

League Rules

🚫Laws of the Game:

All KMSL games will be played under **National Federation rules**. Free substitution is allowed in any situation where substitution is allowed. Each team may play a total of twenty-five players in a Regular league game. Regular league games may end in a tie. .

National Federation rules will cover the officials in case of injury; would open up a pool of certified officials to use to call league games, would allow officials to use the dual system; also the quality of play would not be affected.

🚫Game Officials:

All teams are responsible for securing and paying officials for their league home games. Teams are responsible for maintaining communication with Referee Assignor throughout the season to make sure that officials are assigned for their games.

(1) If at least two licensed officials work a game there can be no protest. (2) **If only one licensed official works the game, or 2 or 3 unlicensed officials work a game, the game will be played under an automatic protest.** (3) If the visiting team loses the game, the protest will be upheld and the visiting team will win the game by 1-0 forfeit score. If the visiting team wins the game the results will stand. (4) If no licensed officials show (for any reason) and one team refuses to play the game with unlicensed officials (whoever the home team designates), the team refusing to play will forfeit the game. Officials need to be certified to call NCAA, USSF, or UIL games and Officials must be at least 21 years old with at least 3 to 4 years of soccer refereeing experience

🚫Start of Game:

All games should be started at the scheduled game time. If one side is unable to field a team within 15 minutes past the scheduled starting time the other team may notify the late team before the game that they are playing under protest.

🚫Player Eligibility:

Only currently enrolled students of the school represented who appear on the team's roster certified by a school official are eligible to play in league games. Each team will provide the other team a copy of their official roster before the game. Players who are under a league suspension are not eligible to play in league games. Either team Captain may request a Student ID check by the referee before the start of the game. The game may be protested by the opposing team if there is evidence that an ineligible player played in the game.

Individual Eligibility~ (as taken directly from the NIRSA web site)

All members of a team must be enrolled $\frac{3}{4}$ of full-time enrollment as an undergraduate or 6 credits as a graduate student at the institution they represent for the term/semester of the championships. Current professional players or current NCAA or NAIA varsity players are not eligible to participate. Teams are limited to no more than 3 players that are either former varsity soccer or former semi-pro soccer players on their roster. A varsity athlete is defined as: A student who by definition of any 2 or 4-year college/university's athletic department has been listed on the school's active varsity roster for the college/university team in at least one scheduled athletic contest. The exception to this rule will be students whose only year of activity was as a redshirt. They will not count as a former varsity athlete,

provided that the redshirt year does not fall within the current activity year. Eligibility and student status must be verified and recorded on the Player Certification Form ONLY.

All participants will be eligible for six (6) consecutive years of eligibility in the NIRSA Collegiate Sport Club Championships. Year one begins the first year his/her name appeared on a NIRSA roster OR the first year his/her name was listed on the roster of any 2-year or 4-year college varsity team.

Participation Identification:

The KMSL requires all participants including athletes, coaches and trainers to provide a photo identification. The photo identification will be used at all games for verification purposes.

The requirements for photo identifications are as follows:

1. The ID must be one of the following:
 - Validated school ID
 - Military Identification
 - Any other pre-approved ID card
2. The ID should be an easily recognizable picture of the participant and it should be valid for that school year.
3. The ID should be available for presentation upon request by game officials or the opposing team.

🚫Protests:

Protests must be formally submitted by email to the web administrator. List all the facts involved in the protest. The protest will then be submitted to the protest committee for review. Once a decision is made, all teams involved will be given the results. Team has 5 days, at the conclusion of the game to submit a protest.

Game Forfeitures:

Please make every effort to play each match. Each team has only a limited amount of home games and matches on the season and each forfeit hurts the entire league.

🚫Standings:

Standings will be determined by the World Cup point system. Each win is worth three (3) points; each tie is worth one (1) point. A tie in the final standing will be resolved by: 1 Head-to-head games, 2. Goal differential (goals scored less goals allowed) in head-to-head games, 3. Overall goal differential, 4. Fewest cautions and ejections (ejection counts as two cautions). Games played by a team prior to a league suspension will not count in the standings.

🚫Player Ejection:

When a player is ejected from a KMSL game, that player is ineligible (see Player Eligibility) to play in the next CCSA (TCSL and MACSL) game including playoff games. A second ejection will suspend the player for the next two games, and so on. An ejected player's name and number will be included in the game report.

•Cautions:

Also, after 3 cautions a player is suspended a game just as if they had received a red card.

•Postponement:

The Referee, when in his/her opinion playing conditions are too bad to play, can postpone the game. The two teams involved may also agree to postpone a game, but if one team does not agree to postpone, the game will be played as scheduled or forfeited. When a game is postponed the two teams involved must arrange for a makeup game before the playoffs begin. If the game is not made up for any reason both teams will get zero (0) points for the game standings.

•Game Uniforms:

Field players must wear matching uniforms. Jerseys must be clearly and uniquely numbered (at least 6" tall) on the back. Goalkeepers must wear a jersey that is clearly distinguishable from the field players of both teams. All players must wear shinguards. The stockings for each team should be a different color. When in the opinion of the referee the jersey colors of the two teams are too similar, the home team is required to change.

Other League Info

•Changes in Final Schedule

If a team finds that they need to either change the time or date of a scheduled league game (after the final deadline), that team will need to contact the opposing team to see if they will agree to the change. If they do not agree the scheduled games stays as is. If they do agree, then both team contacts need to email the League Administrator with the changes in dates, times or place, etc.

•Before Game Calls

Teams should contact each other at least 3 days prior to the contest to:

- Make sure that both will be in attendance of the game.
 - Make sure that opposing team has the correct directions to your game field.
 - Make sure that opposing team has the correct phone numbers and cell phone numbers for your team contacts in case of emergencies.
 - Make sure that your officials will be there to call the game, you should also have back up officials available just in case.
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