



# MJL



## MISO Junior League

*A Youth Division of the Major Island Soccer Organization (MISO)*

### Rules and Regulations

August 2023

**For the Future of the Game!** The MISO Junior League's primary focus is to provide the players, teams and coaches in State of Hawaii with a safe and healthy competitive environment for all to be able to showcase, improve and flourish, always focused in the best interest of the beautiful game we all love.

Those teams, players, coaches, managers or spectators not acting in the best interest of the game may be disciplined or removed from the League.

#### SECTION 1. GENERAL

- A. All MISO Junior League (MJL) games shall be played under the current "Laws of the Game" published by FIFA, and US Club Soccer (USCS) rules, policies and procedures, subject to the following MJL Rules and Regulations. In the event FIFA, USCS, MISO or MJL Rules and Regulations do not address any MJL issue, MJL in its sole discretion shall make those determinations.
- B. It is the responsibility of the participating club/team to become familiar with the FIFA, USCS, MISO and MJL rules.

#### SECTION 2. CLUBS/TEAMS ADMITTANCE INTO MJL

- A. Clubs/Teams requesting admittance into MJL shall submit a completed Club and/or Team application form. Incomplete forms may be returned in which case a decision on the Club's/Team's acceptance shall be deferred until completed forms have been received. Applications and fees must be submitted to MJL on or before the date as specified on the current year's form.
- B. A Club's/Team's status within MJL will be defined as follows:
  - 1. A Returning Club will be any Club that had three (3) or more Teams participating in MJL during the previous MJL season. A New Club is any Club seeking membership with MJL that does not qualify as a Returning Club.
  - 2. A Returning Independent Team will be defined as a Team that:
    - a. participated in MJL during the previous MJL season,
    - b. has a minimum of seven (7) returning players,
    - c. and is playing or applied to play out of the same Team name with which it played during the previous MJL season.
  - 3. For the purposes of this subsection a Returning Player is defined as any player who has a valid Player Pass for the team in question, and played a minimum of five (5) MJL League and/or MJL League Cup games with that team during the seasonal year.
  - 4. The Board of Directors may make an exception for Teams not meeting all the above requirements based on a recommendation made by the Competition Committee.
  - 5. New Clubs/Teams will be considered on probation for their first year in MJL. MJL reserves the right to deny admittance to New Teams.
- C. Priority of Admittance into MJL:
  - 1. Returning Teams will be given priority in admittance to MJL.
  - 2. Premier teams from other (non-MJL) Competitive Leagues may be given priority over New Teams. For these purposes, a Premier Team from another Competitive League is defined as a "Premier level" Team that participated with another Competitive League during the previous season, but in all other aspects.
- D. All application fees shall be returned if the new applicant is not accepted (this does not apply to teams withdrawing). Teams shall be deemed accepted when the Competitions Committee has tentatively bracketed them and the MJL Board has approved the tentative bracketing, and they have met the requirements in subsection F, below.

- E. Any team that withdraws after its application is submitted will forfeit their Application Deposit. Any team that withdraws after the schedule is released will forfeit their season fees and may be denied admission for the following season.
- F. When applying, teams **must** enter their appropriate age Division. Teams not meeting the requirements of the age division they're applying for will be fined \$100 and may be denied participation.
- G. To complete a team's acceptance, a completed roster of names and addresses listing a minimum of two (2) team officials and a minimum of eleven (11) registered players **must** be submitted to MJL on or before the deadline. The rosters may be verified with the Club Registrar at the discretion of MJL. If the minimum number of administrators and players cannot be verified, the team will be placed on a waiting list. This roster will be utilized for MJL mailing purposes.
- H. When any Team/Club in good standing determines that they will not apply for the next regular MJL Season, they must inform and may request the return of any credit that may be owed to the Team/Club. This must be done in writing to the MJL Offices, and a registered Team Administrator must sign the requesting letter. **ONLY** in the case that no registered Team Administrator is capable of signing the letter, the team's Club President may sign. The request must be made within six (6) months of the requesting team's last scheduled MJL game, or the credit shall be forfeit.
- I. The Board of Directors may deny a Club's or Team's admittance to MJL based on the Team's or Club's violation of League, State or National Association, or other organization rules, or due to excessive disciplinary problems caused by members of the Team or Club including but not limited to the administrators, players or spectators.

