

2015 MINNESOTA BOYS' SCHOLASTIC LACROSSE ASSOCIATION OPERATING POLICIES

I. Annual Dues and Fees

A. **Membership:** Annual dues of \$100 for Membership must be sent to the Association by February 1. Checks should be made payable to "MBSLA" and sent to the address of the current Treasurer.

B. **Team Fees:** In addition to the Membership fees, there are fees for each team entered:

Varsity	\$350
JV	\$250
9/10	\$20 per game
U15	\$15 per game
U13	\$15 per game
U11	\$15 per game
U9	\$10 per game

These fees must be received by the Treasurer by April 1. These fees cover the cost of operating the MBSLA and its leagues but not officials game fees.

C. **Officials Fees for Youth Games:** For the 9/10, U15, U13, U11, and U9 leagues, officials fees must be sent to the Treasurer by April 1 to cover all officials fees (including travel fees) for regularly scheduled games and fees incurred by cancelled and rescheduled games. No refunds will be given for cancelled games. The Association will pay all officials for the number of youth games listed below. These fees do not cover any additional games teams may schedule on their own. Additional fees will be assessed to cover first and second round playoff games for the 9/10 league; there are no playoffs for the U15, U13, U11, and U9 leagues.

1. 9/10: \$40 per game (playoff teams will incur additional expense)
2. U15: \$35 per game (no playoffs)
3. U13: \$35 per game (no playoffs)
4. U11: \$35 per game (no playoffs)
5. U9: \$35 per game (no playoffs)

D. **Officials Fees for JV and Varsity Games:** Officials fees for JV and Varsity games are paid by the teams through the MBSLA RefPay account and are explained in section XI. Varsity and JV teams will pay a down payment on their officials and travel fees to the MBSLA by April 1 and the remainder will be billed after the season. The down payments are:

1. Varsity: \$1150
2. JV: \$550

All of the officials game fees and travel fees will be paid to the officials for JV and V games by the MBSLA via RefPay. Neutral site games will have the games split between teams accordingly unless other arrangements are made. Tournament fees will be handled through the tournament in question.

- E. **Benefits:** Membership, team dues, and officials fees lump sum payments will cover standard business of the Association including, but not limited to the following:
1. Tournament expenses other than officials fees for Varsity, JV and 9/10 leagues
 2. Officials fees for the varsity quarterfinal and later, JV semifinal and later, and 9/10 semifinal and later playoff games.
 3. Officials assigner for youth (9/10 and lower) games and online payment system all games
 4. Referee payment for youth leagues: 9/10, U15, U13, U11, and U9
 5. Coach and referee development
 6. Meeting expenses
 7. General operations, including liability insurance for the Association and its officers
 8. Growth initiatives
 9. Scheduling and website expenses
 10. Content development and hosting for online coach training
 11. Stipends for league coordinators
 12. Other items approved by a majority of the board
- F. **Late Payments:** Members will be placed on probation by the board until all dues and fees are collected by the Association. Members on probation do not have the right to vote at Membership meetings.

II. Team Requirements:

- A. **Team identity:** Varsity teams must provide a team name and light and dark colors for home and away jerseys to the Secretary by January 1 each year.
- B. **Insurance:** Teams must carry appropriate liability insurance coverage. Liability insurance may be provided by an in-force insurance policy covering all players, coaches, and team personnel or active US Lacrosse membership by all players, coaches and team personnel.
- C. **Rosters:** Varsity, JV and 9/10 teams must post a single verifiable roster of all players on www.mbsla.org prior to each team's first game of the season. Entering rosters is encouraged for U15, U13, U11, and U9 teams.
- D. **School Contact:** School teams must provide the name, phone number and email address of an official school contact (e.g. A.D., faculty member or administrator)

in online spreadsheets provided at the beginning of each season. For a community team not associated with a school, the name and email of the head of the organization responsible for hiring the coach must be provided to the same.

- E. **Coaches:** All teams must have at least one coach for each team and provide the names, email addresses and cell phone numbers of all coaches in all leagues in online spreadsheets provided at the beginning of each season.

