



Midwest Developmental League

Rules and Regulations

2011-12 Season



Updated: Aug. 16, 2011

Midwest Developmental League

Rules and Regulations

The Midwest Developmental League (“MDL”) is a player development platform for the elite boys youth soccer clubs in the Midwest. These Rules and Regulations (the “Regulations”) provide the requirements and rules for MDL Competition (as defined below). Clubs/teams shall consult US Club Soccer’s bylaws, policies and player rules documents, as necessary. These documents can be found at the members-only section of www.usclubsoccer.org

1. Definitions

- 1.1 “MDL” means the Midwest Developmental League.
- 1.2 “MDL Advisory Committee” means a committee consisting of the Director of Coaching from each MDL Club, or another individual appointed by the Director of Coaching, to provide feedback and advice regarding the structure of the MDL.
- 1.3 “MDL Administrator” is the administrator of the MDL hired and supervised by US Club Soccer.
- 1.4 “MDL Club” means a member club of the MDL as provided in by these Regulations.
- 1.5 “MDL Competition” means a MDL game played during the MDL Regular-Season.
- 1.6 “MDL Game Report” means the official game report that must be completed for all MDL Competitions as provided in Section 4 of these Regulations.
- 1.7 “MDL Registered Player” means a player on a MDL Team’s MDL Roster. MDL Registered Players must be registered with US Club Soccer.
- 1.8 “MDL Roster” means the roster of a MDL Team during the MDL Season when playing in a MDL Competition. A MDL Roster shall only be used for MDL Competitions. MDL Rosters apply to the U-13, U-14, U-15, U-16 and U-18 age groups.
- 1.9 “MDL Season” means the competitive season beginning August 1 of each year and ending July 31 of the following year.
- 1.10 “MDL Team” is the team of a MDL Club that participates in MDL Competition in the U-13, U-14, U-15, U-16 and U-18 age groups.
- 1.11 “Incident Report” is a form for reporting disciplinary incidents during MDL Competitions.



2. MDL Roster Rules

- 2.1 **MDL Roster Maximums.** For the U-13, U-14, U-15, U-16 and U-18 age groups, a maximum of twenty-six (26) players may be rostered on any MDL Team's MDL Roster.
- 2.2 **Full-Time Players.** Each MDL Team must have a minimum of sixteen (16) "Full-Time MDL Players." Full-Time Players at U-13 must train with the MDL Team a minimum of two (2) times per week, and it is recommended that they train with the MDL Team a minimum of three (3) times per week. Full-Time Players at U-14, U-15, U-16, and U-18 must train with the MDL Team a minimum of three (3) times per week. Full-Time Players must satisfy Rule 2.12 (Restriction on Outside Players).
- 2.3 **Part-Time Players.** Each MDL Team may have a maximum of ten (10) "Part-Time MDL Players." Part-Time Players are not required to train with the MDL Team, but must satisfy Rule 2.12 (Restriction on Outside Players).
- 2.4 **Player Registration.** All players on a MDL Roster must be MDL Registered Players.
- 2.5 **MDL Game Day Roster.** A maximum of eighteen (18) MDL Registered Players from a MDL Team's MDL Roster will be eligible for each game in MDL Competition (the "MDL Game Day Roster"). If more than eighteen (18) MDL Registered Players appear on a MDL Roster, the "active" players for the MDL Competition must be identified on the MDL Game Report.
- 2.6 **No Drops.** No Full-Time MDL Registered Players may be dropped from a MDL Roster during an MDL Season, except pursuant to the Transfer Regulations below, or unless approved by the MDL Administrator. Part-Time MDL Players may be dropped at any time.
- 2.7 **Roster Freeze Date.** Players may be added to the MDL Roster until May 1 of each year.
- 2.8 **Player / Club Tie.** A player may only be rostered to one (1) MDL Club each MDL Season, except pursuant to the Transfer Regulations provided below.
- 2.9 **Initial Roster Submission Date; Roster Add Periods.** An initial MDL Roster with a minimum of sixteen (16) Full-Time MDL Registered Players must be provided by each MDL Team by August 15 of each MDL Season. No MDL Roster will be accepted prior to July 1 of each MDL Season. Additional players may be added to the MDL Roster of each MDL Team as provided in the attached **Exhibit B**.
- 2.10 **Younger Players Playing Up.** A MDL Registered Player may play for any MDL Team in the MDL Club for which the player is age eligible. Younger players on a MDL Team may play on the older MDL teams within their MDL Club, and shall not count towards