### SECTION 3. TEAMS/CLUBS

- A. Team application and season fees shall be as determined by the MJL.
- B. A Club shall consist of three (3) teams in different age groups organized as a soccer club.
- C. Clubs/Teams shall be considered in bad standing and shall not be allowed to participate in League and/or League Cup competition until all fees are paid.
- D. Each member of the team must be registered with one (1) USCS club only.
- E. Each team must submit to MJL, before the respective season deadline, the following:
  - 1. Team name and colors.
  - 2. All respective forms and monies.
    - a. Late payments will be assessed a \$50 late fee.
    - b. All returned checks will be assessed a \$20 service fee.

### SECTION 4. AGE GROUPS

Age Divisions shall be based on the ages turned by the player within the calendar year (ex: if a player turns 15 during the calendar year, then such player will be considered a U16 player). MJL will combine age groups as shown below. Teams will then be ranked by strength and split into "Gold" & "Silver" Divisions, provided the number of entries allow it. Ranking of teams will be based on their previous MJL standings, as well as Regional Qualifiers, State Cups and other Leagues' results/standings. However, in certain cases where growth demands it, the MJL reserves the right to revert to single age group competition.

UNDER 19 years of age (U19, U18 & U17\* combined)

UNDER 17 years of age (U17\*, U16 & U15 combined)

UNDER 14 years of age (U14 & U13 combined)

UNDER 12 years of age (U12 & U11 combined)

\*U17 teams have the option of which Division to participate in

### SECTION 5. PLAYERS

- A. An Active Player is a USCS registered player listed on a team's current MJL roster.
- B. An Inactive Player is a player currently registered with USCS but not listed on any MJL roster.
- C. Only Active Players on teams registered with MJL will be eligible to participate in MJL games.
- D. Players in the U11–U13 ages, will not be allowed to play up by more than 2 age groups.
- E. Players will be limited to play in a maximum of 2 games per day.

## SECTION 6. COACHES

- A. An Active Coach is a USCS registered coach listed on a team's current MJL roster.
- B. Only Active Coaches will be eligible to participate in MJL games.
- C. Coaches may be registered to coach on more than one team.

## SECTION 7. ROSTERS

- A. The Roster submitted to the league shall include all Active Players and Active Coaches registered to participate in MJL for a particular season. It is the responsibility of the individual club/team to provide the MJL the latest exhaustive club/team roster.
- B. No team shall have more than eighteen (18) players on its official MJL game card (16 players for 9 a Side games). However, any player within the same club may be rostered on an official MJL game card, subject to all MJL Rules and Regulations.
- C. Each Team must consist of a minimum of 50% of players pertaining to the age group of the Division they're playing in at game time. Players must be present and able to play to be listed on the roster.
- D. Any player listed on the official MJL game card shall be considered as having played under the name and shirt number as listed. The accuracy of the player entries on the official MJL game card is the responsibility of the team administrators (coaches and managers).
- E. No "Guest Players" (intra-club play) in League play. Players may only play within the Club they've registered with.
- F. Failure to cooperate with a reasonable request to substantiate the legitimacy of any player who has played in a particular game shall result in a Disciplinary Committee investigation and hearing and may be subjected to all possible penalties.
- G. A maximum of 2 girls may be on the field during a boys' division game, subject to all MJL Rules and Regulations.
- H. The penalty for any rostering infraction may include forfeiture, fines, probation, or suspension at the discretion of Disciplinary Committee.

## SECTION 8. REGISTRATIONS

- A. Registration of players and teams shall be valid for one (1) seasonal year (Aug. 1 – July 31)
- B. Player and team's registrations must be submitted prior to the MJL established deadline, including all monies due, forms, pictures and players' passes.
- C. Any player or coach not registered prior to the game cannot play or coach in that game.
- D. All signatures must be original. Any team official or player found guilty of forging a signature will subject themselves and/or their team to severe penalties at the discretion of MJL.
- E. Any team that allows a non-registered player to participate will forfeit that game.
- F. Registration is revocable by action of the MJL. Any actions by a player or a team that is judged in conflict with the objectives, rules and / or regulations of MJL is grounds for revocation.

