

Playing Rules for Missouri Qualifying League (MQL)

Updated: July 30, 2016

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SECTION I. INTRODUCTION

1.01 Name of League

The name of the League shall be the "Missouri Qualifying League" (MQL).

1.02 Mission

The Missouri Qualifying League (MQL) was formed to provide a high-quality, flexible scheduling League which meets the MYSAs State Cup requirements for teams to participate in the Missouri State Cup competition as stated in the State Cup rules Section VI. This League is open to other teams from USYSA affiliates in neighboring States who will benefit from the quality competition and flexible scheduling. Teams targeting to play in Missouri Presidents Cup are also welcome and will form a separate division from the State Cup level teams.

1.03 Sanctioning of League

The Missouri Qualifying League is sanctioned by Missouri Youth Soccer as a division of KC Metro League and operated by Raytown Soccer Club. Participation in the MQL is governed by the rules adopted by the Federation International Football Association (FIFA), the United States Soccer Federation (US Soccer) and US Youth Soccer, except where modified below.

1.04 Management of League-proposed

The MQL shall be managed and supervised by the Missouri Qualifying League Member Club Committee.

1.05 Rules, Policies and Procedures

The MQL Member Club Committee will have authority, subject to the provisions of the Missouri Qualifying League Charter, to promulgate all league rules, policies and procedures reasonable and necessary for the administration and growth of the MQL.

1.06 Matters Not Provided For

The MQL Member Club Committee shall have final authority in all matters not specifically provided for by the policies or rules.

1.07 Age Group Management

Each age group will be managed and supervised by the MQL Member Club Committee, which will be responsible for, but not limited to, the following:

- (a) Approving venues
- (b) Creating match schedules
- (c) Serving as the liaison with the League Referee Assignor to ensure that match officials are assigned.

- (d) Collecting State Association approved MQL team rosters from teams/Clubs
- (e) Recording and posting of scores and standings
- (f) Ensuring communication of age group news and information is shared with teams

1.08 MQL Club Representative

Each Member Club shall appoint a MQL Representative. The duties and responsibilities of the MQL Representative under the jurisdiction of the MQL Member Club Committee shall include but are not be limited to:

- (a) Serving as a liaison between the MQL and active and prospective teams from the representative's Club;
- (b) Working with other Member Clubs to identify teams for the MQL;
- (c) Providing a site coordinator(s) for MQL events when a site coordinator is not provided for by the hosting club
- (d) Serving as a liaison between the MQL and the Member Club's referee program for the purposes of referee assignment and assessment; and
- (e) Any other duties as assigned by the MQL Member Club Committee.

1.09 Site Coordinators

All Site Coordinators shall be assigned by the hosting Club.

- (a) In cases where a participating MQL team is hosting multiple games at a site not assigned by the primary host Club, the host MQL team must provide a Site Coordinator for the MQL event.
- (b) For MQL events hosted by a non MQL team, the MQL shall determine the Site Coordinator for the event.

1.10 Site Coordinators Duties and Responsibilities

The Site Coordinator's duties and responsibilities under the jurisdiction of the MQL Member Club Committee shall include but not be limited to:

- (a) Serving as a liaison between the MQL and participating teams on site;
- (b) Establishing a central location for site headquarters;
- (c) Ensuring that the game fields are ready for play;
- (d) Collecting and distributing Referee Game Reports;

- (e) Collecting, recording and distributing appropriate Referee Game Fees;
- (f) Forwarding Referee Game Reports to the MQL Administrator at the conclusion of the event;
- (g) Completing any other duties as assigned by the MQL Member Club Committee.

1.11 Playing Seasons

The MQL shall operate two separate playing seasons. The Spring Season will be played between February 25 and May 30; and the Fall Season will be played between August 1 and November 15. The MQL Member Club Committee shall determine the start and end dates of each season within the parameters of the calendar as outline above.

1.12 Precedence of Games

US Youth Soccer National Championship Series competition will have priority over MQL matches.

1.13 Team Rights and Privileges

Any team in the MQL shall have the same rights and privileges those accorded to any team playing in a league within their respective US Youth Soccer state association. Team participation in the MQL during the Spring and Fall sessions will meet the requirements of the US Youth Soccer National Championship Series.

1.14 Contact Information and Communication

All member teams of the MQL shall have contact information on file with the MQL, including, but not limited to (a) the Team Administrator's Name, Phone Numbers and valid e-mail address and (b) the Team Coach's Name, Phone Numbers and valid e-mail address. E-mail will be the primary means of communication within the MQL. It is the responsibility of each team to ensure that accurate contact information is on file with the MQL.

