

GREATER DES MOINES JUNIOR SOCCER LEAGUE RULES AND REGULATIONS

Each club shall be responsible for providing a copy of these League Rules and Regulations to all referees.

**IGNORANCE OF ANY PUBLISHED RULE OR REGULATION SHALL NOT BE CONSIDERED
AN EXCUSE FOR VIOLATING THESE RULES AND REGULATIONS**

I. PLAYER ADMINISTRATION

A. AFFILIATION

1. All players shall be affiliated with United States Youth Soccer (USYS).

B. REGISTRATION

1. Youth Amateur Players. A player is one who prior to August 1st of the current seasonal year has not reached the age of nineteen (19) years. A player who reaches his/her nineteenth birthday on or after the date above shall be allowed to complete the seasonal year and shall pay the applicable registration fee.
2. Registration. Players shall be registered each season on a form to be provided by their Club. Each Club shall pay the team registration fee as set forth by the League Board.
3. Team Data. Clubs will provide GDMJSL with a download of player data in the format requested at the beginning and end of each playing season.
4. Proof of Age. Proof of age shall be required to be provided to the Club registrar the first time a player registers, and shall consist of the same requirements of Iowa Soccer (IS) and can be found at www.iowasoccer.org.
5. Identification Cards. Player identification cards shall be used by all players on Under 11 through Under 19 teams. Identification cards shall be issued with player name, date of birth, and team assignment (both Primary & Secondary teams, if dual rostered). Player and coach identification cards must be validated (stamped) by the Iowa Soccer (IS) Registrar. **Identification cards must be signed, and have a current photo attached.** Laminating of identification cards is encouraged.
6. False or Improper Registration. If any player who has not met the above referenced requirements participates in League play, the matter shall be referred to the Disciplinary Committee for action.
7. Multiple Registration. Players may register on no more than two teams provided the following are complied with:
 - a. A player cannot play for more than one team in the same GDMJSL division.
 - b. Multiple registrations for League play will be allowed if the League Registrar receives such registrations at least ten days prior to the Divisional Placement meeting.
 - c. Multiple registrations cannot take place after the Divisional Placement meeting, without the permission of the GDMJSL Executive Committee. Criteria the Executive Committee will apply to determining multiple registration requests will include:
 - i. The multiple registrations will keep the team within roster limits.

- ii. The multiple registrations will be in the best interest of player(s), team and league as a whole.
 - iii. All multiple registration requests must be presented to the GDMJSL Executive Board by the club registrar or by another club board member if the registrar is unavailable.
 - iv. All GDMJSL Executive Board decisions are final.
- d. A photocopy or faxed copy of multiple registration paperwork must accompany all multiple registrations. Clubs should keep all original multiple registration paperwork to submit to ISA and/or keep for their records.
 - e. Multiple rostered players who register prior to Divisional Placement will be issued 2 player ID cards. Any approved request after divisional placement must also make a request to IS for an additional player card for the secondary team.
 - f. The number of multiple rostered players will be limited to 3 on any team. Only secondary players are considered in determining the limit of 3 multiple rostered players.
 - g. After divisional placement, a fee of five dollars (\$5.00) will be charged for each approved multiple registration request. Upon GDMJSL Executive Board approval of a multiple registration, the club presenting such request must submit the proper registration forms directly to IS. GDMJSL does not forward any paperwork on the club's behalf.
 - h. A multiple rostered players' first responsibility is to the team listed as primary. If the team that is listed as secondary has a conflict with a game or practice schedule of the primary team, the player must play or practice with the team listed as primary. In addition, the team that is listed as secondary may not cancel or reschedule League games due to the unavailability of players who are rostered as secondary to their team.
8. Team definitions:

Recreational Team:

All forms of recruiting, invitations, and tryouts or any like process to roster players selectively to any team on basis of talent or ability are specifically prohibited at the recreational level. Coaches will have no direct input to or involvement with the assignment of players to their team(s).

The member Club accepts any and all eligible youth (subject to reasonable terms of registration).

Recreational soccer programs are intended to provide the opportunity for all interested children within the area served by the GDMJSL to participate in and enjoy the game of soccer without regard for athletic ability or soccer skills, up to the limits of the GDMJSL to accommodate them.

Criteria for player assignment will include **NO** consideration for the ability of the player or the relative strength of the team. "Special" requests by players, coaches, or parents for specific team assignments are strongly discouraged.

Teams which fail to meet one or more of the rules for recreational team formation and player assignment specified herein will be considered a competitive team in the GDMJSL. A classic team will be placed in the highest division of GDMJSL for their age group.

Classic Team:

Team formed to provide players with advanced skills and an expressed desire to experience a level of competition beyond that afforded by a recreational team.

The Classic Division consists of teams that use tryouts, invitations, recruiting or any like process to register players selectively to any team on the basis of talent or ability.

Definition of terms:

Tryouts – Selection based on evaluation of a player’s skill level.

Invitations – a representative of a given team (i.e. coach, parent, player) extending a request to a player to participate on that team.

Recruiting – actively seeking a player/players to participate on a given team.