## SECTION 9. PLAYER RELEASE AND TRANSFER

- A. Any player released from an MJL Club/Team may be subject to MJL review before a transfer to another MJL Club/Team is accepted.
- B. All player releases and transfers are required to be completed according to USCS Rules and Regulations.

## SECTION 10. RULES FOR THE GAMES

The rules as listed in the last edition of the Federation Internationale de Football Association's (FIFA) Laws of the Game and Universal Guide for Referees shall be adhere to with these exceptions:

- A. There shall be no limit to the number of substitutions by a team during a league game and a replaced player may re-enter the game as a substitute for any other player.
- B. Substitution by a team shall be unlimited and at any stoppage, at the Referee's discretion. Player(s) must be waiting at the mid-field mark prior to the next stoppage.
- C. Game duration and ball size shall be as follows:
  - a. U17 - U19 - two 45-minute halves played as 11v11 with size 5 ball
  - b. U15 - U16 - two 40-minute halves played as 11v11 with size 5 ball
  - c. U13 - U14 - two 35-minute halves played as 11v11 with size 5 ball
  - d. U11 - U12 - two 30-minute halves played as 9v9 on a reduced field with size 4 ball,

- e. The half-time interval shall not exceed ten (10) minutes.
- D. In the event that a game must provide a winner, and at the culmination of such the score is tied, the game shall go on to Over Time (unless otherwise stated in the competition rules).
  - 1. The Over Time shall be played in two (2) equal halves of 5 minutes, played in its entirety.
  - 2. If the game remains tied after the two Over Time periods, the game will be decided via a penalty shoot-out according to FIFA rulings.
- E. Games suspended by the referee because of player or spectator violence must be reported directly to the Disciplinary Committee. The Disciplinary Committee will make any other decision, which may be deemed necessary under the circumstances.
- F. Agreement to play an unscheduled game establishes compliance with any and all League rulings.

## **SECTION 11. FANS & SPECTATORS and TECHNICAL AREA**

Fans and spectators will have to place themselves in the opposite sideline from the team's technical area. This includes registered players and coaches from non participating teams. Only players and coaches registered with the participating teams are allowed on the team's technical area. A maximum of four (4) registered coaches/managers, etc. will be allowed in the technical area. Suspended and/or ejected players or coaches are not allowed in the technical areas. The teams' technical areas must be on opposite sides of the midfield line, with a distance of at least 7 yards from the midfield line but not to exceed 25 yards. At the conclusion of a game teams must vacate and clean up the technical area for the teams playing next, and move to the spectators' side of the field. This should take no more than 15 minutes from the game's conclusion. Teams not complying with the above stated will be subject to fines imposed by MJL which would range from \$50-\$150

## **SECTION 12. WARM-UPS**

Warm-ups while games are going on, should be conducted in a way that it does not interfere (or the possibility of such) with the ongoing games.

## **SECTION 13. SPECIAL FILED PASSES**

Accredited Collegiate Coaches (visiting or local) scouting players may request MISO Collegiate Coach Pass to allow them to walk around the fields while games are going on. They should however not interfere with the ongoing games. Passes for will be available at the referees' tent. Passes must be returned at the end of the day.

Photographers may also request a MISO Photo Pass (limited quantity). Photographers with passes will be allowed to be on the teams' side of the field, but only between the corner flags and the edge of the Penalty Area (18 yards). Photographers may not interfere with the ongoing games in any way. Those not complying will have their passes revoked. Passes are only good for one game at the time, and must be returned after each game.

## **SECTION 14. FORFEITS**

Forfeits will not be tolerated. A \$150 fine will be imposed to all teams forfeiting a game. After the second forfeit, a team may be further fined and suspended for the remainder of the season and may be reason for non-admission the following season.