SECTION II. TEAM APPLICATION AND ADMISSION

2.01 Team Eligibility

Any team affiliated with a US Youth Soccer State Association may request entry to the MQL. Female Teams may not play in Male Divisions.

2.02 Good Standing

All teams must be properly registered competitive teams that meet the requirements for participation and are in good standing with their respective member State Association.

2.03 Structure

The MQL will offer competition for Boys and Girls in six Age Groups, including the Under-13, Under-14, Under-15, Under-16, Under-17, and Under-18/19 age groups. On a yearly basis the MQL Member Club Committee will determine the number of tiers offered in each gender age group for each seasonal year.

2.04 Additional League Competitions

The MQL Member Club Committee may determine on a seasonal basis to offer other competitions in league format for specific clubs and/or teams. Such league competitions shall be administered by the MQL with specific competition rules and procedures approved by the MQL Member Club Committee.

2.05 Application Deadlines

All applications for participation in the MQL must be received by the deadline established by the MQL Member Club Committee for each playing season.

2.06 Application Process

Team Applications to participate in the MQL must be completed on-line at <http://mql.gotsport.com/clubsite/?p=13915>

2.07 Acceptance of Teams

Teams nominated to participate in the MQL by their Club are not automatically accepted into the MQL. The MQL Member Club Committee will evaluate all applied teams and determine final acceptance into the MQL based on the number of positions available and the configuration of teams in each tier and sub-division.

2.08 Acceptance of MQL Rules

Any team applying to play in the MQL, agrees to accept, abide by and complies with all rules, policies, and decisions by the MQL and further agrees to pay all fees that are due to the MQL for participation in the MQL.

2.09 Final Authority

The MQL after consultation with Member Clubs shall have the final authority and right to refuse admittance of any team based upon the team's prior performance in the MQL. These factors include, but are not limited to: failure to play MQL matches as scheduled; failure to comply with MQL rules; failure to pay MQL referees; and/or failure to pay assessed MQL fees or fines on time.

2.10 Fees and Other Expenses

Each team playing in the MQL will pay the fees established by the MQL Member Club Committee. The MQL is not responsible for expenses incurred by teams through travel, housing, coaching, uniforms, and other related team operating costs.

2.11 Return of MQL Fees

The MQL shall return any fees paid to the MQL for any team that is not admitted into the MQL.

Once the team acceptance list is posted on the MQL website, the team fee for the season becomes non-refundable.

SECTION III. TEAM ROSTERS

3.01 Team Rosters

Teams must file with the MQL, in a process outlined on a seasonal basis by the MQL, its state association approved Team Roster and state association approved Club Pass Player Roster. All teams must submit an initial official MQL Team Roster of players no later than seven (7) days prior to the team's scheduled first game. A state association approved Club Pass Player Roster must be filed with the MQL no later than 24 hours prior to a game's kickoff in order for all players to be listed on the roster(s) to be eligible to play. Additions to the Team Roster or the Club Pass Player Roster must be filed with the MQL no later than 24 hours prior to a game's kick off in order for players listed on the roster(s) to be eligible to play.

3.02 Player Eligibility

All players must be current US Youth Soccer members and have member passes that have been approved by their respective State Association. During a season (Fall or Spring) a player may be listed on one Team Roster. Players listed on a Team Roster may also be listed on a Club Pass Roster(s) on team(s) within the same US Youth Soccer affiliated Club as approved by the team's State Association, in accordance with MQL Rules. A player that is rostered to a team outside of the MQL but within the same US Youth Soccer affiliated club as approved by the team's State Association, may also be listed on the Club Pass Roster(s) on team(s) within the same US Youth Soccer affiliated club. In situations where a player may be listed as a Primary or Secondary player, such player may only be on a Team Roster or Club Pass Roster for a team within the player's Primary Club. Players may not play on 2 teams within the same calendar year playing Division, unless an exemption is granted by the MQL Member Club Committee, prior to the first game played for the season.

3.03 Maximum Roster Size

The maximum number of players on a Team Roster shall be 22

The maximum number of Club Pass Roster players shall be as follows:

If up to 9 players on Team Roster: 16 players

If 10 players on Team Roster: 15 players

If 11 players on Team Roster: 14 players

If 12 players on Team Roster: 13 players

If 13 players on Team Roster: 12 players

If 14 players on Team Roster: 11 players

If 15 players on Team Roster: 10 players

If 16 players on Team Roster: 9 players

If 17 players on Team Roster: 8 players

If 18 players on Team Roster: 7 players

If 19 players on Team Roster: 6 players

If 20 players on Team Roster: 5 players

If 21 players on Team Roster: 4 players

If 22 players on Team Roster: 3 players

3.04 Member Passes

Valid US Youth Soccer member passes will be used for MQL play. All US Youth Soccer member passes must be valid for the current season, have a current player photo and be laminated.