C. LEAGUE RECORDS

1. Player Information – The League computer will store the following information in its data base:

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|--|--------------------------------|
| a. Player name | g. Playing season |
| b. Street address | h. Team assignment |
| c. City, state, zip code | i. Sex |
| d. Phone number | j. Status (active or inactive) |
| e. Birth date | k. Power Ranking |
| f. GDMJSL Player identification number | l. Email address |

2. Cost of Computer Service. The President and Registrar shall recommend to the Executive Board the fees for the League and outside services for records and computer services.

a. Optional services will be available at the set fees established by the Executive Board.

3. All outstanding fees for services and/or fines must be paid to the League prior to the club being allowed to register any teams the following playing season.

4. Confidentiality of League Records. Computer data base information will be for League and club use only. Persons or organizations wishing to obtain the names of players, coaches, referees or officers will submit a written request for such names to the Executive Board.

- a. The League policy is to distribute names of coaches, players, officers and referees only when it would not be detrimental to those individuals and only when it would be educational or beneficial or for the interest and betterment of the League.
- b. Names of players, coaches, officers or referees shall not be distributed for commercial solicitation purposes.

D. AGE LIMIT DEFINITIONS AND ROSTER LIMITATIONS

1. Age divisions shall be comprised of players who, prior to the first day of August of the current seasonal year, are:

- Under 19 years of age – 16, 17, 18
- Under 16 years of age – 14 and 15
- Under 14 years of age – 12 and 13
- Under 12 years of age – 10 and 11

A player may move up one or more age division(s) above his/her specified age division. The club shall be the final authority of such a move to a higher age division.

2. Team Registration. Each club is responsible for team assignments. Clubs shall submit all team registrations to the League on or before the date specified by the League.

3. **Minimum and Maximum Rosters.** No team shall be allowed to register fewer than seven (7) players. Maximum roster size for U11/U12 teams are fourteen (14) players. Maximum roster size for U13/U14 through U16 are eighteen (18) players. Maximum roster size for U13/U14 small-sided teams through U19 small-sided teams are eleven (11) players. U17 through U19 age groups are allowed a roster size of twenty-two (22) players. Although a roster of 22 will be issued, only eighteen (18) players are allowed to participate in each game. Coaches will be responsible for indicating which players will and which players won't be playing for a particular game. It is recommended that rather than requesting U13/U14 and above over-roster exceptions, that the small-sided team option be given consideration.
4. **Removing Players from a Roster.** No player shall be forced off a team by a coach or by a parent due to lack of playing ability. A player may be removed from team membership if his/her behavior is so disruptive as to adversely affect the team. Such action shall be reported to Club and League officials. Support data is required. A player, removed for disruptive behavior, will be ineligible for League play for the remainder of that playing season.
5. **Dropping a Team from League Play.** In the event that a Club declares a team defunct, that team number may not be used again by the Club for the current seasonal year. A team may be declared defunct when the number of players remaining on a roster is reduced to a number where the team cannot be expected to field eleven (11) players (U13-U19) or field eight (8) players (U11/U12) on a regular basis (See Section III. H. PENALTY FOR DROPPED TEAMS).
6. **Team Assignments.** A player assigned to a team is bound to that team for the entire seasonal year, subject to transfers as allowed by National and State rules. If a player moves to another Club jurisdiction during the seasonal year, he/she must complete and submit the necessary request for transfer.
7. **Notification of Roster Changes.** Club registrars shall be responsible for reporting all transfers, deletions, and roster changes to the League Registrar within 7 days.
8. **Improperly Registered or Ineligible Players.** Any team found playing an overage player, unregistered player or player not registered to that team, shall forfeit the game(s) in which the player participated. A coach or club knowingly allowing a player to play who has falsely or improperly registered may be subject to disciplinary action.
9. **Teams in the U11/U12 age divisions cannot have a roster that has more than forty (40) percent of their players who are true U10s. U11/U12 teams must be comprised of sixty (60) percent of its players being age 10 as of August 1st. U13/U14 age divisions cannot have a roster that has more than sixty (60) percent of their players who are true U12's. U13/U14 teams must be comprised of forty (40) percent of its players being age 12 as of August 1st.**

II. COMPETITION

A. SCHEDULING

1. **Playing Season.** The seasonal year is August 15th through August 14th and includes both the fall and spring playing seasons. A playing season is either the fall or spring schedule of games.
2. **League Scheduling Responsibility.** Scheduling is defined by playing season and is applicable to all League teams from the time the schedule is published to the end of the final game of the season. All

League games shall be played on the day and time scheduled unless the League postpones and/or reschedules the games due to adverse weather or poor field conditions. If a club closes a game site for restrictive or unplayable fields, see Section II.B.2.