- A. To possibly avoid a forfeit fine, if a team knows ahead of time of a future forfeit, it shall submit notice to the MJL in writing no later than noon of the previous Monday, and include reasonable explanation. If possible, and with the approval of the opposing team, the MJL may place the game in postponement status (all re-schedule fees apply)
- B. If the game is not played, the forfeiting team shall lose by a score of 3-0.
- C. If the game is played and the cause of the forfeiture is discovered later, the forfeiting team shall abide by these rules.
  - 1. If it loses by a goal differential of three (3) or more, the game shall stand. Otherwise, the score shall be recorded as 3-0.
  - 2. If it wins, the goals scored by the forfeiting team shall be recorded as zero (0); the score for the other team, provided it is also not forfeiting and it is not less than three (3), shall stand. If the non-forfeiting team's score is less than three (3), it shall be recorded as three (3)
  - 3. If a tie exists, the forfeiting team shall have its goals nullified, its score being recorded as zero (0). The opposing team's score shall stand as long as it is not less than three (3). If the non-forfeiting team's score is less than three (3), it shall be recorded as three (3)

4. Forfeiture time shall be 15 minutes after the official game time (FIFA).
- D. No Club/Team shall purposely forfeit or throw a game to gain advantage in the standings or to impede another team from advancing. This will be considered game fixing, and any team(s) found by the Disciplinary Committee to be guilty of such acts will be sanctioned by the MJL and may face suspension.

## SECTION 15. SCHEDULE

- A. The official playing year shall begin on August 1, and end on July 31, of the following year.
- B. The schedule of games shall include a list of teams, days, times and fields, as well as indicating Home team (team listed first).
- C. The schedule shall be finalized at least one (1) week prior to the start of each season.
- D. The following steps must be taken when attempting to re-schedule a league game.
  1. A team official must first obtain approval to re-schedule the game from the other team's official administrator/coach before making any re-scheduling requests, and must agree on a date and field.
  2. Upon agreement with the other team, the re-scheduled request must be submitted in writing to the MJL Commissioner as well as the Referee Assignor
  3. If approved, a reschedule fee will apply as follows:
    - a) 2 weeks prior or more: **\$25**
    - b) Less than 2 weeks' notice: **\$50**
    - c) Less than a week notice: **\$100**
    - d) Forfeit: **\$150**
  4. Reschedule fees must be submitted to the league before the next schedule game. Failure to do so will result in an additional **\$50** fine.

## SECTION 16. POSTPONEMENTS

Request for game postponements may be issued for necessary / urgent matters only. A written explanation must accompany the request. Requests are not guaranteed to be accepted. If request is accepted, requesting team must follow same steps as Section 11, Article D (1-4).

## SECTION 17. OFFICIALS (REFEREES)

- A. MJL will submit to Hawaii State Referee Association (HSRA) MJL's modified FIFA rules. HSRA will provide these rules to officials upon request.
- B. No official connected, in any way, to a team shall officiate (center or line) games for that team, unless such referee is approved by both teams in writing on the official MJL game card prior to the game being played.
- C. The referee shall be the sole judge on the field of play and his or her decisions shall be final. No protest based on "referee judgment" shall be allowed.
- D. Any complaints regarding referees shall be directed in writing to the MJL Office.
- E. In the event that the referee fails to appear, a certified referee may be appointed with the mutual agreement of both teams. Signature on the official MJL game card by the team official of both teams shall constitute acceptance of the appointed referee.
- F. All referees must have a current USSF Referee License. The three (3) Referee System (diagonal system) shall be used for all games. The two (2) Referee System is prohibited. Should one referee fail to appear or be unable to continue, a club linesman shall be appointed by and at the Referee's discretion as a replacement. Should two (2) referees fail to appear or be unable to continue, two (2) club linesmen shall be appointed by and at the Referee's discretion. But regardless of whether the Referee chooses to use club linesmen or not, the two (2) whistle system will not be used.
- G. The Referee on the field must be a minimum of fourteen (14) years of age and at least two (2) years older than the age group that he/she will officiating.
- H. The Referees' Area (also known as the Referees' Tent) is off limits to players, coaches, spectators or others wanting to protest or argue calls made or not made during a game. Unless invited, this is a rest area, meeting area or administration area exclusively for the MISO referees and Administrators. Those disregarding this Rule will be disciplined by the League and will likely face a suspension and fine. **Repeating offenders may be expelled from the League.**

## SECTION 18. GAME STOPPAGES, DELAYS AND CANCELLATIONS

- A. If for any reason a game is not played or is not completed, the MJL shall decide the standing of the game depending upon the reason for the game stoppage.

