



Maine State Premier League Procedures and Rules 2017

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100. Name and Purpose

The name of the competition is the Maine State Premier League. The Maine State Premier League’s purpose is to offer an opportunity for competitive youth club teams to participate in an organized premier-level league in Maine during the spring season. The Maine State Premier League is a qualifying league for the State Cup.

200. League Organization:

201. Dates

The Maine State Premier League season will run from the first Sunday in April to the second Sunday in June. Games will be scheduled on Sundays but may also be played on Saturdays at mutual agreement, with the exception of Memorial Day weekend. Potential dates for 2017 are: April 2, April 9, April 16, April 23, April 30, May 7, May 14, May 21, June 4, and June 11.

202. Level of Play

The Maine State Premier League is open to premier level teams and qualified classic level teams. Qualification is determined by the League Director.

203. Team Eligibility

The Maine State Premier League is open to qualified teams fielded by Soccer Maine Member Clubs or to qualified teams from clubs in good standing with other State Associations who have correctly submitted an entry form, paid the league fees, and are otherwise in good standing.



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204. Age Groups Offered

The Maine State Premier League will offer competition in the following age groups:

Age group:	Type of Games:	Format:	Player Age on Dec 31 st , 2016
12-Under (2005)	Competitive	9v9	11 (2005 birth year or younger)
13-Under (2004)	Competitive	11v11	12 (2004 birth year or younger)
14-Under (2003)	Competitive	11v11	13 (2003 birth year or younger)
15-Under (2002)	Competitive	11v11	14 (2002 birth year or younger)
16-Under (2001)	Competitive	11v11	15 (2001 birth year or younger)
17-Under (2000)	Competitive	11v11	16 (2000 birth year or younger)
19-Under (1998 & 1999)	Competitive	11v11	17&18 (1999 & 1998 birth year or younger)

204.1 12-Under teams are required to have at least 50% of the players on the roster be age appropriate (2005 birth year).

204.2 Soccer Maine retains the right to combine age groups to ensure the viability of the league. For example, if there are not enough 13-Under teams, they would be combined with the 14-Under age group teams. Soccer Maine has historically created divisions of 13U/14U, 15U/16U, and 17U/18U. This season, we will also include 19U to include those players with 1998 birth years still in high school.

205. Administration

The League Director designated by the Soccer Maine Board of Directors will conduct the Maine State Premier League with assistance from the Executive Director of Soccer Maine. The League Director has final determination in all matters of team entry, scheduling, and conduct of the league. The League Director also has complete and final authority over any disciplinary matter arising out of Maine State Premier League play including suspension and fines when considered appropriate.

300. Entry Procedure and Fees

301. Team Entry

Clubs must submit team entries to Soccer Maine and pay entry fees by February 5th. Once a club submits its entry form, they have committed the team to participate in the Maine State Premier League.

302. Team Entry Fees

The team entry fee is \$225/team due February 5th. After February 5th, Soccer Maine will not accept any further team entries, other than potential non-State Cup/premier high school age teams from member clubs.

303. Player Registration Fees

The player registration fee is \$13/player due by March 1st.



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400. Player Registration, Team Rosters and Player Passes

401. Player Registration

The player registration deadline is March 1st. All players must be correctly registered in the Soccer Maine Player Registration Database or the official registration system of their home State Association. The Player Registration fee is \$13 per player.

402. Team Rosters

All teams must have an official Roster verified by the State Registrar to participate in the Maine State Premier League. Teams must have a copy of the Roster available for inspection at all competitions. The rosters must have a minimum of nine (9) players.

402.1. 12-Under (SS) Roster Size: U12-Under (SS) teams playing 9v9 may have up to fourteen (14) players on their rosters.

402.2. 13-Under to 19-Under Roster Size: 13-Under to 19-Under age group teams may have a maximum of 22 players listed on the team roster. However, for each game, only a maximum of 18 players may be listed on the game roster submitted to the referee. Once the game roster has been submitted to the referee, only the 18 players listed may participate in the game. Each player listed must be registered with the State Association in which he or she resides with his or her parent(s) or guardian(s). For a student in residence at a boarding school, college, university, or division of a college, the player may register in the state in which the boarding school, college, university, or division of the college is located. A minimum of seven (7) players constitutes a team for play.

402.3. Coaches on Roster: A maximum of 3 coaches can be rostered to a team. Each team must have an appropriately licensed coach on the sideline.

