

Knoxville Metro Soccer League (KMSL)

Constitution & Rules

1. TITLE AND OBJECT

- A. The name of this organization is Knoxville Metro Soccer League operating in the Knoxville, Tennessee area and it's vicinity, hereinafter referred to as KMSL.
- B. The KMSL shall be organized and operated as a non-profit service organization.
- C. General purposes of the KMSL include:
 - i. To provide a recreational soccer league for adults in the Knoxville area.
 - ii. To work together with the other area soccer leagues for the betterment of the game of soccer.
 - iii. To promote fellowship and sociability among soccer players, members, and the general public.
 - iv. To engage generally in any cause or activity similar to those above mentioned.
 - v. To do all things necessary and desirable for the accomplishment of any and all of the stated purposes.
- D. Special purposes:
 - i. For the area soccer players, coaches, administrators and referees to provide a means of recreation in the form of an organized soccer league.
 - ii. To provide training and educational opportunities to future players, coaches, administrators and referees.
 - iii. For general public, to provide a spectator sport.

2. GOVERNING BODY

- A. The Executive Committee of the KMSL shall be the governing body of the organization. This committee shall consist of the following officers: President, Registrar/Treasurer, Secretary, and Field officer.
 - i. Purposes of the Executive Committee shall be to:
 - a. Plan the agenda for meetings. Carry out and implement business as directed by the KMSL.
 - b. Handle disciplinary decisions of both individuals and teams. Schedule regular and emergency meetings.
 - c. Decisions of the Executive Committee must be by majority vote of the entire Committee present, except where noted otherwise within this document. (Three votes minimum).

3. GENERAL MEMBERSHIP

- A. General Membership consists of the Executive Committee, Men's Open Liaison Officer and one representative from each current season team.
- B. At General Membership meetings each team representative, the Men's Open Liaison Officer and officers shall have one vote. An officer cannot also vote as a team representative.

4. BY-LAWS

- A. The By-Laws govern the business of KMSL.
- B. Proposed changes in the by-laws must be presented to the entire current membership at least one week prior to the meeting at which the vote will be taken. The proposed changes will become effective upon approval of the majority of the current membership present at the

meeting, so long as that majority represents no less than one-third of the total general membership.

- C. The by-laws shall become binding upon the KMSL by the approval of General Membership, in accordance with section IV B. of the constitution.

5. RULES

- A. Rules govern the playing of games within KMSL.
- B. Rules are binding by the vote of the majority of current membership present.

6. AMENDMENTS

- A. Proposed amendments to the constitution must be presented in writing to the entire current membership at least two weeks prior to any vote.
- B. Amendments must be approved by a two-thirds vote of the entire current membership.

KMSL GENERAL RULES

1. PLAYER ELIGIBILITY

- 1.1 To be eligible a player must have a current TSSA player card, be registered with TSSA, have TSSA insurance and be on an official roster. In the event of a Player Card being unavailable, a player can provide a Driver's License as proof of identity, but must still be already included on the Teams TSSA Roster.
- 1.2 The minimum number of players constituting a team for game purposes is seven.
- 1.3 Adding new players:
 - 1.3.1 A new player may be added at anytime during the Registration Year before July by turning in the proper fees, photo, and paperwork into the league. The Registration Year will close on July 1st each year and re-open for Fall Registration.
 - 1.3.2 A new player will not be allowed to play until the State Soccer Association has approved the registration, so the player can be added to the roster. TSSA will then send a player card, this may take up to four weeks.

2. RULES FOR PLAY

- 2.1 All games shall be played in accordance with FIFA laws, except where noted below.
 - 2.1.1 Unlimited substitutions shall be allowed during all league games.
- 2.2 Substitution modifications:
 - 2.2.1 Substitutions will be allowed for both teams for goal kicks and after a goal is scored.
 - 2.2.2 Substitutions are allowed on throw ins and corner kicks for the offensive team only.
 - 2.2.3 A team may substitute for an injured player with the referee's approval.
- 2.3 Home team is required to supply one game ball.
- 2.4 Each team is required to furnish the referee an approved line-up card (roster) with player's name and jersey number, and each player's TSSA player card.
- 2.5 Each team is required to have matching jerseys with printed numbers on them.
- 2.6 The home team is responsible for changing jersey if referee decides the team colors clash.