the roster limit for such older MDL team. Age eligibility is determined by **Exhibit A** of these Regulations. Notwithstanding the foregoing, every MDL Registered Player may only play on one (1) MDL Team per day. A MDL Registered Player may play on different MDL Teams within her MDL Club from game-to-game during the MDL Regular Season.

2.10.1 An MDL Registered Player that will “play-up” on an older MDL Team in his MDL Club for a MDL Competition must be handwritten onto the MDL Game Report for that MDL Competition.

2.10.2 For purposes of clarification, no player may be handwritten onto the MDL Game Report at the Under-13 age group. In order to participate in MDL Competition at Under-13, the player must be on the Under-13 MDL Roster and must be a MDL Registered Player.

2.11 **League Champions Cup Roster Tie.** A MDL Registered Player may play for only one MDL Team within his MDL Club at the National Premier Leagues Champions Cup (if more than one MDL Team from the MDL Club qualifies for the National Premier Leagues Champions Cup).

2.12 **Restriction on Outside Players.**

2.12.1 Rule 2.12 applies to all MDL Registered Players except for the enumerated exceptions provided in Rule 2.12.3. After being registered as a MDL Registered Player for a MDL Season, a MDL Registered Player may not appear on any roster in any competition for any other club except for rosters of the MDL Club on which the player is rostered as a MDL Registered Player. (The MDL Registered Player may appear on any number of rosters, in any competition, of the MDL Club to which the player is registered as a MDL Registered Player.) If a MDL Registered Player appears on a roster for a different club besides the MDL Club to which the player is registered as a MDL Registered Player after the date the player became rostered as a MDL Registered Player (“Multiple Club Rostering”), the eligibility of the MDL Registered Player will be reviewed by the MDL Advisory Committee. If it is determined by the MDL Advisory Committee, at its sole discretion, that the MDL Club to which the MDL Registered Player is registered was aware of the Multiple Club Rostering, the MDL Advisory Committee may recommend the following actions to US Club Soccer: (i) declaring the MDL Registered Player ineligible for the remainder of that MDL Season; (ii) declaring all games in which the MDL Registered Player appeared on the MDL Roster as forfeits by the MDL Team on which such player was rostered;



and / or (iii) recommending immediate revocation of the MDL Club's membership in the MDL.

2.12.2 Rule 2.12.1 applies to any MDL Club with franchises in multiple states, affiliates in multiple states, or with agreements licensing use of the trademarks of the MDL Club to youth soccer clubs in multiple states (such MDL Club a "Franchise Club"). Each franchisee of the Franchise Club, affiliate of the Franchise Club, or licensee of the Franchise Club, shall be considered a separate and independent club for purposes of Rule 2.12.1. Notwithstanding the foregoing, Part-Time Players may be from an in-state affiliate of a Franchise Club.

2.12.3 Rule 2.12.1 does not apply to MDL Registered Players that participate in a tournament as a guest player with another club, provided that: (i) the Director of Coaching of the MDL club approves the player for participation in the event; and (ii) the tournament takes place over no more than four (4) days.

2.13 **Recruiting; Try-Outs; Registration.**

2.13.1 **Recruiting; No-Tampering.** MDL Clubs may recruit players for participation on MDL Teams from any geographic region at any time during the year (subject to these Regulations). Notwithstanding the foregoing, MDL Clubs may not train or tryout a player from a MDL Team of another MDL Club during the MDL Season until all games of that MDL Club for the MDL Season have been completed, except pursuant to Rule 2.13.2 below. *Note: MDL coaches and administrators may be subject to the rules of other U.S. Soccer organization members regarding recruiting.*

2.13.2 **Try-Outs; Registration.** The month of June shall be considered an "open" month for player movement between MDL Clubs. During this month, players from one MDL Team may train or try-out with teams of another MDL Club. No roster for any MDL Team for the upcoming MDL Season will be accepted by US Club Soccer prior to July 1.

