



M3 Missouri Cup Qualifying League

U13-U18 Rules of Play

All rules will be in accordance with FIFA and US Soccer, with the following exceptions:

LAW 2 – The Ball

1. Under-13 and older divisions will use size #5 ball.
2. The home team shall provide the match ball, subject to approval of the referee.

LAW 3 – The Number of Players

1. All players on the roster may play in the match with unlimited entry and re-entry. The M3 Missouri Qualifying League (M3CQL) allows for free substitution on any dead-ball situation at the discretion of the referee. “At the discretion of the referee” is to be interpreted as assisting the referee in carrying out his or her mandate to “facilitate the continuous flow of the game”. Therefore, referees are expected to deny substitution by either team which would delay a quick restart, while allowing substitutions by either team when the flow of the game has been naturally interrupted.
2. Within a club, players may be moved from one team to another team for an individual match if the following conditions are met:
 - a. Permission must be granted by the coach of the player’s primary roster.
 - b. No player can play down. Note: Playing down refers to both the age of the player and to guest playing on a team in a division lower than the rostered player’s team’s division. Players on teams playing in the MRL are considered in the first division of their own age group and higher.

Exceptions:

- i. During the fall season, boys who are a) in the 8th grade, b) required to play Under-15 due to their legal age, and c) registered to play in the M3CQL on an Under-14 team in the prior spring league or on an Under-15 team in the ensuing spring league, may play on an Under-14 team in the M3CQL matches.
- ii. During the spring season, girls who are a) in the 8th grade, b) required to play Under-15 due to their legal age, and c) registered to play in the M3CQL on an Under-15 team in the preceding fall or winter league, may play on an Under-14 team in the M3CQL matches.
- c. Maximum number of players added.

Up to three (3) players can be added to a team per match for the Under-13 through Under-14 age divisions. Up to six (6) players can be added for the Under-15 through Under-18 age divisions. Note: These limits apply to the age of the division, not of the team. For example, a U14 team playing in a U15 division may add up to six (6) players.

- d. Players being added under the conditions of 2(c)(i) and 2(c)(ii) must have their name and number added on the match card for that match. They must also have a player pass to show the referee at the match.

-
- e. Match suspensions as a result of red cards under the conditions of 2(c)(i) and 2(c)(ii) will be served with the player's original or regular team. No matches can be played for any team by the suspended player until the suspension is served. If a player/team is in violation of this rule the player will be deemed illegal and the match will be forfeited.
 - 3. The maximum number of players on a game roster for a specific match for an 11v11 game is 18.
 - 4. The maximum number of bench personnel allowed in the coach area will be four (4). All bench personnel must have a current laminated MYSA pass. All other personnel will be viewed as spectators and must maintain the proper distance from the players as prescribed in the following rules of the M3CQL.
 - 5. Players are allowed to play in a maximum of two (2) M3CQL matches per day.
 - 6. Failure to comply with any of the above conditions may result in a forfeit of the particular match and disciplinary action for both player and coach.

LAW 4 – The Player’s Equipment

The jersey of all players, except the goalkeeper, must contain a visible number, unique from the other members of the same team. This number must be the same number listed on the match line-up card.

LAW 7 – The Duration of the Match

- 1. Under-13 and Under-14 – two (2) equal periods of 35 minutes.
- 2. Under-15 and Under-16 – two (2) equal periods of 40 minutes.
- 3. Under-17 and 18 – two (2) equal periods of 45 minutes.
- 4. Regular season matches ending in a tie shall remain a tie.

Administrative Rules/Policies

Discipline and Ethics

1. All coaches, players, referees, team officials and spectators shall be subject to the M3CQL Discipline Policies.
2. No wagering of any kind will be tolerated, and such violations could lead to a maximum penalty of expulsion for the M3CQL. A report will also be sent to MYSA.
3. No player shall receive any compensation for services rendered to a team or receive any promises of compensation.
4. There will be no drinking of alcoholic beverages or smoking in the player/coach's area.