III. Coach Requirements:

- A. **Coach definition:** For the purposes of this section, anyone who is in the coaches area during the game is considered to be a coach (this includes student managers). Athletic trainers and emergency medical technicians are not considered to be coaches and should be in the table area, not the coaches area. Exception: Teams may have one official photographer or videographer in the coaches area; this individual must comply with parts C, D, and F of this section but not E and must be engaged in photography or videography and not coaching.
- B. **Certified coach:** A “certified coach” is any person who has completed the requirements of parts C, D, E and F of this section and who has been designated by an Association Member as a coach for one or more of the Member’s teams.
- C. **Insurance:** For all leagues, all coaches participating in Association-sponsored events—including standing in the coaches area during a game—must be fully insured for liability claims through US Lacrosse membership as a coach.
- D. **Concussion training:** All coaches must complete state-mandated concussion training every three years and supply proof that the course has been completed.
- E. **Online coaches training:** All coaches must complete the MBSLA online coaches training course for the levels of play to be coached.
- F. **Code of Conduct:** All coaches must complete the Coaches Code of Conduct agreement, either by signing it electronically as part of the online coaches training course or by signing a paper version and submitting it to the Secretary.
- G. **Forfeits:** If a team does not have a coach complying with parts B through E of this section, the team forfeits the game. This includes situations where no certified coach is present to start the game (see IV-F below) and where the game starts with a certified coach or coaches but due to ejections or other reasons no certified coaches are available to complete that game. If it is later determined that a team continued playing a game after no certified coaches remained available in the coaches area, the game will be declared a forfeit and suspensions will be assessed as described in part H of this section.
- H. **Suspensions:** If anyone is determined to have been in the coaches area during a game without complying with parts B through E of this section, the person in violation will be suspended for two games and the head coach will be suspended for one game. Multiple violations can result in expulsion a longer suspension of the offending coach and of the head coach, at the discretion of the board.
- I. **Number of coaches:** For all games at the 9/10 and lower levels, there is a limit of 3 coaches (plus one photographer or videographer) in the coaching area at any

one time from the opening face-off to the conclusion of the game. For JV and varsity, there is a limit of 4 coaches (plus one photographer or videographer). The photographer or videographer is limited to that role and may not act as a coach. Violations of these rules may result in suspension of the head coach and of the additional coaches.

- J. **Other personnel:** All spectators must be on the far side of the field except when there is permanent seating on the bench side (in which case any bench-side spectators must be in that seating and not on the field). Exceptions: The following personnel may be stationed on the bench side behind the table or behind the bench area: (1) table personnel (2) athletic trainers or EMTs (3) official sideline managers (4) league personnel and league-sponsored coach evaluators (5) representatives from the Upper Midwest Lacrosse Officials Association (6) game officials waiting for the next game to begin. In addition, board members from the Member associations or employees from the athletic departments of the schools sponsoring the teams in the game may be stationed behind the bench area for their respective teams, at least 10 yards from the sideline.
- K. **Background checks:** Each Member is encouraged to determine what kind of background checks are appropriate for their coaches and other team personnel and to conduct those checks. Each Member bears the costs for these background checks. Care should be taken to ensure confidentiality by safeguarding the results of those background checks. In particular, the results should not be shared with the Board.

IV. General Eligibility

- A. Members may form teams consisting of eligible students in kindergarten through twelfth grade to participate in various Association leagues. Further restrictions for eligibility by age, grade and teams may be established in these Operating Policies or in League Operating Documents
- B. Players participating in Association-sponsored events must be students under age 19 on the August 31 preceding the start of the league.
- C. Only students who are fully enrolled in a school are eligible to participate on that school's Member teams, except as stated in Article VI. Students who do not attend a high school, may participate in Varsity or JV teams for a high school only if they are enrolled in a continuation school for that high school and with majority approval from the Board. A continuation school is defined as one which is under the same administrative head and governing board as defined by the Minnesota, North Dakota, South Dakota, Iowa, or Wisconsin Department of Education.
- D. Students in eighth grade may participate on Varsity or JV teams only after completing a specific process specified in these Operating Policies.
- E. Students must be attending school and classes regularly and be scholastically eligible to participate in extracurricular activities, as defined by school policy. Students who have been dropped from, suspended, or expelled from school or from participation in extracurricular activities for any reason are not eligible to

compete in Association games or events. Suspended students may become eligible following the completion of the suspension as defined by the school rules.

- F. Students who have graduated from a secondary school prior to April 1 are not eligible to participate in Association games and events for that year.
- G. Transfer students who are fully enrolled in a new school before April 1 of the current season are eligible to compete for their new school team only. Students enrolling after April 1 will be considered on a case-by-case basis by the board.

V. Discipline Policy

- A. A player shall not at any time, regardless of the quantity:
 - 1. Use, consume or have in possession a beverage containing alcohol;
 - 2. Use, consume or have in possession tobacco; or
 - 3. Use, consume or have in possession, any other controlled substance (except for prescription drugs legitimately prescribed to that individual).
 - 4. Buy, sell or give away any other controlled substance.
- B. A coach or Member team official shall not, in the presence of any players or officials, during, immediately preceding or following a game, practice or scrimmage or at any time on a school grounds, regardless of quantity:
 - 1. Use, consume or have in possession a beverage containing alcohol;
 - 2. Use, consume or have in possession tobacco; or
 - 3. Use, consume or have in possession, any other controlled substance (except for prescription drugs legitimately prescribed to that individual).
 - 4. Buy, sell or give away any other controlled substance.
- C. A player or coach shall not engage in sexual, racial or religious harassment, violence or any form of hazing.
- D. A player or coach shall not engage in fighting before, during or after an Association event. This policy addresses additional penalties that will be imposed on the Member team.
- E. A player or coach shall not assault any person.
- F. A player, coach or team official shall not, regardless of legal permit, carry or have in his or her possession, bag, or vehicle any gun immediately preceding, during or following a game, practice or scrimmage at any time on a school grounds or Association-sponsored game sites or parking lots.
- G. The Member team will notify the President of the Board and the school administrator in writing of any violation of this policy within twenty-four (24) hours of its discovery.
- H. Penalties:
 - 1. First Violation. The player or coach shall lose eligibility for either the next two (2) games or fourteen (14) days, whichever is greater.