- a. Divisions with less than 9 teams shall play through the teams in the division and then replay teams in the division starting in the same sequence as with the first game.
 - b. Divisions with an odd number of teams may have a bye week and/or a Saturday game(s).
3. Rescheduling. If two coaches agree to reschedule a game, it shall be the home team coach's responsibility for contacting the scheduling director of referees, remarking the field and any other business necessary for the completion of the rescheduled game. If two coaches cannot reach an agreement on rescheduling a game, the matter shall be referred to the presidents of the clubs involved for settlement. If the two club presidents cannot agree on rescheduling, the matter shall be referred to the League Commissioner for settlement.
- a. A team who is attending a tournament during regular season play will be allowed to reschedule League game(s), which may conflict with the tournament, or travel time, provided a minimum of two (2) weeks' notice is given to the opposing coach for the potential to reschedule League game(s). Games can be forfeited if two (2) weeks notice is not given. Every effort should be made to play the game at a later date.
4. Teams not maintaining their League schedule or forfeiting two or more games per season will need to appear before the Disciplinary Committee before being allowed to participate the following season. The offending team coach and Club Representative will be asked to appear.
5. Non-League Games. During the season, any non-League scheduled games (friendship games) must be between teams on which all players are registered with USYS. In addition, the game must not interfere with any scheduled practices on the field or any League scheduled games.
6. Only games on the League schedule will count toward League standings. Non-scheduled League games where two teams in the same division meet (i.e. tournaments or friendlies) may not be used for a dual purpose (i.e. tournament advancement & League standings).
7. Referee Scheduling. All League games will be officiated using the diagonal (3 person) system of control. A two-person system is not allowed.
- Under 11 through Under 14 to include U14 small-sided games scheduled by the League will be officiated by a certified referee. It is recommended that each team provide an assistant referee or parent. All Under 15 through Under 19 to include Under 15 through U19 small-sided games will be officiated using three (3) certified referees.

B. FIELDS OF PLAY

1. Field of Play, Proper Marking. It shall be the responsibility of each Club to provide for the proper marking of the fields which should, where possible, include two team technical areas on the same side of the field, a substitution area at the midfield and a spectators' area located on the opposite side of the field from the teams and coaches.
2. Restrictions on Use, Unplayable Fields. Certain fields are used only with the stipulation that they will not be damaged during inclement weather. A Club officer shall have the power to declare a field unplayable prior to the scheduled game time. Clubs should make every effort to allow a

reasonable amount of time to notify the opponent to include travel time. After the game has started, the referee is the only person that can terminate a game due to unplayable field conditions.

3. Game Suspensions and Called Games. The referee shall have the power to suspend the game for up to fifteen (15) minutes to allow for the passing of inclement weather. If after fifteen (15) minutes of suspension, unplayable conditions exist, the game shall be called. If the game is called, the Referee must report the same to the assigning Director of Referees and to the League Commissioner.

C. RULES OF PLAY

1. FIFA “Laws of the Game”. Except as otherwise provided herein, the FIFA “Laws of the Game” shall apply to any and all competition sponsored by the League.
2. “Rules of the USYS”. Except as otherwise provided herein, the rules of USYS affecting game play and participants shall apply to any and all competition sponsored by the League.
3. Sanctioning of Games. All League teams may play in only USYS sanctioned events. All League scheduled games are USYS sanctioned. Any team playing in an unsanctioned event does so at their own risk.
4. Length of Games, Ball Specifications and Recommended Minimum Field Size.

Age	Game Length	Ball Size	Recommended Min. Field Size
Under 17/18/19	Two 45 Minute Halves	#5	55 x 110 yds.
Under 15/16/17/18/19 Small-sided	Two 40 Minute Halves*	#5	45 x 70 yds.
Under 15/16	Two 40 Minute Halves	#5	55 x 110 yds.
Under 13/14 Small-sided	Two 30 Minute Halves*	#5	45 x 70 yds.
Under 13/14	Two 35 Minute Halves	#5	50 x 100 yds.
Under 11/12	Two 30 Minute Halves	#4	45 x 70 yds.

*For U15-U19 Small-sided games ONLY - if a team has less than two (2) substitutes present for the entire match, permission may be requested of the opponent coach and referee, prior to the start of the match, to play shorter periods – 35 or 30 minute halves – but never less than 30 minute halves.

*For U13/U14 Small-side games ONLY – if a team has less than two (2) substitutes present for the entire match, permission may be requested of the opponent coach and referee, prior to the start of the match, to play shorter periods – 25 minute halves – but never less than 25 minute halves.

Overtime Periods. In regular League games no overtime is permitted, and tie scores shall be reported.

5. Forfeiture. When two teams have been scheduled for a game, and one team fails to show following a fifteen (15) minute grace period, the referee shall report to the assigning Director of Referees, and the game shall be recorded as a forfeit, provided that a minimum of seven (7) players (for U13 through U19) and five (5) players (for U11 and U12 teams) are present on the showing team. If both teams fail to show within fifteen (15) minutes of game time, the referee shall notify the assigning Director of Referees and the League Commissioner.

6. Completed Game. Any game suspended for any reason shall be considered a completed game after the second half kickoff. If the second half kickoff has not occurred, then the game shall be rescheduled and played in its entirety.
7. Substitutions. The number of substitutions shall be unlimited. Substitutions shall be made with the consent of the referee at the following times:
 - a. Prior to a throw-in in either teams favor, provided the team with possession of the ball is substituting.
 - b. Prior to a goal kick by either team
 - c. After a goal by either team
 - d. A team may substitute for an injured player or players and the opponent may substitute a like number of players, when the referee stops play for an injury.
 - e. At halftime
 - f. When play is stopped for a caution, only the cautioned player may be substituted

Substitutes shall enter and exit from near the center of the field on the team side, and may not enter the field of play until the referee has granted permission.