3.05 Player's MQL Participation on a Daily Basis

At no time may a player play for more than one MQL team in any one day.

3.06 Player's Rostering Limitation within an Age Group

At no time may a player be on a Team Roster or Club Pass Player Roster for more than one team within the same gender age group, unless an exemption is granted by the MQL Member Club Committee, prior to the first game played for the season.

SECTION IV. MATCHES--OPERATIONAL PROCEDURES

4.01 Scoring Method

The standings of teams within divisions/sub-divisions are based upon the number of points earned. Teams earn points as follows:

Six (6) points for a win

Three (3) points for a tie

No (0) points for a loss

+1 point for each goal scored up to 3

+1 point for a shutout (0-0 ties are scored as 4 total points)

4.02 Forfeits

In the event of a forfeit, the match score will be recorded as 0-4. The opponent will be awarded three (10) points and a 4-0 win. In the event that a team forfeits more than one game, the MQL Committee shall review the impact that such forfeits have on the standings and may consider dropping all results by all teams versus the team that has committed forfeits from the standings.

4.05 Reporting of Scores

Site Coordinators shall report game scores in a manner as determined by the MQL Member Club Committee. In situations where single games are played (i.e. One Off Games), both teams are required to report the scores in a manner as determined by the MQL Committee.

4.06 Tiebreakers

Tiebreakers—Two Teams are Tied

If two teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:

- (a) Winner of head to head competition
- (b) Best Goal spread (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game.
- (c) Most shutouts
- (d) Fewest goals allowed.
- (e) Winner of most games (all games).

Tiebreakers—Three Teams That Are Tied

If three teams are tied on the basis of points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the three-way tie is broken, then the tiebreaker for the teams that are tied resorts to the two team tiebreaker specifically for those teams.

- (a) Winner of head to head competition
- (b) Best Goal spread (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game.
- (c) Most shutouts
- (d) Fewest goals allowed.
- (e) Winner of most games (all games).

(f) Fewest goals allowed in all games.

Tiebreakers—Not Covered

For any situation not covered within these rules, the MQL Member Club Committee will also determine any tie-breaking procedures that may need to be applied.

4.07 Uniforms

Teams playing in the MQL are only permitted to wear the following on their game uniforms:

- (a) US Youth Soccer logo
- (b) Their individual club and/or team logo and team/Club sponsorship logo
- (c) Manufacturer of uniform logo
- (d) Name and number of player

No other patches or logos are permitted unless written permission is granted by the MQL Member Club Committee.

4.08 Number of Games

Each team will be scheduled to play a minimum of four (4) games in a season. The scheduled number of games shall be determined by the MQL Committee based on the number of teams in a division. Team playing more than 4 games must agree to pay \$50 each per game in excess of 4 games prior to the season scheduling.

4.09 Scheduling of MQL Games

Scheduling of MQL games is prepared centrally by the Host Club but will be based on availability dates circulated after bracketing is Finalized.).

4.10 Travel/Hosting

For the purpose of MQL competition, Permission to Host/Travel Forms is not required. Permission to host/travel is granted when a team's respective State Association approves the team's application into the MQL.

4.11 Match Schedule and Rest Periods

All matches will be played as scheduled, unless weather conditions dictate. It is the intent of the league to play only one match per day; however, when circumstances dictate, no more than two matches a day will be scheduled. Every effort will be made to provide for a minimum of three hours rest between matches.

4.12 Inclement Weather

Every reasonable effort will be made to play all games. However, in cases of inclement Weather updates will be available via the KC Metro League Hotline number 913-599-9959 (Raytown Soccer Club Option #5 #5) or via textcaster subscription.

SECTION V. RULES OF PLAY

5.01 Laws of the Game

Games will be played under the applicable rules of US Youth Soccer. Teams are responsible for obtaining and being familiar with the U.S. Soccer Official Administrative Handbook and the FIFA Laws as they govern play subject to the modifications noted herein.

5.02 Substitutions

Unlimited substitutions will be permitted. Substitutions may be made during any stoppage in play subject to the discretion of the center official based on the flow of play.

