.8.6 Before the start of the game, each team manager must present the game officials with:

a) Compensation: each team paying half of the total fee (see Table of Fees and Fines in Appendix A).
b) A completed "MUSL Game Sheet". Failure to use the authorized MUSL Game Sheet shall be subject to a fine or cancellation of the match (see Appendix A, Fees and Fines). Only players of the Open Age Group who are switching between "First" and "Reserve" teams are permitted to be handwritten into the Game Sheet.
c) Ineligible and/or absent players must have a line drawn through their name. Players serving a suspension must be listed in the "Suspended Player" section. Their suspension shall not be considered as having been served until their name has been entered in the "Suspended Player" section of the Game Sheet for the applicable number of games as dispositioned by the Director of Discipline. Once

the office has received the Referee Report, the names of suspended players will not show up printed on the Game Sheet until the fine for the suspension has been paid.

d) **The newest Demosphere mobile app has each team's approved player pass cards in digital form and must be used to verify the roster prior to kickoff.**
e) If digital pass card(s) is/are not available at the start of the game, the affected player(s) must show a picture ID to the referee and sign the back of the Game Sheet. No player will be allowed to play in a match if his/her name is not printed on the Game Sheet. Failure to follow this procedure may serve as basis for a game protest and result in game forfeiture.
f) No one may play in any MUSL matches if their name is not printed on the Game Sheet (except for as described in 3.8.6 (b) above).

3.8.7 All players except the goalkeeper are required to wear uniform jerseys with numbers. The goalkeeper's uniform color must be different from that of his/her teammates and opponents.

a) Teams should wear colors that are not comparable. Any concern with a similarity in color will require the home team to change to a different, non-competing, color.

3.8.8 Both teams must be assembled and ready to play at the scheduled kick-off time. A minimum of seven (7) players is required to start any league game. Over 60 age group must have a minimum of five (5) players to start any league game. The referee shall allow fifteen (15) minutes for the seventh / fifth player to take the field.

a) If a team is unable to field seven (7) / five (5) players within fifteen (15) minutes of the scheduled kick-off time, the referee shall abandon the game and the team with the insufficient number of players will forfeit the match.
b) If at any time during play a team drops below the minimum of seven (7) / five (5) players the referee shall abandon the game and the team with too few players will forfeit.
c) If a team has fielded a minimum of seven (7) / five (5) players within the fifteen (15) minute grace period granted by the referee as mandated by the MUSL, the referee shall start the game clock with no loss of time and two (2) forty-five (45) minute halves shall commence, over 60 plays two (2) forty (40) minute halves.

3.8.9 Any team that fails to take the field with a minimum of seven (7) / five (5) players within fifteen (15) minutes of its scheduled game time shall forfeit that game to its opponent by a score of 3-0, be liable for the cost of field rental and pay the referee fees for both teams. All payments shall go through the MUSL office. **DO NOT PAY THE REFEREES IF THERE IS A FORFEIT.**

3.8.10 Upon conclusion of the game, both managers/coaches shall check the referee's entries into the Game Sheet for accuracy and completeness. The following must be completed:

a) The final score is noted correctly,
b) The goals are attributed to the correct players,
c) Disciplinary actions are attributed to the correct players,
d) Any injuries have been noted and fully described,
e) A request for rescheduling may be entered onto the Game Sheet if the game was not played to full time,
f) Both managers and referees should sign the game sheets.

3.8.11 Refusal to sign the game sheet is not seen as a formal protest of the match. See Section 3.9 for proper game protest instructions.

3.8.12 Managers are required to respond to communication from the MUSL Board in a timely manner. This communication must be by email. Continued lack of communication can lead to punishment by the Board.

3.9 GAME PROTESTS

3.9.1 Game protests may be submitted for infractions of the above rules. Any team protesting a game must do so via email to the Director of Competition within three (3) days following the game with a copy of the protest provided to the opposing team manager. The protest must be accompanied by the fee (see Table of Fees and Fines, Appendix A), which is returned upon successful protest.

3.9.2 The Director of Competition shall render a decision to both involved team managers within one (1) week of receiving the game sheet.

3.10 REFEREES

3.10.1 Referee fees will be established in negotiations between the Board and the Referee Association prior to each season (see Table of Fees and Fines, Appendix A). Referees are assigned through the Referee Assigner of the Michigan Referee Committee.

3.10.2 The Board has the authority to request that a certain referee no longer be assigned to a specific team(s).

3.10.3 Referees are required to review game sheets and player cards prior to game start. If a team does not have a proper MUSL game sheet printed out, the referee shall cancel the game. A team roster is not an approved MUSL game sheet.