8. Minimum Playing Time. All players shall play at least one-half of the game. The only exception shall be where a coach is restricting a player from participating for disciplinary purposes in which case the coach shall notify the referee and opposing coach of said decision.
9. Restrictions on Participants. Only registered players who are dressed to play but not on the field of play and coaches shall remain in the team technical area, but not within eighteen (18) yards from the corners of the field so as not to impede the progress of play and duties of the Assistant Referee. All participants shall follow the recommended behaviors as outlined on the respective "Player Expectations". Restrictions on Spectators. Any spectator can be asked to leave by a referee, their coach or club representative if a referee considers them a distraction to the game. Spectators shall remain behind the spectator line, marked or unmarked (3 yards outside the touch line), and shall not be allowed between the eighteen-yard line and goal line. Spectators shall be on the opposite side of the playing field from the teams and coaches. All spectators shall follow the recommended behaviors as outlined on the respective "Spectator Expectations".
10. Game Balls. It shall be the responsibility of both teams to have a game ball, properly inflated, at game time. The referee shall select the game ball.
11. Identification Cards and Rosters. An IS issued and validated current team roster shall be in the possession of each coach or assistant coach at the game site and presented to the referee before the start of each game for proper player verification. Current valid identification cards (see Sec I. B. 5.) for each player and coach(s) must be presented to the referee before the start of each game and must be checked against the roster for proper registration. The referee shall determine the responsible adult when the coach is below the minimum coaching age (see II. D. 15.). Failure to produce a team roster at the game site will be referred to the Disciplinary Committee and may result in a fine of \$20.00. The match will proceed as scheduled prior to the referral to the Disciplinary Committee. The referee will secure an unofficial roster (hand written) that matches the player cards from the offending team prior to the commencement of the game. The unofficial roster will be sent to the League Commissioner. Players not possessing and presenting a current valid player identification card shall not be permitted to participate in League play.

12. Goalkeeper's Colors. If the goalkeeper's shirt is not easily distinguishable from either team's colors, the goalkeeper must change to a different color. In the event that both goalkeeper shirts are similar, the visiting team shall change. Pennies are acceptable.
13. Team colors. If the referee determines that uniform colors are close enough so as to cause a problem in the quick identification of a team during play, it shall be the visiting team's responsibility to change to an acceptable color shirt. It is recommended that each team have a dark and light colored jersey or at least a T-shirt of an alternate color. Each jersey needs to have an identifiable number.
14. Game Protest. Only violations of the By-laws, Rules and Regulations of this League, or the misapplication of the FIFA "Laws of the Game" shall be proper subjects to consider for protest. (See Section III. E. HANDLING OF PROTESTS)

D. GAME CONDUCT AND PROCEDURES

1. COACHES' EXPECTATIONS

- a. Never place the value of winning over the safety and welfare of the players
- b. Strive to maintain integrity within our sport.
- c. Know and follow all the rules and policies set forth by clubs, leagues, state and national associations.
- d. Work in the spirit of cooperation with officials, administrators, coaches and spectators to provide the participants with the maximum opportunity to develop.
- e. Be a positive role model.
- f. Set the standard for sportsmanship with opponents, referees, administrators and spectators.
- g. Keep sport in proper perspective with education.
- h. Encourage moral and social responsibility.
- i. Coach should continue his/her own education in the sport.
- j. Discourage the use of performance-enhancing substances.
- k. Refrain from criticizing game officials.
- l. Assist with the control of any player or spectator issues.

2. PLAYERS' EXPECTATIONS

- a. Exhibit good sporting-like behavior.
- b. Act as a positive role model by showing positive support for all fellow players, coaches and game officials.
- c. Refrain from criticizing game officials.
- d. Play by the Rules.
- e. Win and lose with dignity.
- f. Control my temper and never argue with or complain to a referee.
- g. Play because I want to play; NOT to please others.
- h. Never retaliate even when I feel that I have been wronged.
- i. Treat all other players, as I would like to be treated.
- j. Never use performance-enhancing substances.

3. SPECTATORS' EXPECTATIONS

- a. Encourage good sporting-like behavior.
- b. Act as a positive role model by showing support for all players, coaches and game officials.
- c. Never place the value of winning over the safety and welfare of all players.

- d. Encourage players to play within the spirit, written rules and laws of the game.
- e. Under no circumstances, authorize or encourage the use of performance-enhancing substances.
- f. Refrain from criticizing game officials.
- g. Emphasize that the game is played for fun and for the benefit of youth.
- h. Support coaches and game officials who spend valuable time with the players.

4. REFEREES' EXPECTATIONS

- a. Always maintain the utmost respect for the game of soccer.
- b. Conduct yourself honorably at all times and maintain the dignity of the position.
- c. Always honor an assignment or any other obligation.
- d. Attend training meetings and clinics so as to know the Laws of the Game, their proper interpretation and their application.
- e. Always strive to achieve maximum teamwork with my fellow officials.
- f. Be loyal to my fellow officials and never knowingly promote criticism of them.
- g. Be in good physical condition.
- h. Control the players effectively by being courteous and considerate without sacrificing fairness.
- i. Do my utmost to assist my fellow officials to better themselves and their work.
- j. Not make statements about any games except to clarify an interpretation of the Laws of the Game.
- k. Always adhere to all reporting requirements.