402.4. Rosters Frozen: The Rosters of every team 12-Under to 19-Under entered in the Maine State Premier League **are frozen on March 27th at 6:00 P.M.**

402.5 Loan/Guest Players: Loan/Guest Players not registered with your club prior to the roster freeze date of March 27th will not be accepted.

403. Player Passes

Individual players on Maine State Premier League teams must have a valid and current USYS Player Pass. The Player Pass must have a current photo and be laminated.

404. Club Pass

The “club pass” concept’s core objective is to provide clubs and coaches with the flexibility to move players from team to team in their own club as necessary for equity in games based on player development and team needs. Club Pass allows Clubs to temporarily loan players from one team to another for a specific game. Players must be registered in their club prior to the roster freeze for the league in order to be eligible for Club Pass. Players can only be rostered to one team, and can then be written in on a roster for a particular game of another team so long as the total number of players does not exceed the allowable number of game day players for that particular age group. They also must have a player pass. A maximum of 4 players for any given game can be club passed onto a roster. Any changes to the roster must be completed



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before the start of the game, and the roster given to the opposing coach. It is the responsibility of the coaches to understand the restrictions on club pass, not the referee. Players may be allowed to move up no more than two age groups, but never move down an age group.

Any team who adds players not within these guidelines will automatically forfeit the game be subject to a fine.

500. Scheduling, Canceling, and/or Terminating Games

501. Scheduling

The League Director and Executive Director will create the League schedule based on the team entries submitted to Soccer Maine. Teams will receive a minimum of 3 games against different opponents, and a maximum of 6 games total. Schedules will be posted on the Soccer Maine website by March 17th. Once the schedule is published, there will be no changes to the schedule except for extreme weather or loss of field. **No changes to the date, location or start time will be made to the schedule within 72 hours of a scheduled game, nor will any game be rescheduled without the permission of the League Director.**

Once the schedule has been created and posted for teams to view, individual clubs have the responsibility to arrange the times and locations for home games, keeping in mind a reasonable time frame for travel. Soccer Maine does not secure playing sites or assign game times, but leaves these responsibilities to its Member Clubs to allow for scheduling flexibility within clubs and to facilitate assignment of referees. Neutral sites to accommodate distant opponents is not required, however, if location and cost is agreed to by both teams, then it is allowed.

502. Cancelling Games

502.1. Unforeseen Circumstances: If severe weather or extenuating circumstances, such as destruction of field, would prevent a game from being played safely, and if the game must be postponed, the home team is responsible for making that decision and informing the opponent and the referees. The home team is responsible for attempting to find a suitable time to reschedule the game. If the teams cannot find an agreeable time to make up the game within a 2 week period, the game will be considered cancelled. The home team must inform the League Director of any such situation by e-mail. There are no other circumstances that are acceptable for cancellation of a scheduled game. Any other cancellations are considered No Shows per the paragraph below.

502.2. No Shows: In the event a team does not arrive at the venue (“no show”) at the scheduled start time, the game is considered a forfeit. Any team which forfeits a game incurs a \$250 fine plus the entire amount of the referee fees. The team’s club must pay the fine to SoccerMaine within fourteen days (14 days) and pay the referee fees to the hosting team immediately. It is the responsibility of the hosting team (home team) to notify SoccerMaine by e-mail of any team who forfeits a game as a result of a “no show.” Failure by a club to pay the fine shall result in the club’s not being in good standing and thus its teams ineligible to compete in any SoccerMaine sanctioned game and/or event.



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502.3 Commitment to Play: Any team using the Maine State Premier League as a State Cup Qualifying league must play all games as they are scheduled. Any teams not completing their game schedule will not be eligible for league finals. Teams not fulfilling their Maine State Premier League commitments will be reviewed at the end of the season and may be subject to fines and suspension from future competitions.

503. Terminating Games

Once a referee has jurisdiction of a game, the game may only be terminated by the referee as provided for in the FIFA Laws of the Game.

503.1 Game Terminated in First Half: If a game is terminated before the second half of the game has begun, and the termination is not due to the conduct of one of the teams, the game shall be replayed in its entirety.

503.2 Game Terminated in Second Half: If a game is terminated after play has begun in the second half of the game, but before the end of the second half, and the termination is not due to the conduct of one of the teams, the game is considered complete, and the score at the time of termination will stand.

503.3. Games Terminated due to Misconduct: If a referee terminates a game based on the conduct of either team, its coaches, officials, or spectators, the League Director will hold a hearing to determine penalties, including forfeiture of the game. If a team terminates a game before the referee signals the game ended, the team will forfeit the game and the League Director will hold a hearing to determine any additional penalties.