3.10.4 A two (2) man referee system for MUSL games is not permitted.

3.10.5 Instructions to Referees from USSF Laws of the Game:

a) The referee may terminate a match for reasons of safety (bad weather or darkness), for any serious infringement of "The Laws", or because of interference by spectators. Only the League, not the referee, has the authority to declare a winner, a forfeit, no result, or order a replay of the match in its entirety. The referee must report fully on the events.
b) The referee may abandon a match if there is an insufficient number of players to meet the requirements of "The Laws" of the competition, if a team does not appear or leaves before competition of the game has begun, or if the field or any of its equipment do not meet the requirements of "The Laws" or are otherwise unsafe. An abandoned match is replayed unless the competition rules provide otherwise.

3.10.6 Any player listed in the "Suspended Players / Incomplete Registration" section of of the MUSL Game Sheet is not able to play in the game, and if they do play, will be considered ineligible and subject to Section 3.3.9.

3.11 DISCIPLINE

3.11.1 Cautions and send offs are part of a match and should be limited always. For specific definition of these matters see the USSF Laws of the Game.

3.11.2 Player will be assessed the following points and/or suspensions for cautions and send offs during league or Founders Cup matches.

3.11.3 Caution (yellow card):

a) Caution = 2 Penalty Points.
   1) Unsporting Behavior (#1 on game sheet)
   2) Dissent by Word or Action (#2 on game sheet)
   3) Persistent Rule Breaking (#3 on the game sheet)
   4) Delays Restart of Play (#4 on game sheet)
   5) Fails to Respect 10 Yard Rule (#5 on game sheet)
   6) Enters or Leaves Field without Permission (#6 on game sheet)
b) A second caution in the same game will be recorded as a combined send off (#12 on game sheet).

3.11.4 Send off (red card):

a) A player sent off (red carded) will be assessed a minimum of five (5) penalty points and minimum one (1) game suspension depending on the nature of the infringement. Send offs are subject to the fine assessed by the league to the team.
b) Infringements with typical penalties of one (1) game suspension, $35 fine and five (5) penalty points:
    1) Serious Foul Play (#7 on game sheet)
    2) Denies Obvious Goal Scoring Opportunity (#10 on game sheet)
    3) Offensive, Abusive, or Insulting Language (#11 on game sheet)
    4) Second Caution in one Game (#12 on the game sheet)
c) Suspensions from send offs in section 3.11.4.b shall be served in the next scheduled game in the age group in which the infringement occurred, whether League or Cup game. The Director of Discipline may suspend increase the typical penalties from section 3.11.4.b based on game sheet, referee reports, and other information presented regarding the send-off.
d) Infringements with minimum penalties of two (2) games suspension, $75 fine, and ten (10) penalty points:
    1) Violent Conduct (#8 on the game sheet)
    2) Spitting at Another Person (#9 on the game sheet)
    3) Referee Abuse or Assault (#13 on the game sheet)
e) Players suspended from send offs in section 3.11.4.d shall not play in any league or cup match, regardless of age/division until the Director of Discipline has ruled on the infringement. Players, managers, and coaches who do not adhere to this rule are subject to additional punishment. Suspension will be served across all age groups that the players, managers, and coaches participate in.
f) Players reported for Referee Abuse or Assault shall automatically stand suspended until they have attended a mandatory hearing by the Disciplinary Committee of the Michigan Soccer Association to determine the punishment for the misconduct. The player(s) must also attend an MUSL Board review prior to rejoining the League.
g) Red card fees must be paid prior to the team's next scheduled game. Players will remain suspended until the fine is paid. Failure to pay red card fees may result in game forfeitures.

3.11.5 Suspensions can only be served in games that are played to completion, with the following exception, if suspension is to be served and the subject game is forfeited or abandoned by OPPOSING team, the player suspension shall count as one game served. Forfeiture of game by the suspended player's team for any reason shall not count as suspension served.

3.11.6 All disciplinary actions of this League shall be in conformity with its Constitution, Bylaws, and Rules and Regulations.

3.12 PLAYER POINT ACCUMULATION

3.12.1 Players who accumulate the following point totals in both League and Cup games during a season will serve the following additional suspensions listed below. Player point totals are cumulative across all age groups and competitions.