5. Cautions and send offs – Player. Any player sent off the field of play must leave and be out of sight and sound of the field and shall be ineligible to play or dress in uniform for the next scheduled League game.

A player receiving a second send off within one playing season shall be ineligible to play or dress in uniform for the next two (2) scheduled League games. If there are not enough scheduled games remaining in a playing season to enforce the specified suspension, the penalty shall be carried forward to the next playing season that the player is registered to participate in League play. If the player participates in League play while suspended, that player's team will forfeit the game(s) in which the player participated. The suspended participating player will be ineligible to participate or practice with any team under the jurisdiction of the League for a period of one (1) year.

Any player who receives one (1) send off for violent conduct or serious foul play or two (2) send offs for any other offense in a playing season shall appear before the Disciplinary Committee to explain his/her actions.

6. Cautions and Send Offs – Any coach may be sent off by the referee from coaching the team if in violation of these or any other rules of competition and shall immediately leave the grounds out of sight or sound of the team. If a coach remains on the premises following a send off, then the referee shall declare a suspension of the game. In the event a coach is sent off, an assistant coach or parent will be permitted to continue coaching the team. If a coach is sent off from the field of play, he/she shall be ineligible to coach or attend the next scheduled game. If a coach is coaching more than one team, that coach cannot participate at any other teams games for that weekend.

Any coach who receives one (1) send off in a season shall appear before the Disciplinary Committee to explain his/her actions.

7. Threats or Assaults to Referees. Any verbal threat made toward or physical contact with a referee prior to, during, or after a game by a member of any team (coach, player or spectator) shall be

reported by the referee to the League Commissioner within 24 hours. The offending member shall be suspended pending a hearing before the Disciplinary Committee within fourteen (14) days. The offending member may be permanently suspended from further participation in the activities of the League.

8. Notice of Appeal. See III. D. 3.
9. Conduct - Coaches. The coach may convey tactical instructions to players during the match. This does not permit the coaching staff to direct play. The coach(s) and other team officials, however, must remain within the confines of the technical area where such an area is provided or within reasonable distance of where it would be if not marked and must conduct themselves, at all times, in a responsible manner. No coach is to make derogatory remarks, use foul or abusive language, or make inappropriate gestures to the referee(s), other coaches, any players, or spectators.
10. Conduct – Referee. The League Board shall have the right to suspend or bar from officiating games under its jurisdiction, any referee who, by word or action, displays behavior or attitude detrimental to the League’s purposes and principles, or who willfully violates the By-Laws, Rules and Regulations of the League, USYS or FIFA “Laws of the Game”.

Referees who have been brought before a Disciplinary Committee may have their privileges to referee in the League suspended for a period of time as the Committee shall deem proper.

11. Entering the Field of Play. The referee may caution or send off any coach, player or spectator without prior warning for entering the field of play without permission.
12. Removal of Team from Competition. Any coach who removes his/her team from the field of play prior to the completion of the game shall be asked to appear before a Disciplinary Committee to explain such action. Removal of a team before game completion may constitute game forfeiture. Additionally, the coach may be suspended for up to two (2) games. In the event that forfeiture is ordered, the score, which exists at the time the team was removed, shall stand as is, unless the removing team was ahead, in which case the removing team shall lose by a score of 3-0.
13. Suspension of Play/Calling a Game. In the event of grave disorder, the referee may suspend play for a period of fifteen (15) minutes. If order cannot be restored, the referee has the power to suspend the game and report the incident to the League Commissioner.
14. Control of the Playing Field and Vicinity. The referee shall, from the time the referee enters the playing field or its vicinity and until such time as the Referee leaves the playing field or the next game begins, have the authority to caution or send off any player, spectator or coach. There shall be no doubt that this authority extends to before, during and after game play. The referee is further given the authority to order off the field or its vicinity any player, spectator or coach who, in the referee’s judgment, is acting in a manner that is detrimental to the game.

Coaches will be responsible for their assistants, players, substitutes and spectators. Upon request from the referee, the coach shall be required to give his/her name, the name of any assistant, player or substitute that the referee desires. Coaches shall locate their bench on the same side of the playing field, opposite the spectators.

15. Minimum Coaching Age. All coaches shall be twenty-one (21) years of age. No team shall be allowed to take the field or to remain on the field unless this requirement is met.

16. Referee Eligibility and Scheduling. All Clubs must use a currently certified USSF assignor to assign USSF certified referees for all games. The following should be used as a recommended minimum guide:

Under 11	-	Under 14	USSF Referee Grade 8 or 2 years experience
Under 15	-	Under 19	USSF Referee Grades 7 or above

Refer to II. A. 7. for number of referees required. The persons assigned, as Referee and Assistant Referee, must be older than the age group they are assigned.