2. Second Violation. The player or coach shall lose eligibility for either the next six (6) games or twenty-one (21) days, whichever is greater.
3. Third or Subsequent Violation: The player or coach shall lose eligibility for either the next twelve (12) games or forty-two (42) days, whichever is greater.
4. In all situations where a team's season ends prior to the expiration of a suspension, the suspension will carry over to the next season. The count of the number of days is held constant until the day of that player's team's first game of the next season.

I. Applying the Penalty:

1. The number of violations shall be counted consecutively throughout the player's or coach's career. The number of violations does not reset to zero at the beginning of each year.
2. Additional penalties shall be served consecutively.
3. The penalty shall start being served when the President of the Board notifies the head coach of the player or assistant coach who has violated any bylaw or operating policy (or the Board notifies the organization if the head coach is penalized).
4. If a coach or leader of the organization becomes aware of a violation of this policy, he or she must ensure that the suspension begins being served immediately and will notify the Board as soon as possible.
5. Scrimmages will not be counted toward the count of the number of games, but suspended players and coaches are not eligible to participate.
6. Players and coaches may participate in team practices while suspended.

J. Parents and spectators:

1. The Association reserves the right to bar parents, spectators, and other parties from attending association events (including games, practices, and meetings) for offenses including, but not limited to, use or possession of alcohol, tobacco, or controlled substances not legally prescribed to the individual at association events; public intoxication or being under the influence of controlled substances not legally prescribed to the individual at association events; engaging in sexual, racial or religious harassment, violence or any form of hazing; having possession of a firearm on his or her person or in a bag or vehicle at the site of the event; threatening any person; and engaging in abusive behavior toward a game official, coach, player, or other party.
2. Penalties may range from a suspension from Association events for a certain time period to a lifetime ban from association events as well as the possibility of forfeiture of games in which a suspended or banned individual attends.

VI. In-Game Ejection

- A. Any player, coach, parent or anyone else connected with a Member's team who is ejected from an Association game or event will be subject to the penalties of this policy.
- B. The Member will notify the Board President and a school administrator or Member president in writing of any violation of this policy within twenty-four (24) hours.
- C. Penalties for players and coaches in the Varsity and JV leagues:
 - 1. First Violation Penalty.
 - a. A player ejected from a game shall be suspended for the remainder of the current game and at least the next Association game in that league. The player may remain in the bench area but may not participate further.
 - b. A coach ejected from a game shall be suspended and banned from the premises of the game site for the remainder of the current game and at least the next Association game in that league.
 - 2. Second Violation Penalty.
 - a. A player receiving a second ejection shall be suspended for the remainder of the current game and at least the next two (2) Association games in that league. The player may remain in the bench area but may not participate further.
 - b. A coach receiving a second ejection shall be suspended and banned from the premises of the game site for the remainder of the current game and at least the next two (2) Association games in that league.
 - 3. Third or Subsequent Violation Penalty.
 - a. A player receiving a third or subsequent ejection shall be suspended for the remainder of the current game and at least the next four (4) Association games in that league. The player may remain in the bench area but may not participate further.
 - b. A coach receiving a third or subsequent ejection shall be suspended and banned from the premises of the game site for the remainder of the current game and at least the next four (4) Association games in that league.
- D. Penalties for a parent or anyone else connected with a Member's Varsity or JV team ejected from a game shall be banned from the premises of the game site according to the following schedule:
 - 1. First Violation Penalty: the remainder of the current game and at least the next two (2) Association games in that league.

2. Second Violation Penalty: the remainder of the current game and at least the next four (4) Association games in that league.
 3. Third Violation Penalty: the remainder of the current game and a lifetime ban from all Association games and events.
- E. Penalties for players and adults in the all other leagues:
1. First Violation Penalty.
 - a. A player ejected from a game shall be suspended for the remainder of the current game and at least the next two (2) Association games in that league.
 - b. A coach, parent or any other adult associated with a Member's team ejected from a game shall be banned from the game premises for the remainder of the current game and at least the next four (4) Association games in that league.
 2. Second Violation Penalty.
 - a. A player receiving a second ejection shall be suspended for the remainder of the current game and at least the next four (4) Association games in that league.
 - b. A coach, parent or any other adult associated with a Member's team receiving a second ejection shall be banned from the game premises for the remainder of the current game and at least the next eight (8) Association games in that league.
 - c. At the conclusion of this second suspension, the player, coach, or other adult must apply to the Board for and be granted reinstatement before that player will be eligible to participate in or the coach or other adult be eligible to attend further Association events.
 3. Third or Subsequent Violation Penalty.
 - a. A player, coach, parent or any other adult associated with a Member's team receiving a third ejection shall be banned from all Association games and events for a calendar year.
 - b. That person must apply to the Board for and be granted reinstatement after a period of one (1) year from the date of the ejection before that player will be eligible to participate in or the coach or other adult be eligible to attend further Association events.
- F. For all leagues:
1. A suspended player may not play in any game, and a banned adult may not attend any other Association league game or event, until the suspension is served in the same league as the ejection.