5.03 Match Length and Ball Size

Age Group Length of Half Ball Size

U-17 and U18/19 45 min. 5 ball size

U-15 and U-16 40 min. 5 ball size

U-13 and U-14 35 min. 5 ball size

5.04 Field Size

Fields for all age groups must meet the FIFA requirements for full size fields. The MQL recommended field size is 116 yards by 72 yards.

5.05 Official Match

A match shall be considered official after one full half of play is completed (the second half does not have to start). If less than one half is completed and the match is abandoned, the entire match must be replayed. If a match is abandoned in the second half of play due to inclement weather, the final score will be the score at the time the match is abandoned. If a match is abandoned for any other reason including but not limited to gross misconduct, the MQL Member Club Committee will decide the disposition of the match score following review of all information available including but not limited to Referee Game Reports, reports for MQL staff, etc.

5.06 Forfeits-Lack of Appearance

A fifteen minute delay in the start of a game due to a team's lack of appearance is permitted for scheduled matches before the game is abandoned.

5.07 Anchored Goals

The coaches and match referee should inspect the integrity of the goals to ensure they are secure and suitable for play. Matches shall not begin until both goals have been firmly secured.

5.08 Player Passes/Rosters/Lineup Game Cards

Each team must bring their laminated US Youth Soccer member passes (i.e. passes issued by their respective State Association) signed by an official of their home State Association, a MQL Lineup Game Card, and a copy of their Official MQL Roster and Official MQL Team Club Pass Roster to every match. Lineup Game Cards are to be given to the Match Referee prior to the start of a match. The Game Lineup Card and/or Official MQL Team Roster and Official MQL Team Club Pass Roster are to be provided to the opposing team upon request. No more than 18 players from a team may appear on the Lineup Card as eligible to play and play in any single game. Referees are to collect the Player Passes for any non-participating player that is sitting on a team's bench for the match prior to the match to insure that such players do not participate in the match. Such Player Passes are to be returned to the team following the match.

5.09 Playing of Ineligible Player

A team that plays an ineligible player shall be subject to disciplinary action including but not limited to: forfeiture of the match, suspension of the team's coach from MQL competition, expulsion of the team from the MQL or reporting of the incident to the appropriate State Association of the team.

5.10 Member Passes Presented to Referee

Due to the Unlimited Substitution rule noted in 5.02 Substitutions, all player passes are to be presented to the Referee prior to the game. Referees are to collect the Player Passes for any non-participating player that is sitting on a team's bench for the match prior to the match to insure that such players do not participate in the match. Such Player Passes are to be returned to the team following the match, unless red cards have been issued, then player passes may be kept in accordance with the MQL Red Card policy in Section VII.

5.11 Availability of Team Rosters

Upon request, copies of official MQL game rosters must be provided to the opposing team coach/manager prior to the start of each game.

5.12 Uniform Color Conflict

Home Teams should wear white or a light color. When there is a conflict in uniform color, the visiting team listed second on the schedule must change their uniform color, provided that the home team is wearing white or a light color. Uniform decisions are subject to the Match Referee's discretion.

5.13 Coaching from Sidelines

Limited coaching from inside the team's respective Technical Area is permitted. Coaches may not leave their team's Technical Area or enter the field of play without permission from the Referee.

5.14 Team Bench Supervision

A coach, manager or team official must supervise a MQL team at all times at the Team Bench Area. Coaches, managers and team officials are required to provide the Referee with a pass, as provided by their host state association, certifying that the coach, manager or team official is currently rostered with the team/club. If by send off or emergency, a team does not have a coach, manager or team official to supervise the MQL team during a MQL game, then the game shall be forfeited.

5.15 Team Coaches – Licensing Requirement

The MQL Member Club Committee on an annual basis shall establish the minimum coaching license requirements for coaches and teams.

SECTION VI. MATCH CONTROL

6.01 Three Person System

Matches should be officiated by the three-person FIFA/USSF Referee System. In the event the assigned officials fail to appear (within 10 minutes of the match time); an attempt to secure certified officials should be done to officiate the match. In the event certified USSF officials are not available, the Referee may appoint Club Assistant Referees. Club Assistant Referees shall be limited to decisions only on touchlines and possession as specified by FIFA/USSF Referee Guidelines. The MQL Member Club Committee or designee may provide further procedures on replacement officials as necessary.