17. Referee Attire. All USSF certified referees will be expected to meet the FIFA standard of appearance for referees.
18. Failure of the assigned referee to appear at an assigned game will result in the home team forfeiting the game unless:
- A uniformed and certified referee is available within 15 minutes of the scheduled game time, and can be agreed on by both coaches, the game can be played.
 - If no referee is present, or agreed upon, the home Club will be fined fifty dollars (\$50.00) and the home team forfeits the game.
19. Handling of Player Identification Cards by the Referee. Identification cards shall be acquired for each player and coach, checking the picture, the current season, the signature, and the IS Registrar's Stamp, checked against the team roster by the referee prior to the start of the game and returned to the coach at the end of the game.. If a player is cautioned or sent off, the referee must record the team number, player number, player name and the reason for the caution or send off. The referee must call, fax or email the League Commissioner within 24 hours of the game and give a verbal or written report, as required.

Players not possessing a current valid player identification card shall not be permitted to participate in League play.

20. Improper Marking of Fields. Any referee who determines that any of the markings or playing conditions of the field is not acceptable shall endeavor to correct such deficiencies with the home coach. Unsafe field conditions must be corrected prior to the start of the game.
21. Determining Equipment. The referee shall be the final authority as to what constitutes equipment that would be unsafe. The referee shall dismiss any player who is not appropriately attired. The following are offered as guidelines to promote consistency:
- Age appropriate shin guards that provide an adequate degree of protection must be worn by all players and must be covered by a sock.
 - Field players must be uniform in attire.
 - Jersey must be kept tucked inside the shorts at all times.
 - Garments worn under the shorts must be of matching colors as the primary color of the shorts.
 - Garments worn under the jersey must match the jersey color.
 - No headbands, bandanas, barrettes or other hard surfaced or pointed hair control devices.
 - USSF approved headgear may be worn. Goalkeepers may wear a soft-billed cap worn with the bill forward.

- h. No jewelry, to include no taped-over earrings. This includes bracelets, cloth or otherwise. The exception is a medical alert ID or religious medal. If worn, the bracelet must be taped, but allow the medical information to show; the neckwear must be taped to the inside of the jersey.
 - i. No ornaments may be pinned to the uniform or player's equipment, nor may any ornaments be used which protrude from the normal surface of the uniform.
 - j. No protective joints or casts may be used without sufficient padding to render them harmless to other players.
 - k. In inclement weather, players will be allowed to wear mittens, gloves, stocking caps, sweats or running tights. Sweats or running tights must be worn under the jersey and shorts and should be of the approximate same color as the uniform.
22. Signing of the Score Verification Sheet. At the conclusion of the game, the referee shall record the score, and sign the score verification sheet for both teams. It shall be the coach's responsibility to present the score verification sheet to the referee.
23. Submitting Game Reports. The referee should record any unusual circumstances of the game, including but not limited to cautions, send offs, teams not having proper player/coach identification cards or roster, suspensions and called games and protests (coach lodging a protest before the game begins or notifies the referee at game end). This report applies to all Under 11 through Under 19 games and must be reported to the League Commissioner, in addition to sharing with Club's Director of Referees, within 24 hours of the game.

The referee's game report shall be mailed, faxed, phoned or emailed to the League Commissioner within twenty-four (24) hours of the game for such things as follows:

- a. Game suspensions and called games
 - b. Cautions or send-offs of players or the ordering off any spectator, coach or assistant coach
 - c. Protest of any results
 - d. Teams or players not having proper player or coach passes and/or rosters.
24. Club Responsibilities. No alcohol will be sold at or brought to the vicinity of any GDMJSL/Member Club fields/complex.

III. ADMINISTRATIVE PROCEDURES

A. DIVISION FORMATION

1. Forming Divisions. The League Board shall form all-girls and coed divisions when sufficient teams are available. Divisions shall consist of an even number of teams when possible.

B. RECORDING GAME RESULTS

1. Score Verification sheet. The referee upon completion of each game shall record the score and sign the Score Verification Sheet. The Score Verification Sheet shall be turned in to the League at the end of the season within two (2) weeks of the last make up game date.
2. Club Score Coordinators. Game scores and no game played reports shall be submitted to the Club score coordinator by Sunday evenings. The Club Score Coordinator shall forward the game results to the League no later than Tuesday following the game.

3. Failure to Report Scores. If both teams fail to report the score or if there is no score verification sheet submitted within two (2) weeks after the end of the scheduled league season, then the score will be reported as 1 – 1 tie. If one team reports a score and the opposing team does not, then the score as reported by the reporting team shall stand as being official.
4. Rescheduled Games. Rescheduled games shall be played as soon as possible, but not to exceed seven (7) days after the last scheduled game of the season. Rescheduled games not played within the specified time shall be recorded as not played.
5. Forfeited Games. Forfeits shall be recorded as a 3 – 0 win awarded to the showing team.

C. DETERMINING DIVISION STANDINGS

1. Standings Points. The following point system shall apply to League play:
WIN – 3 points TIE – 1 point LOSS – 0 points LOSS BY FORFEIT – Minus 1 point
2. Tie Breaking. Criteria to determine standings in a division if a tie in total points exists shall be as follows:
 - a. Results of head-to-head competition. (Not used if more than two (2) teams are tied.), or
 - b. Highest goal difference (goals for minus goals against) with a three (3) goal maximum difference per game, or
 - c. Fewest goals allowed.