3. DISCIPLINARY RULES

- 3.1 Teams
 - 3.1.1 Any team arriving at the field or unprepared to play the game later than 15 minutes after the scheduled kick-off time shall forfeit the game.

- 3.1.2 A team refusing to play or continue to play a scheduled game for any reason other than having insufficient number of players to field a team shall be considered to have forfeited the game and the team will be referred to the executive committee for further disciplinary action.

3.2 Players

- 3.2.1 Any player receiving a red card shall be automatically suspended for the next game and the player will be referred to the executive committee for possible further disciplinary action. The player will also receive an automatic \$10 fine.
- 3.2.2 A player receiving three yellow cards in any season will be referred to the executive committee for possible disciplinary action.
- 3.2.3 TSSA 12 Point System will be enforced in KMSL games, as follows:

TSSA 12-POINT SYSTEM FOR ADULT PLAYERS

1. A 12- point system shall be in effect for all adult players effective September 1, 2007.
2. Players shall be given one point for each yellow card received.
3. Players shall be given three points for each direct red card received (allowing four points in one game if a yellow is first received and later a direct red).
4. If a player received two yellow cards that result in a red card in a match the player will receive two total points for that match.
5. Point totals accumulate for the seasonal year, September 1 to August 31 of the following year.
6. Point totals include all cards received from both indoor and outdoor participation.
7. Players that accumulate five points must sit out one game.
8. Players that receive a red card must sit out the remainder of that game.
9. If a player receives a red card due of their second cautionable offense, as defined in the *Laws of the Game*, of the match the player shall sit out the next scheduled game. If in receiving the red card the player has accumulated five or more points, the player shall sit out two games (one game for receiving the red card and one game for accumulating five or more points).
10. If a player receives a red card due to a sending-off offense, as defined in the *Laws of the Game*, the player shall sit out the next scheduled game. If in receiving the red card the player has accumulated five or more points, the player shall sit out two games, (one game for receiving the red card and one game for accumulating five or more points).
11. A player that accumulates nine points must sit out two games.
12. If a player receives a red card due of their second cautionable offense, as defined in the *Laws of the Game*, of the match the player shall sit out the next scheduled game. If in receiving the red card the player has accumulated nine or more points, the player shall sit out three games (one game for receiving the red card and two games for accumulating nine or more points).
13. If a player receives a red card due to a sending-off offense, as defined in the *Laws of the Game*, the player shall sit out the next scheduled game. If in receiving the red card the player has accumulated nine of more points, the player shall sit out three games, (one game for receiving the red card and two games for accumulating nine or more points).
14. A player that accumulates twelve points is suspended for the remainder of the seasonal year.
15. Players are prohibited from participating as guest players with other teams until suspensions are served.

3.3 Appeals

3.3.1 Team and player appeals of disciplinary decisions are laid out in the By-Laws.

4. OFFICIAL PLAY

4.1 League play will be permitted only if a referee, representing the TVSRA is present to call the match.

4.2 The referee has full authority once he arrives at the field.

4.3 If both teams are not ready to be checked in by the referee before game time, a ten-minute grace period will be given. After that, game time will be cut in five-minute increments from each half.

4.4 Once a referee or league official cancels the game, no official play is permitted. No referee means no game. You may stay and play a pick-up game but players are no longer covered by TSSA insurance or KMSL policies.

BY-LAWS

1. Membership of the KMSL.

1.1 Shall be open to any team who are:

1.1.1 Willing to abide by the rules, By-Laws, and Constitution of the KMSL.

1.1.2 Willing to pay all requisite fees promptly when due .

1.1.3 Capable of fielding a team for each scheduled game.

1.2 Membership in KMSL is valid for the then current season.

1.3 A team whose actions, individual or group, bring the KMSL or the game of soccer, into disrepute may be refused membership in future KMSL League programs.

1.4 Any individual or groups whose actions or behaviors are in violation of the Constitution, By-Laws, rules, or resolutions as passed by the Executive Committee of the KMSL shall be subject to discipline by suspension, assessments, expulsion, or any other means as seen fit by the Executive Committee or its agents.