2. A suspended player may attend games in the bench area, but may not wear any equipment.
 3. Players or coaches who receive two (2) Unsportsmanlike Conduct penalties in a single game are automatically ejected and are subject to the appropriate penalties above.
 4. If a coach is ejected from a game for any reason, they must leave the property immediately or be subject to adding one (1) or more games to the penalty.
 5. If the ejected coach is the only eligible coach for that team, then that team forfeits the game. If a head coach is ejected at any level and it is discovered after the end of the game that the person who completed the game as head coach was not an eligible coach according to Association policies, the game will be declared a forfeit and additional suspensions will be assessed.
 6. An ejected or suspended adult (e.g. coach, parent, manager, or spectator) may not be on or around the field, in the stands, in the parking lot, or otherwise within sight of the field and may not communicate with coaches, players, officials or anyone else associated with either team at the game site.
- G. The Board may impose additional penalties for any ejection based on the circumstances by a majority vote.
- H. Applying the Penalty:
1. The number of violations will be carried over from year to year, regardless of the level of play. However, each complete season (including playoffs) free of ejection will reduce the count of ejection for that person by one (1).
 2. The count of violations will be carried with the offender should that person move to a different team or level of play.
 3. All suspensions will be served in games within the jurisdiction of the Association. Suspensions will not be served in games outside of the area of Association jurisdiction and players and coaches are eligible to participate subject to the rules in effect in the other jurisdiction.
 4. When an ejection occurs in a game outside the jurisdiction of the Association, penalties will be enforced as if the game had occurred in a game within the Association jurisdiction. Teams must self-report any such ejection; if an ejection is not self-reported and the Board learns of it through other channels, the head coach of that team will serve an additional suspension of four (4) games or more.
 5. Scrimmages will not be counted for the purposes of satisfying the game count for a suspension but suspended players are not eligible to participate. However, if a scrimmage is officiated and a player, coach or other person officially connected with the team is ejected, it is treated as if it were a regular game and will be penalized under this policy.

6. Playoff games are treated no differently for the purposes of suspensions: suspensions will be served during playoff games if they fall within the term of the suspension, and ejections occurring in playoff games follow the above rules for suspensions.
7. Games with MSHSL teams are treated no differently for the purposes of suspensions: suspensions will be served during games with MSHSL teams if they fall within the term of the suspension, and ejections occurring in such games follow the above rules for suspensions.

VII. Multi-School and Player Exemptions

- A. Members may request an exemption to Article IV to form a multi-school team. This request must be in writing and presented to the Board at the fall General Meeting. To qualify for this exemption the requesting Member must provide documented information for all of the following:
 1. Names the specific schools to be joined into a single team.
 2. An administrative contact at each school is provided to the Association for verification of student eligibility.
 3. A policy stating that all students attending the named schools are provided the opportunity to participate provided they otherwise meet the general eligibility requirements.
- B. The Board shall decide to accept or reject a multi-school exemption in whole or in part. The Secretary will retain records regarding the decision as well as notifying all Members of the decision.
- C. Players who attend a school which does not have a Member team and has not been approved as part of a multi-school exemption, as defined above, or a home schooled player may request to participate for the Member team closest to their residence, provided that:
 1. An administrative contact at the school is provided to the Association, and
 2. The player otherwise meets all eligibility requirements.
- D. All player exemption requests must be in writing to the Board. The Board will have the sole authority to approve player requests. If a player is denied access to the Member team closest to their residence, they may apply to the next closest Member team. If a player wishes to participate as part of a team other than the closest Member team, that Member team must grant permission unless they have denied access to the Member team.
- E. Both multi-school and player exemption requests are made on an annual basis and expire on October 31.
- F. Players attending a school named on a current multi-school exemption will not be permitted to play for any other Member team without prior Board approval.