D. RECORDING OF MISCONDUCT AND HANDLING OF DISCIPLINARY PROCEDURES

1. Reporting a send off. A referee who sends off a player, coach, assistant coach or spectator shall notify the League Commissioner within twenty four (24) hours of the game.
2. Administering a send off. The League Commissioner shall keep a record of all players, coaches and spectators sent off and notify the Club where the coach/player will participate for their next scheduled game. At fall season end, the League Commissioner is required to give a report in writing to the GDMJSL membership and Club Presidents.
3. Appeal of send off. A Notice of Appeal shall be mailed to or hand delivered to the League Commissioner. The postmark or hand delivery shall be within forty-eight (48) hours after the end of the day on which the player or coach was sent off (excluding holidays). If hand delivered, both parties shall date and initial the appeal. The coach, the player or the coach acting on behalf of the player may file the Appeal. The Appeal shall be accompanied by an Appeal fee of twenty-five dollars (\$25.00); the fee shall be refunded to the appellant if the send off is overturned by the Disciplinary Committee. Upon receipt of a Notice of Appeal, the coach or player shall be considered eligible to coach or play until a decision has been made by the Disciplinary Committee. The League Commissioner shall notify the club Director of Referees so that the next referee shall know of the Appeal. In cases of abuse or assault, any player or coach will be immediately suspended from all League participation until the results of the hearing are known.
4. Disciplinary Committee. The Disciplinary Committee shall be comprised of five (5) Club Representatives appointed by the League President for a term of one year. One of the appointees will be designated as Chairperson by the League President. A quorum of three (3) neutral Club Representatives shall be present to render a decision.

5. Authority of the Disciplinary Committee. The Committee shall deal with all players or coaches sent off the field by the referee for the following offenses and all appeals of send offs.
 - a. Threats or assaults to referees (consideration of action beyond IS report).
 - b. Players who have received one (1) send off for violent conduct or serious foul play or two (2) send offs for any other reason in a season.
 - c. Coaches who have received one (1) send off in a season.
 - d. Players who have registered falsely or improperly.
 - e. Clubs who have falsely or improperly registered players.
 - f. To any player who receives a send off for any reason other than violent conduct or serious foul play during a season, a letter will be sent informing the player of the suspension and a notice that a second send off requires an appearance before the Disciplinary Committee.

Any participant found guilty of an assault on a referee may be permanently expelled from all League activities. In accordance with USSF rule 3041, when the player, coach, manager, or official committing the referee assault is an adult and the referee is a minor (17 or younger), then the minimum suspension period is three (3) years.

6. Additional Powers. Nothing in these Rules shall limit the Disciplinary Committee from dealing with an offending player or coach more severely than is outlined.
7. Committee Procedures.
 - a. Appeal of a Send Off. Upon receipt in writing of an Appeal from a send off of a player or coach, the Committee may review the written information submitted with the Appeal together with the game report or other written information from the Referee, if available, and either decide the Appeal or schedule a hearing to secure additional information.
 1. The Committee's decision shall be by a majority of the Committee members voting.
 2. The Committee's decision shall be in writing and sent to the Appellant, his or her Coach and Club President, the Referee and the League Commissioner.
 - b. Offenses defined in III. D (5.) (a.-f.). upon receipt in writing of an offense defined in III. D. (5.) (a. -f.), that person shall be notified, in writing, by the Disciplinary Committee Chair of the report and, if necessary, the hearing date, which shall be within ten (10) days. The person who committed the offense shall appear at the hearing. The Committee shall hear what occurred, the circumstances surrounding the occurrence and determine what, if any, disciplinary action is to be taken. Hearings shall be informal but in accord with all IS, USYS and USSF rules and regulations.
 1. The Committee's decision shall be in writing and sent to the offender, his or her coach Club President, and to the League Commissioner.
 2. The Committee may consult a certified Referee Instructor or other qualified interpreter of the "Laws of the Game".
 - c. An Appellant who is dissatisfied with the Committee's decision or a person dissatisfied with the Committee's decision concerning an offense stated in paragraph III. D. (5.) (a.-f.) may Appeal such decision as provided in section III. F.

E. HANDLING OF PROTESTS

1. Reporting a Protest. The proper format to protest is as follows:
 - a. Upon completion of the game, notify the referee that the game is to be protested.
 - b. All protests shall be submitted in writing, in triplicate, postmarked or hand- delivered (dated and initialed) to the League Commissioner within forty-eight (48) hours of the end of the day of the game to which it pertains (holidays excluded).
 - c. One copy of the protest shall be kept in the League files, one copy to the chairperson of the Protest Committee, and one copy to be sent to the opposing team within twenty-four (24) hours after receipt of the protest.
 - d. Every protest shall be accompanied by a check for twenty-five dollar (\$25.00), made payable to Greater Des Moines Junior Soccer League. Such fee shall be refunded if the protest is upheld.

2. Content of a Written Protest. The written protest must include:
 - a. The date and time of the game being protested and your position with the team with which you are associated.
 - b. The team name(s) and number(s) involved in the protest.
 - c. The referee's name.
 - d. A description of the events and occurrences that led to the protest.
 - e. Arguments as to why the events and occurrences are worthy of protest, citing appropriate By-laws, Rules and Regulations and FIFA "Laws of the Game".
 - f. Your name, address and phone number.