6.02 Game Officials

Game officials will be assigned under the authority of the MQL working with the hosting US Youth Soccer State Association SRA or SYRA

6.03 Payment of Referees

Referees and Assistant Referees appointed under the provisions of these MQL Rules shall be paid at the conclusion of the match upon receipt by the Site Coordinator of the MQL Referee Report, Game Cards, and Team Rosters. Each team is responsible for payment of one half of the MQL required fees of the match officials.

(a) Referee fees for U-17 and U-18/19 games shall total \$160.00 (\$70 for Referee and \$45 for each Assistant Referee).

(b) Referee fees for U-15 and U16 games shall total \$140.00 (\$60 for Referee and \$40 for each Assistant Referee).

(c) Referee fees for U-13 and U-14 games shall total \$120.00 (\$50 for Referee and \$35 for each Assistant Referee).

If fields are closed and/or games are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled match only. The site coordinator is responsible for collecting the referee fees prior to the match, and distributing them to the officials. In the event that there is only one Assistant Referee, only one Assistant Referee payment is made. The other Assistant Referee fee may be paid to a club assistant referee, if they are a registered USSF official.

6.04 Termination of Matches

Referees may terminate matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of his/her players. Upon request by the Game Officials, coaches are responsible to assist in the control of parents, fans, and spectators. The Referee will report the termination of any match to the MQL Committee within 24 hours. The MQL Member Club Committee shall ascertain the facts and determine appropriate disciplinary action that may include:

(a) Reprimand,

(b) Forfeiture of game as appropriate;

(c) Suspension from future MQL matches or

If play is stopped at any time due to one of the teams (by action of players, coaches, administrators, spectators) adjudged to be at fault, it shall be at the discretion of the MQL Member Club Committee whether the game is to be replayed or declared a forfeit.

6.05 Filing of Referee Match Report

In the event that the Match Referee does not provide the Site Coordinator with the Referee Report, Team Lineup Game Cards and Team Rosters immediately following the match, the Referee must file such Report with the MQL Commissioner within 24 hours of the match. In the event that red or yellow cards are issued during the match, the Report must be filed within 12 hours of the match. Filing shall be defined as providing pertinent match information via e-mail or fax. Original copies of all paperwork must be postmarked within 48 hours of a match.

SECTION VII. SEND OFFS AND DISCIPLINE

7.01 Send Offs

Any player, coach or team official who is sent off (red card) from a match will be suspended for the team's next MQL match. If a player, coach or team official who is sent off (red card) a second time in a season regardless if it is with the same team, the player, coach or team official will be suspended for the next three (3) MQL matches. Any player who is deemed guilty of Violent Conduct due to fighting with another player or coach on or off the field of play shall be suspended a minimum of one MQL match, subject to the above and pending further review by the MQL Member Club Committee

7.02 Disciplinary Actions

All disciplinary measures imposed by the MQL shall be limited to an individual or team's participation in the MQL. The MQL will record the issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters and immediately distribute this information to the respective State Associations. The home State Association has the right to impose additional sanctions with regard to any matters arising from participation in the MQL.

7.03 Violation of Rules

Any violation of the rules herein will be subject to disciplinary action by the MQL.

7.04 Disciplinary/Fine Schedule

Prior to the start of the Fall and Spring Seasons, the MQL Member Club Committee may distribute a Disciplinary/Fine Schedule.

7.05 Non Player Dismissal and Suspension Procedures

Any non-player (i.e. Coach, Assistant Coach, Team Administrator etc.) of a team dismissed from participating in a game must leave the field area and retreat to the parking area of the complex. Any dismissed non-player is prohibited from communicating with his/her team while the team is at the field for its game including but not limited to cell phone use, texting, tweeting or other means of communication. During a suspension any dismissed non-player is also prohibited from communicating with his/her team while the team is at the field for its game including but not limited to cell phone use, texting, tweeting or other means of communication. Violation of this rule may result in further disciplinary action against the individual and/or the team.

SECTION VIII PROTESTS AND APPEALS

8.01 Definition

A protest is a formal written objection of any violation of established rules, policies or procedures. Protests will only be accepted in regard to illegal players, there will be no protests in regard to referee decisions.

8.02 Who can file a protest?

Only a coach or team-administrator can file protests. Only those teams involved are allowed to file a protest. Third parties, i.e. coaches/administrators from other teams, cannot file a protest on a specific game.

8.03 Filing Procedure

A protest must be filed in writing with the league commissioner and must include:

- (a) Details of the complaint
- (b) A listing of the players that are deemed to be illegal

(c) A statement of desired resolution

All protests must be filed within 72 hours of the incident

No protests will be heard on referee judgment calls