- B. The MJL may reschedule the game, order the game to stand as played, order remaining time to be played at a later date, or order such other action(s) depending upon the circumstances as they are determined to be proper.
- C. All games shall start at their scheduled time and the delay of a game for any reason shall not extend the start of the following game past the grace period for the following game.
- D. The grace period shall be fifteen (15) minutes after the scheduled game time.
- E. A team must start a game with a minimum of seven (7) players in good standing, who are registered to that team. The players must be on the field ready to play at the end of the grace period or forfeit the game.
- F. It shall be the responsibility of the Referee to start the game on time and he/she shall be the judge of the tardiness of teams.
- G. The Referee shall check the Player Passes of the team in attendance and follow the normal procedure before the absent team shall be subjected to forfeiture.
- H. The Referee may terminate or suspend the game, but only the MJL may determine the acceptance of a final score or the termination of a match be a forfeit by one or both teams.
- I. Any team causing the termination of a game will forfeit the game regardless of the score at the time of termination.

## **SECTION 19. MEETINGS**

Meetings attendance is mandatory for a Team/Club official. A \$50 fine will be assessed to each team for meetings unattended.

## **SECTION 20. DISCIPLINARY COMMITTEE**

- A. The Disciplinary Committee (DC) shall be composed (at hearing time) of not less than three (3) and not more than five (5) members.
- B. The DC may meet to discuss any multiple games sanctions that it shall determine in its sole discretion.
- C. If a player or coach is looking at a suspension greater than five (5) games, the team Manager, Coach or Representative of the affected player(s) shall be notified of the time and location for a hearing. It is the team Representative's responsibility to ensure representation at such meeting to defend their case. If a decision is not reached at the hearing, the team Manager will be notified by email of the suspension that has been issued to their respective player(s).
- D. Should there be an appeal, the Team Manager of the affected team shall be notified of the time and location of the meeting. It is the team Rep's responsibility to ensure representation at such meeting to defend their case. Once the Committee reaches a decision, it will be final. There will be no further appeals.

## **SECTION 21. DISCIPLINARY HEARINGS**

Hearings will take place for any incidents that face a suspension lengthier than a five (5) games. Team manager will be notified of date, time and location of hearing. Failure to appear will result in the hearing committee to proceed using the evidence at hand to render a decision.

Minors under the age of eighteen (18) must be accompanied by a parent or legal guardian.

Testimony and the number of witnesses may be restricted with respect to time as stipulated in the notice of hearing sent to the principal parties.

An attorney or other advisor may counsel either party at a hearing; however, the advisor may not participate directly in the proceedings and will restrict his/her comments and advise to the party he/she is advising. An advisor may not question the witnesses, present oral arguments, or interrupt or object to the conduct of the proceedings. A disciplinary hearing is an administrative hearing, not a court of law. The hearing chairman may order an advisor out of the hearing room or off the call if he/she fails to properly conduct himself/herself according to this paragraph.

The Order of testimony shall be as follows:

1. Petitioner or appellant presents case
2. Witness for petitioner called individually
3. Defendant or respondent presents case
4. Witnesses for defendant called individually
5. Recall any witnesses as necessary
6. Petitioner or appellant closing statement

7. Defendant or respondent closing statement

**SECTION 22. DISCIPLINARY PROCESS**

**A. Coach and Player Misbehavior**

1. Incident occurs
2. Referee reports misconduct and/or send-offs to the League
3. DC receives information
4. DC determines sanction (if any) and notifies Team Manager of decision
5.
  - a. If no other information in database, prescribed sanction is given
  - b. If there is other information in database, DC determines sanction
6. An appeal may be filed
7. Appeal considered under MJL procedures

**B. Spectator and Other Misbehavior**

1. Incident occurs
2. Referee reports misconduct and/or send-offs to the League
3. DC receives information
4. DC determines course of action
5. Depending on information in database, DC sends on of 3 emails to Team Manager
  - a. Not appropriate
  - b. Must stop; 2<sup>nd</sup>
  - c. Appear before DC and/or Board
6. Depending on information in database, DC and/or Board determines sanction
7. An appeal may be filed
8. Appeal considered under MJL procedures