3. Protest Committee. The Protest Committee shall be comprised of the Presidents of three (3) Clubs excluding those Clubs involved in the protest, and shall be appointed by the League President. In addition, a certified referee instructor appointed by the League President shall serve as advisor to the Committee for interpretation of rules.

4. Determining Good Cause. Only violations of the By-laws, Rules and Regulations of this League and the misapplication of the FIFA "Laws of the Game" shall be proper subjects to consider for protest. Good cause shall not be deemed to exist when the protest solely relates to:
 - a. The grounds, goal posts, bars or appurtenances of the field or referee's decisions relating thereto.
 - b. Referee's decisions regarding weather conditions, player's equipment, conditions of fields, etc.
 - c. Referee's decisions regarding actual happenings and occurrences in play during a game related to the conduct of the game and those prerogatives granted to the referee by the FIFA "Laws of the Game".

5. Committee Procedures. Upon receipt of a written protest by the League Commissioner, the chairperson of the Protest Committee shall call a meeting within twenty (20) days. The Committee may review the written information submitted with the protest, together with the game report or other written information from the Referee, if available, and either decides to protest or schedule a hearing to secure additional information.
 - a. If a hearing is held, it shall be informal but in accordance with all IS, USYS, and USSF rules and regulations.
 - b. The Committee decision shall be by a majority of the Committee Members voting.
 - c. The Committee's decision shall be in writing and sent to the Protester, the Referee, Club President, and the League Commissioner.

F. APPEALS

1. If an appeal is filed from either a Disciplinary Committee's decision (III. D. 7.) or a Protest Committee's decision (III. E. 5.), the League President shall appoint an Appeals Committee which shall be comprised of the Presidents of three (3) Clubs who are not involved in the appeal or in any of the earlier proceedings.
2. An appeal must be filed by letter to the League President postmarked within 10 days of the date of the decision being appealed. The appeal must be accompanied with a twenty five dollar (\$25.00) check, made payable to Greater Des Moines Junior Soccer League, which will be refunded, together with the original twenty five dollar (\$25.00), if the Appeal Committee reverses the decision.
3. Within ten (10) days of receipt by the League President of Notice of an Appeal, the Appeal Committee shall schedule a hearing date, which shall be within ten (10) days. Notice shall be given, in writing, to all parties, and the Referees, of the date, time, and place of the hearing. The hearing will take place at the designated time, even if some or all of the parties or referees do not attend.
4. At the hearing, the Committee may review all written reports and documents and listen to the statement of any interested person. The hearing shall be informal but shall conform to all applicable IS, USYS, and USSF rules and regulations.
5. The Committee's decision shall be by a majority of the Committee voting by secret ballot. The Committee Chairperson shall then make a written decision in accordance with the Committee's vote and send copies to the parties involved, Referees, League President, League Commissioner, and appropriate Club Presidents.

G. ATTENDANCE AT LEAGUE MEETINGS

1. Club Attendance. All Clubs should have a representative at each League Board meeting or pay a ten dollar (\$10.00) fee for each missed meeting.

H. PENALTY FOR DROPPED TEAMS OR TEAMS ADDED AFTER DIVISIONAL PLACEMENT

1. Penalty. If a team is added or withdrawn from League play after the season's published last date to drop or add a team, the Club shall pay a fine of one hundred dollars (\$100.00), payable to the League before the start of the next playing season. If season schedules have been published, all efforts will be made to rework the schedule for that division.

I. CHANGES AND AUTHORITY

1. All changes to these Rules and Regulations shall be submitted in writing to all Club Presidents to include the page number of the additions or deletions. A revised copy will be made for all Clubs and Greater Des Moines Junior Soccer League Board Members.
2. All changes to these Rules and Regulations are to go into effect before the first scheduled game of the fall playing season.

THESE RULES AND REGULATIONS WERE APPROVED AND ADOPTED BY A MAJORITY VOTE OF THE LEAGUE ON JULY 28, 2009 AT THE REGULAR MEETING OF THE GREATER DES MOINES JUNIOR SOCCER LEAGUE.

**GREATER DES MOINES JUNIOR SOCCER LEAGUE
RULES AND REGULATIONS
APPENDIX**

SCHEDULE OF FEES

Team Affiliation Fee	\$25.00 per team
Late Player Additions Submitted After Deadline Through the Course of the Season	\$.50 per player
Late Player Additions Submitted via Download at the Conclusion of the Season	\$5.00 per player
Dropped Team Fine After Date to Drop a Team	\$100.00 per team
Late Team Addition After Date to Add a Team	\$100.00 per team
Failure for Referee to Appear	\$50.00 per match
Multiple Registration Approved After Divisional Placement by the GDMJSL Executive Board	\$5.00 per player
Failure to Produce a Team Roster at Game Site	\$20.00 per offense
Appeal of a Send-off Fee	\$25.00 (must accompany the send-off per Section III.D.3.)
Protest of Game Results	\$25.00 (must accompany the protest per Section III.E.1.)
Appeal of Disciplinary or Protest Committee Decision	\$25.00 (must accompany the appeal per Section III.F.2.)
Missed GDMJSL Meeting Fine	\$10.00 per meeting