

BY-LAWS of the TRI-STATE CLUB SOCCER LEAGUE

I. MEMBER RESPONSIBILITIES

A. Fields

1. Each club is responsible to provide sufficient home fields to permit scheduling of games, and not more than 8 teams may be assigned to any single playing field. All fields must be the appropriately sized for the competing age groups, and goals must meet the USSF recommendations and requirements. In the event that the club cannot provide a sufficient number of fields or fields of sufficient size, the League Committee can require that the club be scheduled for all games at visitor's fields.
2. Each club is responsible for maintaining their home fields in playable condition, properly marked with marble dust or paint (no lime is to be used).
3. Each club is responsible for insuring that nets and corner flags are available for all their home games.
4. Each club is to have a field coordinator responsible for closing the fields in the event of inclement weather. This person's name is to be made available to all other clubs in TSCSL.
5. Each club's home team is responsible for notifying their opponents as soon as possible if their fields are closed due to inclement weather. An effort should be made to notify the visiting team at least 2 hours before game time. Clubs/teams failing to notify an opponent of a field closure will forfeit that home match, or may arrange to play at the opponent's home field

B. Referees

Each club is responsible to provide a USSF Certified Referee Assignor for all games. Each club is responsible for assigning referees to all games on their home field(s). Clubs should encourage their members to attend referee/coaches clinics to be held in their area to help build an adequate pool of Referees to service their league schedule.

C. Registration

1. Each club is responsible for properly submitting information required by the League in order for Clubs and Teams to be registered and appropriately placed in age groups and/or divisions. This information may include, but is not limited to, league specified hard-copy forms, web-based documents, web-based database collection, and/or electronic files as requested by the league.
2. Each club is responsible for purchasing sufficient US Club Soccer registration player passes and making payment at the time they complete the US Club Soccer online registration.

D. Elected Officers & Committees

Permanent Member Clubs are encouraged to nominate members to serve in various league capacities as outlined in the League Committee section of the Constitution.

II. FINANCIAL

A. League

1. TSCSL will establish a league budget prior to each season, used to set league fees.
2. For purposes of League budgeting, a team will consist of not more than 10 players for U8-U10, 12 players for U11-U12, and 18 players for U13 and older.
3. All team registration fees must accompany the Club's Preliminary Registration materials and information.
4. The League officers shall be bonded for an appropriate amount to be established by the Executive Committee.
5. Cash reserves of the TSCSL shall not exceed levels consistent with the ongoing needs of the League.
6. The League Committee will prepare three budgets. The budgets will be for the Fall League, Spring League and League Administrative expenses. The League Committee may authorize purchase for items contained in the budgets. In addition, the Executive Committee may authorize any purchase up to the amount of \$250.00 for any item not included in the budget.

III. REGISTRATION

A. League Director:

1. The League Director shall be responsible for communicating the Preliminary Registration Process and Registration Logins/Passwords to the Club Registrars.
2. All clubs will be assigned a two digit club number.
3. All teams will assigned a team number based on its age and will retain this distinctive number for all subsequent seasons

B. Requirements-Clubs:

1. Clubs will submit payment of League Fees prior to beginning the team registration process.
2. Clubs may elect to perform all registration at the Club level, or issue logins/password to team registrars to complete the team registration process.
3. All team registration is required to be via the US Club Soccer web-based registration program, which will print approved rosters and player passes upon the successful submission of required documentation by the club or team

C. Requirements - Team

1. Match Day Teams may be composed of any age eligible players within a Club's roster of players. For U8-U10 matches, it is recommended that each playing group consist of not more than 10 age eligible players. Clubs will determine the number of game time slots needed each week based on the number of players eligible and available to participate. For purposes of League budgeting, a team will consist of not more than 10 players for U8-U10, 12 players for U11-U12, and 18 players for U13 and older.
2. Each team must bring their US Club Soccer player passes to every game. These must be made available to the referee, upon request. In the event that a team arrives at the field without their player passes, all team members shall be required to print their names and birthdate, along with their signature, on a blank sheet of paper, thus preparing a Temporary Roster for the opposing coach. The opposing coach will submit the temporary roster to the TSCSL League Director to have the information validated.
3. The composition, method of selection, and makeup of the team is solely the responsibility of the Club.

D. Requirements - Individual

1. A player must be within the ages specified by the US Club Soccer. Proof of birth consists of any of the following: Birth certificate, Birth record, Driver's License, Board of Health Records, Passport or Alien Registration Card issued by the United States Government, Certificate of Naturalization issued by the Immigration and Naturalization service, or a prior year validated registration card if the picture is attached.
2. Each player must be registered online with the US Club Soccer and must have a US CLUB SOCCER Player Pass (to be held by the coach during the season)
3. To participate in a game, a player must present a US CLUB SOCCER Player Pass.
4. Players may move readily between teams within their registered club, so long as they meet the age eligibility requirements of the match in which they intend to participate.
5. Players may be added to a Club's roster anytime during the season

IV REFEREES

A. Rules

USSF/FIFA rules will be followed in all games except as specified in the League Playing Rules.

B. Refereeing System

1. The FIFA/USSF/US Club Soccer recommended referee system will be used in all games, either a one-man or three-man system.
2. Referees may appoint a club linesman in the event the assigned assistant referees is not available. In no event is the two man referee system to be used. A referee cannot refuse to use club linesman

C. Qualification and Assignment

1. Each club will only assign USSF licensed referees and assistant referees to all TSCSL games. Under no circumstance shall the assigned referee be of the same age or younger than the age of the game assigned. In the event that the club cannot provide licensed referees to officiate all of the club's games, the League Committee may limit the number of teams the club can enter into TSCSL, or disallow home matches for that Club.