Registration

1. All registration shall be in accordance with current US Soccer, USYSA and MYSA rules unless otherwise specified by the M3CQL Board of Directors. To participate in the M3CQL, you must be a competitive team that is carded through MYSA/USYS.
2. All players, coaches, and managers must have a MYSA member youth pass card (photo ID) to participate in the M3CQL.
3. Player registration and necessary paperwork as required by the M3CQL must be completed prior to the start of the first league match. Failure to do so will be an automatic forfeit of the matches until registration has been completed, except when delay is caused by the M3CQL.
4. Eligibility of players shall be in accordance with the current US Soccer, USYSA and MYSA or other US Soccer youth member regulations, unless otherwise specified and approved by the M3CQL Board of Directors.
5. Age limit definition shall be in accordance with current US Soccer/USYSA regulations except as modified by the M3CQL Board of Directors.
6. Proof-of-birth shall be in accordance with the current US Soccer youth member regulations as directed by the M3CQL Board of Directors.
7. All coaches and managers signing the official team roster must be registered with US Soccer/USYSA/MYSA or other US Soccer member approved by the M3CQL Board of Directors. All such personnel must hold a coaching license approved by the M3CQL Board of Directors.
8. It is the sole responsibility of the coaches to advise each league in which they participate of any schedule changes to prevent match conflicts. The M3CQL will not be responsible for advising any other league of the schedule or changes to the schedule. The M3CQL will not reschedule games for other leagues conflicts with scheduled M3CQL games.

Rostering requirements/limitations

A. Full Sided Games

1. Teams in Age Divisions U13 through U19 shall be allowed no more than twenty-two (22) players on its State/LEAGUE roster at any given time during the seasonal year.

Teams and Divisions

1. Decisions concerning a team's admittance into the M3CQL shall be at the sole discretion of the M3CQL Board of Directors.
2. Teams will be accepted into the M3CQL and may be classified into divisions based on the prior season's record, if any, at the discretion of the M3CQL Directors and Bracketing committee.
3. Ownership of a Team:
 - a. A club team belongs to the club administrator on file with the M3CQL office and an independent team belongs to the coach/manager listed on the team application. This person has the right to assign all rights of "ownership" to another person, subject to the M3CQL approval.
 - b. To gain M3CQL approval for change in ownership, The M3CQL Board of Directors must be notified in writing that a change in ownership is to take place. The written notice should clearly state which club the team will be affiliated with and who will be managing and coaching the team.
 - c. At the start of a new season this notification must accompany the team's application to the M3CQL.
 - d. Teams forfeiting two (2) or more games, regardless of the reason, will not be accepted back into the M3CQL the following season. They will also bear the responsibility for all fees with respect to each forfeited game which include field costs and full referee payments. Any team dropping out of the M3CQL will not be reimbursed for games missed nor will they be allowed back the following season.
4. Relegation and Bracketing:
 - a. The Objective: The primary objective of relegation and bracketing is to place teams in brackets such that the resulting bracket becomes the most competitive bracket possible for all teams in all brackets. Bracketing shall only be done as necessary and may not apply to all divisions
 - b. The Process:
 - i. After applications are received, the M3CQL administration will create an initial set of brackets based on the criteria defined in the Relegation and Bracketing Criteria section.
 - ii. The M3CQL administration will provide this information to the Bracketing committee for their review and modification.
 - iii. The resulting brackets will be published for all teams and clubs to view.
 - iv. Club teams will send requests/error notifications to the single delegate selected by/for their club. The M3CQL administration will direct calls/emails from club teams to the appropriate club contact. The Bracketing committee will accept requests from club teams only through the designated club delegate.

-
- v. The M3CQL administration will begin scheduling. Once a division is scheduled, there will be no bracket changes.
 - c. Bracketing Criteria (if needed due to number of teams applied):
 - i. New teams with no record will be placed in the lowest division if applicable.
 - ii. Teams which have not played in the M3CQL but have history against teams which do play in the M3CQL may be placed in divisions based upon that performance at the discretion of the Bracketing committee.
 - iii. Girl's teams may play in Boys divisions. Boys may not play in Girls divisions.

The M3CQL Standings

1. Game outcomes will be tracked by awarding three (3) points for each win, one (1) point for each tie and no points for a loss. Standings are not required to be posted and no awards are given.
2. Teams are not required to play the same number of games nor must they play the same opponents.