**C. Discipline Process (open)**

1. An incident occurs
2. DC or BOD receives information
3. Is it prescribed?
  - a. If “prescribed” a decision is made by the DC
  - b. If not “prescribed” incident goes to a 3-BOD panel for decision
4. Is decision accepted?
  - a. If “accepted” sanction or directive is served
    - i. Incident closed
  - b. If “not-accepted” appeal may be filed
    - i. Appeal goes to BOD or Appeals Committee (AC)
    - ii. Is decision accepted?
      - i. If “accepted” sanction or directive is served
        1. Incident closed
      - ii. If not “accepted” appeal may be filed to USCS
        1. Appeal considered under USCS procedures.

**D. Discipline Process (closed)**

1. An incident occurs
2. DC or BOD receives information
3. Is it prescribed?
  - a. If “prescribed” a decision is confirmed by Board
  - b. If not “prescribed” BOD provides decision
4. Is decision accepted?
  - a. If “accepted” sanction or directive is served
    - i. Incident closed
  - b. If “not accepted” appeal may be filed with USCS
    - i. Appeal considered under USCS procedures

**SECTION 23. DISCIPLINARY ACTIONS AND SANCTIONS**

**A. Yellow Cards.**

1. 3 Yellow Card = 1 Game Suspension minimum.

2. 6 Yellow Cards = 2 Games Suspension minimum, and must appear before the Disciplinary Committee.
3. 8 Yellow Cards = 3 Games Suspension minimum, and must appear before the Disciplinary Committee.
4. The penalty for all yellow cards after 8 will be decided upon by the Disciplinary Board and may include suspension for the remaining season.

**B. Red Cards.**

1. 1 Red Card = 1 Game Suspension minimum.
2. 1 Red Card Referee Abuse (oral, physical or publicly) = 3 Game Suspension.
3. 1 Red Card Violent Foul = 3 Games minimum.
4. 2 Red Cards = 3 Games Suspension minimum, and may be subject to a \$30 fine.
5. 3 Red Cards = 5 Game Suspension or Reminder of Season, whichever is greater, and a \$50 fine.

**C. Violent Conduct.**

1. The Disciplinary Committee will review any incident involving violent conduct such as fighting, striking, intent to strike or any conduct that inflicts injury. Factors the Disciplinary Committee may consider include (1) degree of any injury, (2) intent to injure, (3) whether the player, coach or manager was the instigator, retaliator or neither, (4) whether a weapon or physical object was used, (5) whether the player, coach or manager has a history of abusive/violent conduct, and (6) any USCS guidelines.

2. Any player, coach or manager serving a multiple games suspension in any MISO Division (Open, Juniors, Masters, Over 35, W1, Cup competition, etc) due to violent conduct, shall be restricted from participating in any MISO games, regardless of division, until the suspension has been fully served in the same Division that the player, coach or manager committed the act that resulted in the suspension. In the event that such player, coach or manager is also registered with another MISO team and the said suspension cannot be served in that Division's pending season, The Disciplinary Committee reserves the right to apply the suspension to other MISO Divisions.

- E. Any player entering or leaving the field during an altercation or possibility of such will be suspended for a minimum of 3 games and may be subject to a \$25.00 - \$50.00 fine.
- F. Any player, coach or manager who repeatedly and/or unreasonably abuses (orally, physically or publicly) a Referee or League Official may cause his or her team to be fined and/or lose team points.
- G. Any fan that engages in violent conduct during a game may cause the team the fan is associated with to be fined and/or lose team points.
- H. Any violence towards a Referee may be punishable by a lifetime suspension from the League and may be subject to a \$50.00 - \$100.00 fine.
- I. All suspensions are effective immediately upon issue. Suspensions must be fully served prior to participating in any game(s), unless otherwise stated. In the event of a suspension being appealed, the suspension must still be served until the appeal is resolved. The Appeals Committee is a voluntary committee and members may not always be able to meet on short notice. The League will do its best to schedule all hearings and appeals on a timely manner, but cannot guarantee such.
- J. Any team playing a suspended player will forfeit the game and be fined \$150.
- K. In the event that a game, for which a player or coach was suspended, is postponed or re-scheduled, that game will count towards the suspension and the player or coach will have to serve such suspension when the game is re-scheduled.
- L. Any player, coach or manager serving a multiple games suspension in any MISO Division (Open, Juniors, Masters, Over 35, W1, Cup competition, etc) shall be served in the same Division that the player, coach or manager committed the act that resulted in the suspension. In the event that such player, coach or manager is also registered with another MISO team he/she must also serve a one game suspension in his/hers next scheduled game. However, if the suspension cannot be served in that Division's pending season, The Disciplinary Committee reserves the right to apply the suspension to other MISO Divisions.