2. Meetings.

2.1 The Executive Committee shall schedule regular meetings as needed through the year.

2.2 General meetings will be held for the purpose of collecting fees and rosters, league organization, and reviewing business at hand.

2.3 A general meeting of the KMSL must be called by the Executive Committee, upon petition by fifty percent or more of the paid membership.

3. Fees and Rosters.

3.1 Participation fees for each KMSL season shall be determined by the Executive Committee, prior to the start of each season.

3.2 To be eligible to play in the KMSL, all fees are due at the organizational meeting for that season. Any team failing to pay its dues in full will be ineligible for that season unless the Registrar/Treasurer approves other arrangements for payment.

3.3 KMSL fees are to be used for:

3.3.1 Maintenance of an acceptable playing venue.

3.3.2 Applicable referees and official's fees.

3.3.3 Any other necessary expenditures as dictated by KMSL Executive Committee.

3.4 Completed rosters on official TSSA forms are due at the organizational meetings.

KMSL RULE MODIFICATIONS FOR CO-ED DIVISION A,B,C,D.

1. PLAYER ELIGIBILITY

1.1 Male players must be at least 30 years of age, or turning 30 during that calendar year, to be eligible to play in these KMSL divisions. Female players must be at least 18 years of age.

2. GUEST PLAYERS

2.1 No Guest Players are permitted in these divisions.

3. NUMBER OF PLAYERS

3.1 Team will play with a maximum of 6 Male players on the field at one time.

3.2 Female Players can take the place of Male Players.

3.3 Male Players cannot take the place of a female player.

3.4 In the event of a Male Player receiving a Red Card, the maximum number of Male Players on the field, will be reduced by 1 for each Male receiving a red card.

4. LEAGUE POSITIONS

4.1 League Positions shall be determined in the following sequence:

4.1.1 Team with the greater number of points.

4.1.2 Goal Differential.

4.1.3 Team with the greater number of wins.

4.1.4 Head to Head Record.

4.1.5 Tiebreaker games as decided by the Executive Committee.

KMSL RULE MODIFICATIONS FOR OPEN CO-ED DIVISION.

1. PLAYER ELIGIBILITY

1.1 Every player must be at least 18 years of age to play in this division.

2. GUEST PLAYERS

2.1 Each team is allowed 3 Guest Players per game, providing by playing these players their number of players is not greater than their opponents. A team can only play guest players to equal the number of players on the opposing team. Any Guest Players must be a registered player in the league, and must supply a player card to the referee before entering the game.

3. NUMBER OF PLAYERS

3.1 Team will play with a maximum of 9 Male players on the field at one time

3.2 Female Players can take the place of Male Players.

3.3 Male Players cannot take the place of a female player.

3.4 In the event of a Male Player receiving a Red Card, the maximum number of Male Players on the field, will be reduced by 1 for each Male receiving a red card.

4. LEAGUE POSITIONS

4.2 League Positions shall be determined in the following sequence:

4.2.1 Team with the greater number of points.

4.2.2 Goal Differential.

4.2.3 Team with the greater number of wins.

4.2.4 Head to Head Record.

4.2.5 Tiebreaker games as decided by the Executive Committee.

KMSL RULE MODIFICATIONS FOR MEN'S OR LADIES OPEN DIVISION.

1. PLAYER ELIGIBILITY

1.1 All players must be at least 18 years of age.

2. GUEST PLAYERS

2.1 Each team is allowed 3 Guest Players per game, providing by playing these players their number of players is not greater than their opponents. A team can only play guest players to equal the number of players on the opposing team. Any Guest Players must be a registered player in the league, and must supply a player card to the referee before entering the game.

3. MEN'S DIVISION LIAISON OFFICER

3.1 The Men's Division Teams will be allowed to elect an officer, to be called the Liaison Officer, to help communicate between the teams, team representatives and the Executive Committee. This elected person would assist with the game scheduling, and will report any complaints or recommendations to the Executive Committee for the betterment of the teams and the league.

4. LEAGUE POSITIONS

4.1 League Positions shall be determined in the following sequence:

4.1.1 Team with the greater number of points.

4.1.2 Team with the greater number of wins.

4.1.3 Goal Differential.

4.1.4 Head to Head Record.

4.1.5 Tiebreaker games as decided by the Executive Committee.