Other Administrative Rules

1. Home teams must wear white or light-colored jerseys. If a conflict occurs while the home team has the designated color, the visitors must change; otherwise the home team shall change.
2. Each team manager must complete and give to the referee the line-up card indicating the jersey number, name and player ID number of each player participating in the game.
3. The Player Pass of each player, manager, and coach participating and a copy of the roster must be in the possession of the coach or manager at each league game.
4. Games shall start on time. Failure to appear for a game does not relieve the team of its monetary commitments for the game scheduled. A forfeit due to a no-show shall not count as a completed game for the team that did not appear, but it will count as a completed game for the team that was available.
5. Suspension of games due to weather and/or field conditions considered dangerous to the players shall be at the discretion of the referee. If the first half of the game has been completed the game is official. If the game is stopped in the first half the game will be re-started from that point of the game.
6. Referees are paid prior to the start of the game by both teams. Payment is made in cash; no checks are allowed.
7. The Club shall assume the responsibilities of any unpaid debt owed by a team to The M3CQL.
8. Teams shall work together and with the M3CQL to establish a schedule that works for all parties. The schedule shall be completed at least two weeks prior to the start of the season.
9. Game reschedules must be requested at least three weeks in advance of the date scheduled and must be approved by both coaches. If a game is rescheduled less than three weeks in advance, then the team requesting the change shall pay the field fee and referee fees due for the game.

-
10. All coaches and substitutes should remain a minimum of two (2) yards away from the touch line. Spectators should remain a minimum of six (6) yards from the touch line.
 11. Teams should be situated on the same side of the field and confined to an area equal to the diameter of the center circle. Team fans will be located on the opposite side of the fields as their team, when possible.
 12. A licensed coach is required on the sideline at all league games for the entire game. If a licensed coach is not present for any portion of the game, the game will be forfeited.
 13. Teams responsible for a forfeit for not having enough players, no licensed coach, refusing to play or abandoning a game shall be assessed all applicable fees for both teams.
 14. Scheduled M3CQL games take precedence over all other commitments except MYSA Cup games.
 15. Teams requesting special consideration for absence due to out-of-town tournaments must make the request in writing to the M3CQL office by the deadline established by the office.
 16. All park rules where games are played shall be respected and obeyed.
 17. Each coach/manager shall acquaint themselves, as well as players, parents, and spectators with the Rules, Discipline and Appeals Policies, Constitution, and By-Laws of the Association. A plea of ignorance is not sufficient grounds for appeal or protest.
 18. Any matters not provided for in these rules shall be determined by the M3CQL Board of Directors.
 19. The M3CQL Board of Directors may change these rules at its sole discretion
 20. All league fees will be due by the announced due date for all divisions. If fees are not paid by the announced due date, the offending team/club may not be eligible to play in league games and may forfeit any game until all fees are paid in full unless arrangements have been made and approved by the M3CQL Board of Directors. Costs such as registered letters notifying a team of an overdue account will be billed to that team as part of the monies they owe
 21. **Refunds for Cancelled Games.** All refunds will be issued in the form of a Credit to be applied to future league fees. There will be only one exception to this general rule. U18 and U19 Teams whose players are graduating to college will receive a check for game cancellations. These checks will be issued to the individual or entity that signed the check paying for their last league fees. Other teams receiving credits for cancelled games must meet two qualifications. These are:
 1. A team must qualify as a "Returning Team" as defined in "Teams & Divisions" Sec. 5c in these playing rules
 2. A team must play two consecutive league sessions or at least 1 session in the next Soccer year.

If either of these conditions are not met, then a team will not be eligible to receive a credit. For example, if a team disbands, no credit will be issued for game cancellations. If a team elects to leave M3CQL and play in another League; there will be no credit. Teams that play a

fall session and play Tournaments in the spring but return for the following fall session will receive their credit from the previous fall session.

22. All clubs will register with The M3CQL: their club name, teams represented by that club, a list of coaches and managers within that club, and the officers of that club authorized to use the club's name in matters of this league. Any team registering with the M3CQL using a club name or form of the club name but not authorized by the club will be denied use of the name and possibly admission into this league. It is the responsibility of the club to notify the M3CQL of any changes in information that may occur during the current season.
-
-