3.12.2 Team managers are responsible to track their player's disciplinary points and player suspensions as those occur. Players serving a suspension must be noted on the Game Sheet. Teams fielding a suspended player shall lose the game by forfeit with a score of 3:0. Additional sanctions may be determined by the Director of Discipline.

a) Four (4) yellow cards in one (1) season in an individual age group = 1 game suspension in that age group. This includes Founders Cup matches.
b) Three (3) red cards in one (1) season in all age groups = suspension until Director of Discipline can review the player's conduct for further actions.
c) Sixteen (16) Points in one (1) Season (all age groups) = The player will serve a one (1) game suspension in their next league match of the age group of their discretion. The player will also undergo a Director of Discipline review for further actions.
d) Twenty-two (22) Points in one (1) Season = Player shall stand suspended from all age groups and divisions until the Director of Discipline issues a ruling. This may include expulsion.

3.13 TEAM POINT ACCUMULATION

3.13.1 Teams accumulate points based on their individual players. Player points for a team are compiled towards a team total. These points are accumulated by teams in a certain age group or division and their accompanying Founders Cup points.

3.13.2 Team managers are responsible to track their team disciplinary points.

3.13.3 The team point totals will be used by the MUSL Board to determine whether sanctions are to be levied against teams, up to and including expulsion from the League.

a) Twenty (20) Points in one (1) Season = warning issued to team from Director of Discipline.
b) Thirty-five (35) Points in one (1) Season = point total at which a team manager must attend a meeting with the Board.
c) Any point total beyond 35 is subject to disposition by the Board. Point total beyond 35 for MUSL season (not including Founder's Cup) will result in the team being placed on probation for the following season at a minimum.

d) Teams that exceed 35 points during probation period shall forfeit the Probationary Bond (3.16.5) and be subject to further discipline by the Director of Discipline up to and including immediate removal from the league.

3.14 APPEALS & DISCIPLINARY HEARINGS

3.14.1 Appeal and Disciplinary hearing procedures are governed by the MUSL "Appeals Procedure", which is published in part four (4) of this document. Fines shall be set annually by the Board (see Table of Fees and Fines in Appendix A), and must be published at, or before, the first Manager's meeting of each year.

3.14.2 The Board, at its discretion may:

a) Add to any MSA disciplinary action taken against an individual or team.
b) Act unilaterally to issue disciplinary actions against an individual or team.
c) Suspend, fine, or terminate (or any combination thereof) the membership of any member and/or team of the MUSL if the Board determines that the conduct of the member and/or team is averse to the best interests of soccer or the MUSL.
d) Suspend, fine, or terminate (or any combination thereof) any member and/or team that has not complied with the requirements of its membership in the MUSL.

3.14.3 The membership of a member and/or team whose suspension is in effect on the last day of a seasonal year is to be determined as of the first day of the next seasonal year unless the Board of Directors provides otherwise.

3.14.4 Suspensions and other disciplinary actions taken by the MUSL Board and or Director of Discipline shall be recognized by the MUSL and its membership upon notification. Determination of a suspension exceeding four (4) games by the MUSL Board and/or Director of Discipline shall entitle the party subject to the action to an appeal hearing before the Board (see Sections 4.1-4.5).

3.15 FORFEITS

3.15.1 Games may be ruled a forfeit by the League for:

a) Use of an ineligible player (see Section 3.3),
b) Failure to field a team by the scheduled kick-off time (see Section 3.8.8.a),
c) Inability to complete a game with the minimum number of players required (see Section 3.8.8.b),
d) Causing the referee to terminate a game short of full time because of misconduct (see 3.10.5),
e) Failure to schedule a Cup game by the published date or "make-up" date.

3.15.2 A team forfeiting a game shall lose the match by a score of 3:0 and the game may be subject to punitive action by the League based on the discretion of the Director of Discipline.

a) Any game that is forfeited after the fact will result in a 3:0 score. All goals/assists will be wiped. All disciplinary points will stand.

3.15.3 The forfeiting team shall stand suspended until the fine, if imposed, has been paid.

3.15.4 Forfeits in advance may be subject to fees:

A) In advance: No fee
B) Game Day: Referee fees + field fees (if applicable)

3.16 PROBATION

3.16.1 A player or team may be placed on probation as deemed necessary by the MUSL Board. Probation offenses may include: excessive player points, excessive team points, unpaid fines, illegal player use, or any other infraction as determined by the MUSL Board.
3.16.2 The Board will let the player or team know about this probationary period in writing. It will include the reasoning behind the probation and its duration.
3.16.3 If this probation is broken, the Board will decide on the player or team's future disposition. No additional meetings or notice is necessary for future actions beyond the written probation letter.
3.16.4 It is up to the player or manager to track the progress of the probation.
3.16.5 Any team placed on probation will be required to provide a Team Probationary Bond for the next season as part of their probation. Team Probationary Bond amount is equal to the current Team Performance Bond (see Table of Fees and Fines in Appendix A).
3.17.5 Probationary Bond will be refunded upon successful completion of the probation period, less any outstanding fee and fines from team or players.