**SUSPENSIONS PRESCRIBED CHART FOR RED CARDS:**

1. Double Yellow = 1 Game Suspension
2. Denies a Goal Scoring Opportunity by Hand Ball = 1 Game Suspension
3. Denies a Goal Scoring Opportunity by Foul = 1+ Game (depending on severity of foul)
4. Offensive or Abusive Language towards an Opponent = 1 Game Suspension
5. Offensive or Abusive Language towards an Opponent which include Threats = 3+ Games Suspension
6. Threats indicating Harm or Violent Actions = 5+ Games Suspension
7. Discriminating Insults towards Opponent (racial, ethnic, sexual, religious, etc) = 5 Games Suspension
8. Discriminating Insults towards an Official (racial, ethnic, sexual, religious, etc) = 5+ Games Suspension
9. Referee Abuse (oral, physical gestures or publicly) = 3 Game Suspension
10. Serious Foul Play = 1-3 Games Suspension
11. Violent Foul = 3-8 Games minimum
12. Shoving Opponent = 2 Games
13. Shoving Opponent with excessive force = 3-4 Games



14. Pulling Opponents hair = 3 Games
15. Pulling Opponents Hair with excessive force = 5-8 Games
16. Spitting at another player = 8 Games
17. Attempting to strike w/o contact (punching, kicking, head butting, elbowing) = 4-6 Games
18. Striking (punching, kicking, head butting, elbowing) 6 Games
19. Strikes to the head = 8+ Games
20. Violent Conduct towards a Referee or League Official without making physical contact = 6 months minimum
21. Violent Conduct towards a Referee or League Official that includes physical contact = 1 year minimum (up to lifetime)

## **SECTION 24. LEAGUE EXPULSION**

The MJL may deny or expel a Team, Club, Player, Coach or Manager's admittance to MJL based on violations of MJL, MISO, State or National Association, or other organizational rules, or due to excessive disciplinary problems caused by members of the Team or Club including, but not limited to, the administrators, players or spectators.

## **SECTION 25. COLLECTION OF FINES**

- A. Teams are responsible for payments of their players fines.
- B. The MJL will not be responsible for collection of a fine(s) incurred by a player, unless one of the following occurs:
  1. The player does not return to the team on which the fine was incurred.
  2. The team on which the fine was incurred does not allow the player to participate until such fine(s) has been paid.
- C. In these situations only, the MJL may become involved in the collection of fines. The League must receive notification of outstanding fines within two (2) weeks from the close of the season in which the fine was incurred.
- D. In the situation where the team allows the player to participate without payment of fines owed, the team will be wholly responsible for outstanding fines and will have forfeited MJL involvement.

## **SECTION 26. APPEALS and APPEALS COMMITTEE**

The MJL Appeals Committee (AC) shall be composed of not less than three (3) and not more than five (5) members, not involved or connected with the incident or issue at hand. When and if possible, the members should not be the same as those who sat on the Disciplinary Committee. Appeals of MJL decisions must be submitted in writing to the MJL President by the player, coach or an official team administrator within 72 hours of the challenged decision being posted on the League's website. A \$50.00 deposit must accompany the appeal. The deposit will be refunded only if the AC finds in favor of the defendant. Once MJL comes to a decision on the appeal, it will be final. No further appeals to MJL or MISO will be allowed. Teams will be notified by email of the suspension that has been issued to their respective player(s) or coach(es). A player or Team may further appeal any MJL decisions to USCS.

## **SECTION 27. UNIFORMS**

Shorts and socks must be of the same color as the rest of the team. Team jerseys must be **same color and design** and shall not have duplicated numbers. Same jersey cannot be used by more than one player during a game. Players out of uniform will not be allowed to play. Change of team uniform's colors must first be approved by the league.