503.4 Rescheduling Cancelled or Terminated Games: The League Director shall reschedule a cancelled or terminated game (not due to the misconduct of a team) as soon as possible.

600. Referees & Referee Fees

601. Assigning

Home teams are responsible for obtaining referees for League games. **Member Clubs must have a Certified Referee Assignor.** The Referee Assignor must only assign currently certified referees. There are no exceptions to these requirements in any circumstances.

602. Number of Referees

All Maine State Premier League age groups MUST utilize a “three man” referee crew employing the diagonal system of control. A “two man/two whistle” system may NEVER be utilized under ANY circumstances. In the event that an Assistant Referee is missing, the assigned center referee can ask the participating teams to assist him/her in finding a “club linesman.” The “club linesman” will only signal the ball in or out of play according to Law 9.

603. Referee Fees

Each team will pay half of the referee fees directly to the assigned referees. Teams must pay fees in full in advance of the game. Referees will be instructed not to commence a game until they have been paid in full. Referee fees are as follows:

Age Group	Referee:	Assistant Referee (each):
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12-Under	\$50/game	\$25/game
13-Under to 14-Under	\$60/game	\$30/game
15-Under to 16-Under	\$65/game	\$35/game
17-Under to 19-Under	\$70/game	\$40/game

604. Referee Responsibilities: The referee is responsible for the conduct of the game. The referee keeps the time of the game. The referee is the sole judge of the suitability of the field at game time and its equipment, and the players' uniforms and equipment.

604.1 Game Reporting: Upon completion of the game, the center referee should submit a Game Report to their referee assignor by e-mail. Any games that involve yellow or red cards should have a full game report submitted to the League Director. The report shall include the score and any details regarding cautions or ejections. Reports of cautions and/or ejections shall include the Date, Player Name, ID Number [from player pass], Team Name, and reason for each caution or ejection.

700. Game Procedures

701. General

Both teams and a maximum of three (3) team officials for each team shall take the same side of the field. Spectators shall take the other side of the field. The home team shall choose which side the teams will take.

701.1. Game Ball: The home team shall provide the game ball.

701.2. Jersey Colors: The away team shall have choice of jersey and sock colors. In the event of a conflict, the home team must change if so directed by the referee.

701.3. Availability of Procedures and Rules: Coaches are required to have a copy of these Procedures and Rules with them for any clarifications.

701.4. Pre-Game Procedures

- a. These Procedures MAY NOT be waived by the referee or the coaches under any circumstances.
- b. Each team must present for inspection by the referee a copy of its approved and Frozen Roster and the Player Passes. The referee must verify the identity of the players against the Player Passes and against the Frozen Rosters, and verify player jersey numbers against the roster. The referee will verify that all documents are in good order.
- c. The referee may prohibit the participation of a player whose identity cannot be verified or whose documents are inconsistent or otherwise deemed improper.
- d. In the 13-Under to 19-Under age groups, teams will note on the Roster presented to the referee the players that will participate in the game during that game on that day. Any players listed on the roster but not playing in the game do not have to



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report for inspection by the referee and may sit on the team's bench in street clothes. At the time of the kick off, the roster of the participating 18 players will be set and no changes can be made.

- e. Prior to the beginning of each game, the home team coach/team administrator shall be responsible for providing a copy of the Maine State Premier League's Official Game Report Form to the referee.

701.5. Post-Game Procedures:

- a. Home teams will enter the score of the game within 24 hours after the game is finished by going to www.gotsoccer.com using a smart phone or other mobile device, and looking for the **Event Scoring** link. If using a regular laptop, PC or MAC, go to www.gotSPORT.com/m.
- b. Enter your **EVENT ID: 57112**; Enter your **EVENT PIN#: 5566**
- c. Enter your game number and click **GO**.
- d. Click on the "H" box (Home) and enter scores for both teams, then press **SAVE**.
- e. Game scores not entered will result in a forfeit for the home team. Teams that do not enter game scores will not be eligible for league finals.
- f. The referee will submit a Game Report including results and noting any cautions (yellow cards) or ejections (red cards) to the League Director within 48 hours of completion of the all Maine State Premier League games.

702. Coaches

At all times, a minimum of one USSF licensed and Soccer Maine rostered coach must coach a team and be present in the team area. A maximum of three SoccerMaine licensed coaches may be in the team area during games. Coaches are restricted to the technical area and cannot coach from any other area of the field. They must refrain from loud, persistent, or intrusive coaching of players from the touchline.