2. If the assigned referee fails to appear within 10 minutes of game time, a referee may be appointed by mutual agreement of the two teams. This agreement will be confirmed in writing and signed by both coaches. The signed agreement will be presented to the appointed referee prior to the start of the game. After the game, the appointed referee will mail the signed agreement to the TSCSL Referee Coordinator. If agreement is not reached in writing, the game shall be rescheduled at the visitor's home fields, or the home team shall forfeit the game.
3. TSCSL may appoint the referee for any game or games. When this is done, the local Referee Assignor shall be notified in advance and the TSCSL appointed referee will officiate the game.

D. Payment

1. Both teams before the start of the game shall pay referee fees for all games. The referee fees shall be established prior to each Seasonal Year by the League Committee.
2. Referees and linesmen appointed under the provisions of B or C above, (including club linesmen) shall be entitled to the fee specified.

E. Game Actions

1. The Referee or Assistant Referees are to receive the validated player passes from the competing teams prior to each match and check-in teams to insure that the passes are valid and that the competitors are properly attired for the games. All players must wear shin guards the entire match and remove all jewelry prior to the start of play. The Referee shall retain both teams passes until the conclusion of the match.
2. The referee is to submit a written summary detailing the circumstances of all red cards issued during all games. The US Club Soccer player's pass is to be retained by the referee. The report and the US Club Soccer player's pass are to be forwarded to the League Referee Coordinator.
3. The referee is to submit a written report directly to the League Referee Coordinator detailing the circumstances of all games that are suspended or games in which the Referee is notified that a competing team will protest the outcome of the match.

V LEAGUES

A. Number of Leagues and Season

1. The TSCSL shall establish two leagues:
 - The TSCSL Spring League
 - The TSCSL Fall League
2. The TSCSL Spring League shall have a season which may begin in March and ends in June.
3. The TSCSL Fall League shall have a season which may begin in August and ends in November.
4. The League Committee shall establish the exact dates of play at least one month prior to the beginning of the season with the concurrence of the Executive Club.
5. The League Committee may allow teams to play more than one week after the end of the season, if, in its discretion, circumstances justify such further extension.
6. Prior to each season, the League Committee shall establish the final date for team registration.

B. League Structure

1. Each league will operate both boys and girls divisions.
2. If sufficient teams enter, the league may establish different playing regions or levels of competition within each Age Group. As many levels as necessary will be operated to support the number of teams entered by the Clubs.
3. Leagues will operate in single year age groups and/or divisions. In the event that insufficient teams are available to form a single year division, teams may be grouped in two-year brackets
4. The League Committee will determine, based on the number of teams entered for competition in each age group, the format of League Play. This may include Festival Play, Competitive Division Play, Tournament Bracket Play, or Double Elimination Play.
 - a. Festival Play: All teams within an age group will meet at a central location on an assigned day and play in round-robin style play of not more than two competitions per team per day. The League will offer at least 8 matches per team in this format
 - b. Competitive Division Play: Teams may be bracketed based on their documented performance in groups of at least 5 teams, or not more than 9 teams, with a season of 8 games per team. Club/Coach input will be used to determine the competing teams within

brackets, subject to the approval of the League Committee. Matches will be scheduled weekly with flexible rescheduling rules

c. Tournament Bracket Play: Teams may be subdivided into groups of 4 or less teams and play round-robin until a group winner is determined, who will then move on to play other groups winner(s) of similar brackets within their age. Teams may compete in not more than two competitions per day in this format

d. Double-Elimination Play: A blind draw will be used to place teams in a double-elimination bracket, whereby teams will continue to advance through competition until the teams has lost twice, at which time they will cease to compete in the event. Teams may compete in not more than two competitions per day in this format.

5. Teams cannot play in an age group when any single player is older than that age group, and US Club Soccer standard Age groups will be used to determine age of players for TSCSL.

C. Scheduling

1. Teams scheduled for Festival, Tournament Bracket, or Double-Elimination play must play on the dates scheduled by the League, or will forfeit those scheduled matches. Forfeits will be recorded as a 1-0 loss in Tournament Bracket Play, or count towards one loss in Double-Elimination.

2. Teams scheduled for Competitive Division Play must notify their opponent at least five days prior to the scheduled match date of their inability to meet the schedule requirements. The two teams must agree on a new date/time within 7 days of said notification, or the game may be scheduled by the Age Group Commissioner. All games must be completed by the season end date as defined by the League Committee.

3. Games may also be rescheduled if required due to inclement weather or rain-out, in which the teams or League are mutually responsible for rescheduling.

D. Control and Conduct

1. The coach is responsible for the action of players and spectators associated with the team, and is required to take all precautions to protect players, coaches, officials, and families before, during or at the conclusion of the game.

2. The League Director shall appoint a committee that shall be responsible for breaches of conduct by players, coaches or spectators. The committee shall have the authority to levy such penalties as may be prescribed by the League Playing Rules, except that serious charges involving coaches and/or spectators, which are substantiated, shall be referred to the TSCSL League Committee for action.

E. Protests

1. Coaches wishing to file a protest shall be notify the referee of this intention. The notification shall be made in a courteous manner, on the field, at or by the conclusion of the game. The referee shall then notify the opposing coach.

2. A formal protest must be in writing, accompanied by a fifty dollar fee (\$50.00, refundable if the protest is honored). The protest shall be postmarked or delivered to the League Director no later than 48 hours after the game. The League Director shall send a copy of the protest to the League Committee.

3. A formal protest cannot be withdrawn.

4. All protests must be based on the application of a rule of the game, and not a referee's judgement.

5. The Protest Committee shall render a decision within 10 days of the receipt of the protest.