3. **Competition Rules**

3.1 **General.** Unless otherwise provided in these Regulations, all MDL Competitions shall be played in accordance with the FIFA Laws of the Game in force at the time of competition as provided by the International Football Association Board.

3.2 **Scheduling Competitions.** US Club Soccer, in consultation with the MDL Advisory Committee, shall identify the dates and locations of all MDL Competitions for each MDL Season.



- 3.3 **Number of Competitions.** US Club Soccer, in consultation with the MDL Advisory Committee, shall determine the total number of MDL Competitions during the MDL Season. An MDL Team may only play one (1) MDL Competition per day.
- 3.4 **Cancelled Competitions.** If a MDL Competition is suspended by weather and at least the first half was played, the game will be considered a full game. If any MDL Competition is cancelled, the participating clubs shall attempt to reschedule the MDL Competition. If the participating clubs cannot agree on a reschedule date, the MDL Advisory Committee shall recommend to US Club Soccer if and how such MDL Competition shall be rescheduled. If the MDL Advisory Committee finds that it is impossible to reschedule such cancelled MDL Competition, the MDL Advisory Committee shall recommend to US Club Soccer that the MDL Competition shall be considered a non-played game, and neither team shall be awarded any points. In the event that any games are cancelled pursuant to this Rule 3.4, US Club Soccer shall alter the method by which MDL standings are determined for impacted age groups (for example to change to a point-per-games basis).
- 3.5 **Competition Scheduling.** The location and time for all MDL Competitions must be agreed upon by the opposing MDL Clubs and reported to the MDL Administrator no later than August 1 of each MDL Season. Any changes to MDL Competitions after August 1 must be agreed upon by both MDL Clubs. No changes to MDL Competitions may be made within 72 hours of kick-off, except due to bad weather or as permitted by the MDL Administrator.
- 3.6 **Competition Referee Assigning.** It is the responsibility of the home club (or host club for neutral venues) to contact and pay the club's referee assignor(s) to schedule referees for all MDL Competitions. However, US Club Soccer will reimburse each MDL Club for referee assigning costs at the conclusion of the season per **Exhibit C**.
- 3.7 **Competition Referee Fees.** Each MDL Team playing at home shall be responsible for payment of referee costs for each MDL Competition based on the pay scale set forth in the attached **Exhibit C**. If any MDL Competition is played at a neutral location, the MDL Clubs shall agree on which MDL Club is responsible for payment of referee costs. If no agreement is reached, the MDL Teams playing at a neutral site shall split the cost of the referees.
- 3.8 **Competitions in Conjunction with Other Events.** In the event that MDL Clubs agree to play an MDL Competition in conjunction with a tournament or other non-MDL competition they may do so under the following conditions: (i) there shall be no entry fee paid for the MDL Competition except a fee that covers the cost of the referees per the MDL referee pay scale (if agreed to by the visiting teams); and (ii) all MDL Competition rules related to roster limits, game length, substitutions, etc., must be followed.