3.17 EXPULSION

3.17.1 The MUSL Board may expel a team from the League for violations of its Rules and Regulations.

3.17.2 Expulsion duration will be determined by the MUSL Board and given to the offending player or team.

3.17.3 Appeal of expulsion determinations may occur per Part 4, "Appeals".

3.17.4 Re-admittance to the League may occur after the player or team has served their suspension. A hearing with the Board is necessary to complete re-admittance.

3.17.5 The players from an expelled team may join or create a new team. During the team expulsion duration, a maximum of three (3) player from the former team may join any single team.

3.18 Sanctioned Tournaments

3.18.1 MUSL teams may participate in USASA sanctioned or USASA sponsored tournaments outside of the MUSL. Participation in these tournaments must be sanctioned by the Board if the team will be participating under the MUSL umbrella.

a) Sanctioned teams may request that the league supplement their tournament fees, travel, etc. This request must be received by the Board (2) weeks prior to the event.
b) Fee disbursement to be determined by MUSL Board.
c) Request to be made using the Tournament Participation form found on the MUSL website.

3.19 AMENDMENTS

3.19.1 Amendments to the Rules and Regulations may be made at any MUSL Managers or Board Meeting and shall require a simple majority of the votes cast for adoption.
3.19.2 Revisions to the previous version of the Rule Book shall be denoted by red type.

4.0 APPEALS PROCEDURE

4.1 PURPOSE

4.1.1 To establish a general policy and procedure which ensures that disputes between Members of this League and the Directors of the League and/or Board will be resolved in a fair and efficient manner, protecting the rights of all parties.

4.1.2 Appeals for issuance of yellow or red cards is NOT permitted. An appeal may be made with respect to discipline administered by the Director of Discipline.

4.2 POLICY

4.2.1 It shall be the policy of the League Board to uphold the laws of the MUSL as laid out in the latest revision of its Constitution, Bylaws, and Rules & Regulations where these are not in conflict with the rules of the Michigan Soccer Association (MSA), while at the same time ensuring that these laws are not applied in an arbitrary or capricious manner.

4.3 APPEALS COMMITTEE

4.3.1 Upon receipt of an Appeal, the Vice President shall appoint an Appeals Committee of five (5) members from among the members of the Board and team managers.

4.3.2 No Member of the Appeals Committee hearing a protest or appeal shall be in any manner connected, affiliated, or involved with either party to the Protest or Appeal.

4.3.3 The Chair of the Appeals Committee shall appoint a Secretary for the Appeals Committee, who shall ensure that a detailed record of the Hearing is recorded.

4.3.4 Protests of game results based on an infraction of League rules shall be the responsibility of the Director of Competition in the first instance as outlined in Rules & Regulations 3.9.

4.4 PROCEDURE

4.4.1 Appeals from decisions of the Board shall be submitted in writing to the Secretary within five (5) days from receipt of the oral or written decision of the Board Member.

4.4.2 The appeal must be accompanied by:

a) An Appeal Fee,

The amount of these fees shall be determined annually by the Board (see Table of Fees and Fines in Appendix A).

4.4.3 The Appeal must contain:

a) The date of the decision or action being appealed,
b) The reason for the appeal, e.g., violation of the Rules & Regulations, Bylaws, Laws of the Game, etc.,
c) Any pertinent documentation available to the appellant,
d) A list of any documentation not available to the appellant which might be pertinent to the issue.

4.4.4 The appellant must send a copy of the appeal to:

a) The respective Director against whose decision the appeal is directed,
b) The other party involved in the case (defendant).

4.4.5 The Appeals Chair shall make every effort to obtain the documents that were not available at the time the appeal was filed.

4.4.6 The Appeals Chair shall establish a log of all documentation received, starting with the appeal, followed by the original decision against which the appeal is directed, and all other documentation pertinent to the appeal, including referee reports, copies of Rules, Bylaws, police reports, affidavits, and depositions of witnesses.

4.4.7 Upon receipt of all documentation required, the Appeals Chair shall schedule a hearing of the Appeal, ensuring that all principals in the case are available to attend at the proposed time of the hearing, and providing at least ten (10) days prior notice to the involved parties.

4.4.8 The Appeals Chair shall notify all Committee members and the involved principals via email of the time, date, and location of the hearing, and advise the principals of their right to bring witnesses (limited to three (3)) and of their right to representation by their Team Manager.