VIII. Eligibility Documentation, Changes And Enforcement

- A. Members must notify the President in writing of any player who becomes ineligible for any reason within twenty-four (24) hours of learning of the ineligible status of the player.
- B. Use of an ineligible player, including a suspended player, is not permitted under any circumstances and can result in a forfeit of any games in which the ineligible player is used.
- C. Any forfeits will be recorded with a score of 1-0 in favor of the offended team and will count in the league results for playoff eligibility. If the game was played and then forfeited due to an ineligible player for example, individual stats are preserved from the game except for the ineligible player(s). The statistics from ineligible players are erased, including the removal of their goals and any goals on which they assisted from the opposing goalie's goals against average and save percentage.
- D. Repeated use of ineligible players will be reviewed by the Board and the offending Member may be placed on probation or suspended from the Association by majority vote of the Board.
- E. The Board will have final and absolute authority to impose penalties for use of ineligible players, including, but not limited to, player suspensions, coach suspensions, forfeiture of games, playoff bans, and termination of membership in the association.
- F. Members may request in writing a review of a Board decision regarding the use of ineligible players and the Board will meet to hear the Member evidence. The Board will make a final and binding decision by majority vote within 24 hours of the hearing and the Secretary and President will notify the team and the Membership of the decision within 24 hours of the decision. No further appeals will be heard.

IX. Game Scheduling

- A. **Scheduling Meetings:** Each association must send a representative to the scheduling meeting for each level of play in which they have at least one team entered. The representative must have full knowledge of field availability and schedule conflicts (such as prom, graduation, SATs/ACTs, religious holidays) for all schools represented by the team. Because grass fields are often unplayable in the first two weeks of April, games should only be scheduled on artificial surfaces through April 14.
- B. **Initial Schedule Verification:** The schedules for all games are published on www.mbsla.org. JV and Varsity teams must review their schedules and notify the Association of any changes to their schedules prior to March 1. Teams at all other levels of play must review their schedules and report any changes or corrections within 7 days of the schedules being posted to www.mbsla.org and the teams being notified that the schedules have been posted.

- C. **Scheduling Changes: Requests for rescheduling for any reason must be made to the opposing team's head coach, the Communications Officer and the Assigner by an email addressed to all three. Any changes or additions after March 1 will be subject to approval by the Communications Officer and the Assigner. The team responsible for the change must pay the assigner a \$10 fee for each non-weather-related schedule change if officials have not been assigned and a \$20 fee if officials have been assigned for each game changed.** There will be no fee for weather or field condition related changes so long as the notification procedures are followed. There will be no fee for changing the starting times on the same day if at least two weeks' notice is given and the change does not require rescheduling officials. Rescheduling is not automatic: all requests are subject to approval by the Association and will be placed in the schedule based on rescheduling priority of **conference games first** and non-conference games second. Note that any change after March 1 may jeopardize the assignment of officials to those games.
- D. **Officials Assigning System Schedule Verification:** Each team is responsible for confirming that their schedule is accurate in the online assigning system (ArbiterSports.com) in order to ensure that officials are assigned. This includes verifying the date, time, location, opponent, and number of officials for each game when asked to do so by the assigner via e-mail and at least one week prior to each game. Teams must also verify that the schedule in ArbiterSports.com is correct each time schedule changes are made.
- E. **Non-Weather Cancellations:** For all non-weather cancellations, the assigner and all officials assigned to the game must be called at all listed phone numbers (with messages left) and emailed at all addresses listed on ArbiterSports.com at least 6 hours plus travel time (as calculated for each official by Google maps) prior to game time or the cancelling team may be responsible for paying the officials their full game fees. If contact is made closer to game time than this, but before an official leaves for the game, no fees will be paid to the officials. If an official is reached in person by phone while in transit, 50% of the fee for all games scheduled will be paid. If an official arrives at the game site without being reached by phone, the full fee for all games scheduled will be paid. The home team is responsible for making these notifications for regular JV and Varsity games, and the host site is responsible for making these notifications for games at other levels.
- F. **Weather/Field Condition Cancellations:** The home team is responsible for notifying the assigner, officials and the team(s) of weather and field-condition-related cancellations for regular JV and Varsity games, and the host site is responsible for making these notifications for games at other levels. If you leave a message at least 3 hours plus travel time (as calculated for each official by Google maps) before game time for the officials and the assigner or contact the officials and assigner before the officials leave for the game, no fee will be paid to the officials. If you contact the officials and assigner closer to game time than this and after the officials have left for the game, 50% of the game fees will be paid to the officials for the first two games of the set, plus appropriate travel, if

applicable. Officials will be paid the full fee if the cancellation is made after game time, whether the game is started or not, a half fee for the next game in the set of games, and nothing for subsequent games. If the latest allowable time for notifying the officials is earlier than 8:00 a.m. following the above guidelines, the officials must be notified by 9:00 p.m. on the previous night.