702.1. Coaches' Responsibilities: Coaches are responsible for their own conduct and for the conduct of their players and fans at all games. Abusive or obscene language, violent play, violent conduct or other behavior detrimental to the game will not be tolerated. Parents and other spectators must remain on the opposite sideline. Failure of a coach to control his/her players and spectators may result in action against him/her by the referee and by Soccer Maine. Coaches and managers who are ejected must leave the vicinity of the playing field and remain completely away from the playing field for the duration of the game and immediately afterwards. Failure to abide by this rule may result in additional disciplinary action.

703. Field

The home team is responsible for ensuring that the game field is ready and safe for play at least 30 minutes prior to the scheduled kick-off. Ready and safe for play includes but is not limited to: smooth and stable playing surface, proper field markings, corner flags, goals, goal nets, all



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according to FIFA Laws of the Game, and goal anchors. Should reasonable corrections be required by the referee, the host team is responsible for compliance.

Failure to provide a suitable game field according to the above standards is grounds for a game to be terminated. If a game must be terminated due to a game field that is not ready and safe for play, the home team will incur a \$250 fine.

704. Game Oversight

Once the referee is on site, s/he is responsible for ensuring that the game is played to completion per the rules and regulations being applied to the game. The referee has the exclusive right and corresponding responsibility to terminate and/or abandon a game. Should this occur, the referee must provide a written game report within 24 hours to the League Director, and the State Referee Administrator.

705. Heading Protocol

12U through 14U players shall limit heading training to no more than 30 minutes per week. Players younger than 12U who may be playing up on a MSPL team shall not engage in heading in either practice or games regardless of the age group of the team they are playing for. Please note that this follows the newly released Heading Recommendations from US Soccer for all youth soccer players.

706. Laws of the Game

Except as otherwise provided for in these rules; FIFA's "Laws of the Game" apply to all age groups within the Maine State Premier League.

706.1. Game Duration and Ball Size: The length of games and the ball size shall be as follows:

Age Groups	Length of game	Ball size
12-Under	Two 30' halves	Size 4
13-Under to 14-Under	Two 35' halves	Size 5
15-Under to 16-Under	Two 40' halves	Size 5
17-Under to 19-Under	Two 45' halves	Size 5

706.2. Tie Games: Tie scores will stand in all games. No overtime or penalty-kick tiebreakers.

706.3. Substitutions: Substitutions may be made, with the consent of the referee, at any stoppage of play. There is no limit on the re-entry of a substituted player into the game for 12-Under through 19-Under age divisions. The goal of Soccer Maine is to use the Maine State Premier League as an opportunity to develop all of the players on the roster. Coaches are encouraged to group substitutions to minimize stoppages of play either by having several players from their own team enter together rather than consecutively several minutes apart, or by having substitutes ready to enter at the same time as substitutes from the opposing team.



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800. Standings, Playoffs, Tiebreakers

801. Standings

Standings will be kept in each age group division or combined age group division. A team's standings in its division will be determined by the number of points it receives based on its win/loss record during the league season. Points will be awarded as follows:

- a. Three (3) points for a Win
- b. One (1) point for Tie
- c. Zero (0) points for a Loss

802. Playoffs

The top two teams in each age group will play in a league final. Teams must fulfill all league obligations, and play all league games to qualify for the final. Soccer Maine reserves the right to combine age groups into a single playoff division if there are less than 3 teams in any age group. League finals will be played at the end of the season, date to be determined.

802. Tiebreakers

In the event of a tie within a division, the following criteria will be used to determine final placement:

- a. Head to head result;
- b. Goal differential (only the first four goals greater than the opponent count toward goal differential);
- c. Fewest goals allowed;
- d. Fewest Yellow and Red Cards;
- e. Coin Toss conducted by League Director.
- f. Three-way ties are resolved starting at tie breaker # 2, with second place again starting with tie breaker # 2.

900. Protests, Penalties, Suspensions

901. Protests

All questions relating to the qualifications of the competitors or interpretation of the rules or any dispute shall be referred to the League Director, and in their absence, the Executive Director. A plea of ignorance to the Procedures and Rules of the League is not sufficient grounds for a protest or appeal, nor are decisions of the referees. The League shall not hear game protests.

902. Suspensions

Any player who is ejected from a game (receives a red card) must sit out the next Maine State Premier League game. Any player who is ejected from the last game of the season (receives a red card) must sit out the next Soccer Maine sanctioned game, whether in a league, State Cup, tournament, or other event. A player or coach may be suspended for more than one game if the League Director determines the initial offense to merit more severe consequences. The League Director will notify the appropriate State Association of all disciplinary actions.