- 3.9 **Deadline for Regional Competitions.** All MDL Competitions must be played by June 1 of the MDL Season. The MDL Administrator may extend this date under extreme circumstances at the MDL Administrator's sole discretion.
- 3.10 **Substitutions U-13, U-14 and U-15.** Once a MDL Registered Player is substituted in one half of any MDL Competition, such MDL Registered Player may not re-enter the game for the duration of the half. Once an MDL Registered Player is substituted in one period of overtime of any MDL Competition, such MDL Registered Player may not re-enter the game for the duration of such overtime period. There shall be a maximum of seven (7) substitutions in any half or in any overtime period of any MDL Competition.
- 3.11 **Substitutions – U-16 and U-18.** Once a MDL Registered Player is substituted in a MDL Competition, such MDL Registered Player may not re-enter the game. There shall be a maximum of seven (7) substitutions in any MDL Competition.
- 3.12 **Yellow and Red Cards (Players).** Any MDL Registered Player receiving a red card in a MDL Competition will be suspended for the remainder of that MDL Competition and also for the next MDL Competition played by the MDL Club at all age groups. For purposes of clarification, if a MDL Registered Player receives a red card in a MDL Competition, the MDL Registered Player will not be eligible to participate in the next MDL Competition for any team within the MDL Registered Player's MDL Club.
- 3.13 **Yellow and Red Cards (Coaches).** Any coach receiving a red card in a MDL Competition will be suspended for the remainder of the MDL Competition and for that MDL Team's next MDL Competition.
- 3.14 **Yellow and Red Card Carryover.** Red card suspensions will carry over into subsequent MDL Seasons if the red card is received in the final MDL Competition of the current MDL Season.
- 3.15 **Accumulation.** There shall be no yellow card accumulation policy for MDL Competitions.
- 3.16 **Player Transfers.** A MDL Registered Player may not play for more than one MDL Club during the MDL Season, unless the following conditions are satisfied: (i) the MDL Registered Player's family moves to a new geographic area; (ii) the Director of Coaching of both the prior MDL Club and the proposed new MDL Club consent to the transfer in writing; (iii) the new MDL Club has an available spot on a MDL Roster; and (iv) the MDL Administrator consents to such transfer in writing (such player referred to as a "Transferred Player"). A Transferred Player shall be removed from the MDL Roster(s) of the "old" MDL Club.



- 3.17 **Points.** In each MDL Competition during the MDL Regular Season, teams shall be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. A forfeit shall be considered a 3-0 loss for the forfeiting team and a 3-0 win for the non-forfeiting team.
- 3.18 **Standings.** The standings in each age group shall be determined at the end of the MDL Regular Season (the “Regular Season Standings”).
- 3.19 **Tie-Breakers.** The following tie-breakers will be used for resolving ties between MDL Teams in determining the Regular Season Standings, in the following order:
1. Most Points
 2. If Two Teams are tied, head to head. If more than Two Teams are tied, this tie-breaker shall not apply.
 3. Goal Difference
 4. Goals For
 5. Goals Against
 6. Coin Toss

There shall be no cap on goal difference in any MDL Competition.

- 3.20 **Game Length.** MDL Competitions shall be played with the following game lengths:

U-13: 2 x 40 minutes

U-14: 2 x 40 minutes

U-15: 2 x 40 minutes

U-16: 2 x 40 minutes

U-18: 2 x 45 minutes

4. Game Day Procedures

- 4.1 An official MDL Game Report must be completed for each MDL Competition. The MDL Game Report must be provided by the home team.
- 4.2 The MDL Game Report must be completed in full, signed by both teams, and submitted by the referee to the MDL Administrator within twenty-four (24) hours of completion of the MDL Competition.
- 4.3 The home team shall call the score in to Demosphere’s automated system after each game within four (4) hours of the game’s completion using the procedure below:
- Dial the toll-free number (866) 334-6294.
 - When asked, say or enter the pin number. The Midwest Developmental League pin number is **3863**.



- You will then be asked for your game number, which is located on the left-hand column of the schedule on your league's website.
- You will then be told the division, teams playing, and field location - if this is the correct game, confirm by saying **yes**.
- When asked, say or enter the score for each team, then confirm.
- You can do more games in the same call, or just say goodbye when done.