- G. **Notification window for early-morning cancelations:** For early morning games, officials must be notified of cancelations the night before. The cutoff time is calculated by subtracting travel time (as calculated by Google maps) and an additional 1.5 hours from the start time of the first game. If this puts the time before 8:00 a.m., the officials must be notified by the 9:00 p.m. the night before the game (or, for travel of more than 3 hours, by 5:00 p.m. the day before the game). Failure to give such notification requires that the officials be paid for at least one half of the game fee for the first game even if the officials get the message early in the morning before leaving.
- H. **Canceled games when the officials have long drives:** For any drive over 2 hours as measured by Google maps, if the officials have started to drive to the site or arrived on site in preparation for a game that is canceled, the board will determine appropriate compensation for the officials based on how far the officials drove before being notified; this may include reimbursement of travel expenses and hotel in some situations.
- I. **Suspended game policies:** The Association follows the NFHS guidelines when weather related issues come up during a game. Once a game has started, officials must suspend a game if there are visible lightning bolts or audible thunder. This calls for the removal of athletes from the field to vehicles or permanent structures. The game may resume if there are 30 consecutive minutes with no visible lightning bolts or audible thunder. A game shall never be delayed more than an hour for ongoing weather issues. If the game is terminated due to weather, the score is as stands if the coaches agree. However, if the coaches cannot agree, then the following rules apply:
 - 1. If the game is terminated anytime during the first half the teams shall resume play and finish the game at a future date.
 - 2. If the first half has concluded, the score is as stands, unless it is a conference game and the score is within 2 goals, at which time the teams may resume play at a future time where they left off.
- J. If the officials are asked to stay on site beyond the scheduled start time and the game is either not played or suspended, the officials are to be paid two-thirds of a game fee if the game is suspended before halftime—with the officials released immediately—and a full game fee if it is suspended after halftime or if the officials are kept on site after the suspension begins. If there are additional games scheduled, the officials are paid a half game fee for the next game in the set and nothing for subsequent games in the set.
- K. Once a game is suspended due to weather conditions, the officials will stay on site for up to one hour to see if the game can be resumed. If a lightning delay lasts

more than 30 minutes, the officials will be released (since the game would not be able to be resumed for at least another 30 minutes). If there is a second weather-related delay in the same game, the officials will be released.

- L. If a game is suspended due to weather and the officials are asked to stay on site in case the weather clears, the officials' commitment ends at three hours after the scheduled start time. If the officials are available to stay later, their time is billed at \$10 for each 15 minutes or portion thereof. If the remainder of the game is rescheduled, the new officials will be paid a full game fee.
- M. **Delays/No-Shows:** A "no-show" is defined as a team that does not have an adult coach and at least 10 legally equipped and dressed players – including a legally equipped goalkeeper – present within 10 minutes of the scheduled game time. For JV and Varsity games, the "no-show" team is responsible for full payment of officials (and travel expenses, if applicable). For other levels of play, the "no-show" team will compensate the opposing team for their share of the pre-paid officials fees as well as paying for the officials if the game is rescheduled. In some cases, the Board may mandate that the "no-show" team compensate an opposing team for a portion of their travel expenses or field rental. If any team has two "no-show" forfeits in one season, that team is ineligible for post-season play. Exception: if a team is in transit, but delayed due to conditions out of their control and a coach can contact the other coach via a phone conversation prior to the start of the game to let them know their team is running late, and if the game can still be played with sufficient light, then no penalty shall be assessed beyond those mandated by the NFHS rules.
- N. **Facility Safety:** Each organization scheduling games is responsible for providing a safe facility for spectators, players, coaches, officials, and other game personnel. This includes, but is not limited to, making sure the field is safe, having a plan to deal with injuries, and having a plan to deal with severe weather.
- O. **Responsibility for Game Costs:** Costs associated with hosting games, including field rental, athletic trainers or emergency medical technicians (if any), tape, spray paint, and goals, are the responsibility of the home team for JV and Varsity games and of the host site for other games. Game balls are the responsibility of the home team for JV and Varsity games; at other levels, each team provides balls for one end line. Officials fees are discussed below.

X. Association Rules, Game Rules and Modifications

- A. **Rules:** NFHS Rules will be used for all Association contests with the noted exceptions.
- B. **Varsity-only rule exception:** Varsity goals must meet NFHS specifications except goal anchors are not required.
- C. **JV and 9/10 rules exceptions:** See JV and Freshman 2015 on www.umloa.org/documents.
- D. **U15, U13, U11, and U9:** See Minnesota Boys Youth Rules (2015) on www.umloa.org/documents.

- E. **Coach Unsportsmanlike Conduct:** In 9/10, U15, U13, U11, and U9 games, any unsportsmanlike conduct penalty against a coach that the officials choose to report to the Board will result in a one game suspension for that coach even if the coach was not ejected from the game. If the coach is ejected, this penalty is not added to the automatic suspension associated with the ejection.
- F. **Concussion policy:** The Association policy regarding concussions is that any player who is suspected of having a concussion must be removed from the game or practice and not be allowed to return until the parents submit to the head coach written clearance from a medical doctor (other than a coach or the parent of any player associated with the team) stating that the player can return to play. This includes cases where a player is removed from a game by the officials under the concussion rule and cases where a concussion is suspected by an athletic trainer, an emergency medical technical, or one of the player's coaches. In no case can a player suspected of a concussion return to play on the same day even if the player has written clearance from a medical doctor. Violation of these rules may result in suspensions and game forfeits as well as other sanctions as determined by the Board.