In the event of a conflict of colors between teams, the Visiting Team (team listed second) must change, provided the Home Team is wearing their primary colors. Teams are encouraged to have two (2) sets of uniform colors.

## **SECTION 28. POINT SYSTEM AND TIE BREAKERS**

### **A. Point System.**

- Win - 3 points
- Tie - 1 point
- Loss - 0 points

### **B. Tie Breakers.**

1. Head-to-Head
2. Goal Differential
3. Goals Scored
4. Goal Differential in Head-to-Head (provided more than one [1] game was played)
5. If more than two (2) teams are involved, and teams are still tied after all previous tie breakers, then the team with highest points and or goals from the games between the teams involved will win the tiebreaker.
6. Coin Toss

As per USCS Rules, once a tiebreaker has been used, it cannot be reapplied again throughout the process.

## **SECTION 29. PLAY-OFFS**

- A. Only those teams finishing in the pre-determined positions will qualify for the Play-Offs
- B. In the event that a qualified team cannot participate, then the next team with the best record on the over-all standing would go in its place.

## **SECTION 30. ATHLETIC TRAINER**

MISO offers the weekly services (Saturdays & Sundays) of an Athletic Trainer (ATC) at the Waipio Soccer Complex, to help with the players' health and wellbeing. The services provided by the MISO ATC comprise of: Prevention, Emergency Care, On & Off-field injury diagnosis, Rehabilitation recommendations and Return To Play (RTP) guidelines.

If the ATC is called into the field to treat a player, such player must leave the field and may not return until cleared to play by the ATC.

Players or Legal Guardians must sign a consent form prior to being treated (managers may submit team consent form to the League before the season starts)

## **SECTION 31. CONSUMPTION OF ALCOHOL AND ILLEGAL SUBSTANCES**

There shall be no consumption of alcoholic beverages or illegal substances by any players, coaches, team/club staff members, or spectators. Any player, coach, staff member or fan/spectator caught consuming alcohol or other illegal substances, will cause the Team or Club that they're affiliated to or supporting to be punished by the League. Such punishment could include: monetary fine, loss of points, suspension or expulsion of individual, suspension or expulsion of the Team or any combination of the previously mentioned.

## **SECTION 32. USE OF MJL LOGO AND NAME**

MJL must approve the use of the MJL logo and name including but not limited to use in tournaments, clinics, camps, events, and any promotion. Once approved, the organizers must follow the guidelines set by MJL.

## **SECTION 33. TROPHIES AND AWARDS**

All cups and trophies provided by or donated to MJL shall be awarded in competition. If cups and / or trophies are given to MJL for perpetual use, they shall be competed for each season. Cup and trophy winners shall be held responsible for the safety of such cup or trophy while it is in their care. Any repairs that are necessary when the cup or trophy is returned to MJL shall be charged to the team and / or team members returning the award.

## **SECTION 34. SPONSORSHIP**

Teams and players must respect any sponsorship to the MJL. Teams and players in violation will be sanctioned.

## **SECTION 35. LEAGUE SPONSORSHIP (Pending funds availability for such)**

- A. Criteria for teams.
  1. Must be going to play in a USCS / USSF / FIFA soccer tournament out of state.
  2. Must represent Hawaii and / or MJL in the tournament.

3. All team members are members of MJL.
  4. All players must have been registered in MJL for at least one (1) year within the last three (3) years.
- B. Reimbursement for teams.**
1. MJL will pay the tournament fees, the amount not to exceed \$200 per team.
  2. Reimbursement is limited to one tournament per team per year.
- C. Team Responsibility.**  
The team will be responsible to give MJL special assistance within one (1) year from date of event (i.e. help with MJL tournaments, field maintenance, etc.)
- D. Criteria for Individuals.**
1. Player(s) invited to try out for a USA National Soccer Team.
  2. Player(s) must be a member of MJL for at least one (1) year.
- E. Reimbursement for Individuals.**  
MJL will determine the dollar amount to be awarded.
- F. Individual Responsibility.**  
The individual will be responsible to give assistance to MJL within one (1) year from date of event (i.e. put on a clinic, etc.)