5. **Miscellaneous**

- 5.1 **Disciplinary Matters.** Any disciplinary matters brought before the MDL Advisory Committee through submission of an Incident Report shall be addressed and responded to at the discretion of the MDL Advisory Committee. Before any disciplinary action is taken by the Advisory Committee the impacted coach, player, or administrator will be provided the opportunity for a hearing, either in person or via teleconference. Testimony will be allowed by principal parties, eyewitnesses, and authorities on the subject at hand. Other rules regarding the hearing will be as provided in US Club Soccer and U.S. Soccer Federation policies and procedures, available at <http://www.usclubsoccer.org/Files/US%20Club%20Soccer%20Policies%20-%20Attachment%20C%20-%20Disciplinary%20Procedures%20-%202011-06-20.pdf>.
- 5.2 **Protests and Appeals.** There will be no protests or appeals of decisions made in MDL Competitions or by the MDL Advisory Committee. Notwithstanding the foregoing, any decision by the MDL Advisory Committee that results in a suspension of a player or coach that is not due to a red card is appealable to US Club Soccer, and then to the U.S. Soccer Federation. Any hearing for such appeal shall be conducted pursuant to US Club Soccer and U.S. Soccer Federation policies and procedures, available at <http://www.usclubsoccer.org/Files/US%20Club%20Soccer%20Policies%20-%20Attachment%20C%20-%20Disciplinary%20Procedures%20-%202011-06-20.pdf>.
- 5.3 **Matters Not Provided For.** Any matter not provided for in these Regulations shall be decided by US Club Soccer. All such decisions are final.



Exhibit A:
MDL Age Group Eligibility

Age groups for the 2011-12 MDL Season are provided below:

U-14 Age Group: Players born on or after January 1, 1998

U-14 Age Group: Players born on or after January 1, 1997

U-15 Age Group: Players born on or after January 1, 1996

U-16 Age Group: Players born on or after January 1, 1995

U-18 Age Group: Players born on or after January 1, 1993

Players may play for their own age group and for “older” age groups.



Exhibit B:

Registration; Player and Staff Passes; Roster Add Process

Types of Player and Staff Passcards for MDL Clubs and MDL Competition

US Club Passcards are passcards validated by US Club Soccer on the US Club Soccer website, and then printed and laminated by the MDL Club for use in MDL Competition and other US Club Soccer competition.

Initial Roster Submission Date

August 15, 2011: Every MDL Team must have a minimum of 16 MDL Registered Players.

Player Add Process

MDL Competition: MDL Registered Players may be added to a MDL Roster for MDL Competition at any time, provided that they appear on the official MDL Roster prior to the game. No player may participate in MDL Regional Competition without a pass.

2011-12 Player and Staff Fees and Expiration Dates

Player Passes: For the MDL Season ending July 31, 2012, individual player fees for players registered to MDL Clubs (at any age group) shall be as follows:

U-12 and Above: \$18 per player

Staff Passes: Staff passcards for any staff member in a MDL Club shall be issued for a two-year period (expiring August 1, 2013). For staff registration purposes, all coaches who will coach a MDL Team, as well as the MDL Team manager, shall be required to have a staff passcard. All staff shall submit to a background check every two years.

Staff passcard fees for the two-year period shall be \$15 per person.



Exhibit C:
MDL Competition Referee Pay Scale

The minimum pay scale for MDL Competitions in the 2011-12 MDL Season shall be as follows:

For U-13 and U-14 MDL Competitions:

| | |
|--------------------|------|
| Center Referee: | \$40 |
| Assistant Referee: | \$30 |
| Assistant Referee: | \$30 |

For U-15 and U-16 MDL Competitions:

| | |
|--------------------|------|
| Center Referee: | \$50 |
| Assistant Referee: | \$35 |
| Assistant Referee: | \$35 |

For U-18 MDL Competitions:

| | |
|--------------------|------|
| Center Referee: | \$60 |
| Assistant Referee: | \$40 |
| Assistant Referee: | \$40 |

Fees for referees are paid by the MDL Club as specified in these Regulations.

For MDL Competition, it is the responsibility of the home club (or host club for neutral venues) to contact and pay the club's referee assignor(s) to schedule referees. However, US Club Soccer will reimburse each MDL Club for referee assigning costs at the conclusion of the season. The amount to be reimbursed will be \$10 for each MDL Competition arranged by the referee assignor.