XI. Payment of Officials

A. Officials Fees:

1. Officials are paid fees detailed in the fee document posted on www.umloa.org/documents.
2. For Varsity and JV games, the home team will pay for officials except as described below. For neutral-site regular-season games and scrimmages, the teams will split the officials fees unless other arrangements have been made between the teams prior to the date of the event.
3. For Varsity and JV games, all fees will be paid via the MBSLA RefPay account. Teams will make estimated payments as described in Article I and then will be billed or receive a refund at the conclusion of the season based on actual officials fees and travel fees incurred.
4. All JV and Varsity games will be assigned at least 2 officials. Some games will be assigned 3 officials at the discretion of the assigner based on the game's match-up or the history of the teams involved. If three officials are assigned to the game because the match-up is expected to require 3 officials, the home team will pay for all 3 officials. (Note: if an official fails to appear for a JV or Varsity game, the game may be played and will count as an official league game if both coaches agree to proceed with a single official if and until a second official arrives; once the coaches agree to proceed by sending their teams onto the field to start play, the lack of a second official will not be grounds to protest the outcome of the game.) Beginning in 2015, all varsity teams should expect to see 3 officials assigned to all games if possible.
5. In some cases, teams will be assigned a third official due to reports of overly physical play or poor sportsmanship. If the team requiring the third

official is the home team, or if both teams require a third official, the home team must pay all three officials game fees and travel fees. If the team requiring the third official is the away team, that team must pay the difference in officials fees plus the travel fee for the third official (if any) to the home team, and the home team will pay the officials. Once a team is on the list of teams requiring a third official, it may request a review after three games. Game officials and, in some cases, opposing coaches will be queried to see whether it seems appropriate to take the team back to 2 officials.

6. For all 9/10, U15, U13, U11, and U9 regular-season games, there will be two officials assigned for each game if available and officials fees will be paid prior to the season and disbursed by the Association through RefPay.com. Officials fees, including travel fees, are included in the officials fees for each of these leagues and are pre-paid prior to the start of the season.
7. For all 9/10 playoff games, teams will be billed for first-round and quarterfinal games, and the officials will be paid via RefPay. Officials for the semifinals and finals will be paid by the league.
8. Officials for non-league games, such as weekday 9/10, U15, U13, U11, and U9 games, are not paid by the Association. Teams must arrange officials payments on their own.
9. If league games at the 9/10, U15, U13, U11 or U9 levels are postponed or suspended and then made up during a weekday, the difference in the officials fees between the weekend rates and the weekday rates must be made up by the rescheduling teams.

B. Contacting Officials: Contact information for the officials assigned to each game will be available in ArbiterSports.com. Home team coaches are required to contact the referee 24 hours in advance of every game unless the coach has already been contacted by the referee. It is recommended that the coach contact both officials within 24 hours if he or she does not hear from the referee. At this time the coach and referee should determine how to communicate last minute changes or cancellations, especially if the weather looks questionable. If a game is canceled or moved without proper notification to the officials, the home team will be responsible for paying the officials even if the error results in the officials not actually working the game.

C. Travel fees for officials:

1. Officials are paid travel fees according to the fees document posted at www.umloa.org/documents.
2. The **home** team is responsible for paying the travel fees for Varsity and JV games (as well as for any **non-league** 9/10, U15, U13, U11, and U9 games played on weekdays unless prior arrangements are made with the away team). These fees should be included with the officials' game checks or RefPay.com payments.

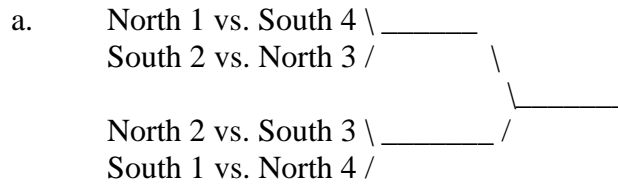
3. In addition, if there are officials who travel more than 14 miles (one way) to game sites not listed on the travel fee document, or for officials who travel significantly farther than distances used to calculate the fees in the travel document, the Association will cover reasonable travel fees for those officials in a payment made at the end of the season.
- D. **Playoff payments for officials:** The Association will pay the officials and their travel fees, if any, for all neutral-site playoff games scheduled by the Association. This generally includes the quarterfinal and later games for varsity and the semifinal and later games for other levels with playoffs. The league will use RefPay.com to make these payments.