4.4.9 The Secretary shall also advise the involved parties that failure to appear at the hearing shall be deemed as conceding the matter under dispute, and as accepting the decision of the MUSL Appeals Committee based on the evidence available at the hearing.

4.5 HEARING FORMAT

4.5.1 The Appeals Chair shall call the hearing to order when the Appeals Committee and the principals are present. Witnesses shall not be present during the hearing of arguments but shall be heard after the presentations of the principals.

4.5.2 The Chair shall introduce the subject of the hearing, including:

a) The names of the parties to the appeal (appellant(s) and defendant(s)),
b) The event prompting the decision of the respective Director of the League,
c) The ground on which the decision is appealed, such as the rules involved or other evidence,
d) Ask the Secretary to read any documentation that had not been furnished to one of the parties in the matter.

4.5.3 The appellant shall be asked to present his/her case, including arguments as to why the decision should not stand, any evidence supporting the appeal, and any witnesses available.

4.5.4 The Chair and the Committee may question the appellant and/or witnesses.

4.5.5 The Director *or defendant* shall be asked to present his/her case.

4.5.6 The Chairperson and the Committee may question all involved parties.

4.5.7 Any witnesses may be recalled for questioning by the Committee.

4.5.8 The appellant may be present a closing statement.

4.5.9 The Director *or defendant* may present a closing statement.

4.5.10 The contending parties and their witnesses will be excused and the Committee will commence deliberations of its decision in executive session.

4.5.11 The Committee will render its decision within forty-eight (48) hours to both appellant and *defendant*, including instructions for appeal to the MSA, and turn the file with all documentation pertaining to the case over to the Secretary.

4.5.12 A written notice of the decision of the Appeals Committee, including the reason for such decision and directions for further appeals shall be sent to the appellant and defendant within ten (10) days of the Hearing.

4.5.13 Appellants whose appeal is upheld by the Appeals Committee shall be refunded the appeal fee. The filing fee shall be retained by the league.

Appendix A TABLE OF FEES AND FINES (Updated March 2025)

Annual Team Affiliation Fee – All Teams (3.1.1.a) $150

Annual Team LATE Registration Fee ..... $50/$100

Team Performance Bond (3.1.1.b)[1] $400

Team Probationary Bond (3.13.3.d)[2] $400

Annual Player Registration Fee (3.2.3) $45

Transfer Fee (3.3.4) $50

Game Rescheduling Fee (3.5.1.b) ..... $20/$80/Referee and Field Fees

Illegal Player Fine ..... $100 per player

Failure to attend Manger's Meeting (3.8.1, per incident) $25

Failure to report Red Card Fee (3.8.4) $20

Failure to present official Game Sheet $25

Failure to submit official Game Sheet $25

Failure to record game statistics $25

Inappropriate registration picture or information $25

Game Protest Filing Fee (3.9.1, refunded if Appeal is upheld) $50

Red Card Fine (3.11.4) ..... $35/$75/TBD

Fine for accumulating more than 12 Disciplinary Points (3.12.2) $25

Appeal Fee (3.14.1, refunded if Appeal is upheld) $150

Team "No Show" Fee (3.15.1.b) ..... All applicable Referee and Field Fees.

Referee's Fees (3.8.6, Center = $100, Assistant Referee = $70) ..... $240 (each team pays $120)

Over 60 Referee's Fees: ..... $100 (each team pays $50)

NOTE: Payments to be made via PayPal.

[1] Held in escrow and will be returned (minus any outstanding debt to the league) when the team leaves the league.

[2] Held in escrow and returned (minus any outstanding fines to the league) when conditions of probation are met.

MISSION STATEMENT

of the

U.S. AMATEUR SOCCER ASSOCIATION

To promote the game of soccer and

Secure USASA membership for all men and women in the game,

Create Opportunities for players and Spectators,

Operate a public relations program to promote the USASA,

Renew and improve the relationship with the youth and professional divisions,

Educate the players and the members of the general public on the activities of the USASA

MUSL BOARD OF DIRECTORS 2025

Title	E-mail
President	president@musl.net
Vice President	vicepresident@musl.net
Secretary	secretary@musl.net
Director of Finance	treasurer@musl.net
Registrar	registrar@musl.net
Director of Statistics	statisticsdirector@musl.net
Director of Discipline	disciplinedirector@musl.net
Director of Competition	competitiondirector@musl.net
Director of Technology	technology@musl.net
Director at Large #1	TBD
Director at Large #2	TBD