XII. League Structure, Postseason Tournament, and Team Structure

- A. **Post-season Eligibility:** Only teams of Members in Good Standing (not suspended or on probation) are eligible for Association post-season tournaments.
- B. **Varsity League Conference Structure:**
1. North: Brainerd, Duluth, Grand Cities, Grand Rapids, Proctor, and Red River Valley, St. Cloud North.
 2. South: Becker, Hudson, Mankato, St. Paul, Waconia, Wayzata and Winona.
- C. **Varsity Game Number Requirements:**
1. Each team will play conference teams at least once. If a team chooses to play a conference team twice, only the first completed game will count towards conference seeding.
 2. Teams may play any number of out-of-state games (an in-state game is defined as any game that does not use UMLOA officials, even if it is outside of the borders of Minnesota; exceptions to this rule require board approval).
 3. Teams may play up to 13 total games against Association and MSHSL opponents. Teams may play in one in-state in-season weekend tournament per season. All tournament games played during that weekend will count as one game against the total of 13 games. Additional in-state tournament games will each count against the limit of 13.
 4. Additional scrimmages may be scheduled; however, they will have last priority for officials and a score cannot be kept or posted.
- D. **Varsity Playoff Structure:**
1. There will be an 8-team playoff at the end of the varsity season.
 2. The top 4 teams from each conference automatically advance to the playoffs. Ties are broken by:
 - a. Head to head, if applicable.
 - b. Goal differential in head-to-head games.

- c. Record against common opponents.
- d. Goal differential in games against common opponents.
- e. Coin flip.
- f. If at any point a team loses a stage of the tie-breaking procedure while teams remain tied above that team, the losing team is eliminated and the procedure is re-started from (a).

3. Varsity Playoff Bracket:



- 4. The Association will pay officials fees, including travel, for the Varsity playoffs.

E. **Varsity Season Dates:**

April 6	First day for scheduled regular season games on turf
April 13	Recommended date for first scheduled games on grass
May 27	Last day for scheduled regular season games
May 28-29	Make-up dates
May 30	Quarterfinals
June 6	Semifinals
June 13	Championship

- F. **Playoff Eligibility and Structure for JV and 9/10:** Playoffs for JV and 9/10 will include at most the top sixteen (16) teams by win percentage (fewer teams may be included in the playoffs per board decision). Ties will be split by (1) fewest forfeits (2) head-to-head, (3) opponents' overall win percentage (total wins by opposing teams divided by total games played by opposing teams), and (3) Board decision. JV and 9/10 teams will pay for the officials for the first two rounds of the tournament and the Association will pay for the semifinals and finals.

- G. **Lower Level Playoffs:** There are no playoffs for the U15, U13, U11, and U9 leagues.

- H. **Varsity Post-Season Awards:** The Association will award Varsity team trophies to 1st, 2nd, and 3rd place teams.

- I. **Varsity Post-Season Officials:** There will be three officials per game until the semifinals. In the semifinals and finals, there will be three officials plus an alternate official. The third-place game will not use an alternate official.

- J. **JV and 9/10 Post-Season Officials:** There will be two officials per game in the first two rounds. In the semifinals and finals, there will be three officials. In the JV third-place game there will be three officials; there will be no third-place game for 9/10.

K. **Team structure:**

1. Varsity and JV teams will consist of players in grades 8–12 and not older than 19 years old on August 31 of the previous year unless prior approval is granted by the Board. A player may not play more than 6 quarters in Varsity and JV games in one day without prior approval from the Board.
2. Eighth graders cannot play varsity, JV, or 9/10 without registering with the board first. To register, the Member association must submit signed forms from the Member association's U15 coach (if any), the JV or varsity coach for whom the player would play, the president of the member association, and each of the player's parents and/or all legal guardians stating that the player has the skills and physical abilities to compete safely at that level of play. The parent/guardian form will include a section stating that the player has been examined by a physician who has determined that the player is physically capable of playing safely at that level of play. Once all of this paperwork has been received by the board, the board will notify the member association that the player can play at the JV or varsity level. The player may not play in any JV or varsity game prior to this notification; to do so would be to use an ineligible player, which could trigger forfeits and suspensions.
3. 9/10 teams include players from grades 8–10 only. An eighth-grader may compete on a 9/10 team only as explained above. No Varsity players may play in any 9/10 game and JV players may not play in a 9/10 playoff game. Only Association JV players may play in a regular season 9/10 game (MSHSL JV players may not) and only with pre-approval from the board. For the purposes of this section, “JV player” means anyone who has played any portion of four different quarters in JV games.
4. A player participating in both 9/10 and JV may compete either in (1) All 9/10 games - including playoffs - and a maximum of 12 quarters in JV games, with no more than 2 quarters in any one game or (2) All JV games - including playoffs - and a maximum of 12 quarters in 9/10 games, with no more than 2 quarters in any one game. Any player violating these limits will generally cause his team to forfeit any games where the limit was violated. Any player playing at both levels must be reported to the communications officer, and **teams must keep clear records showing what games and quarters such players participated in.**
5. To participate in U15, U13, U11, and U9 leagues, the player must be under the specified age on the August 31 preceding the competition.
U15 players are born on or after 9/1/1999.
U13 players are born on or after 9/1/2001.
U11 players are born on or after 9/1/2003.
U9 players are born on or after 9/1/2005.
6. For U15 and U13 teams, a player may play one year above current age level (e.g., someone who is 12 on the previous August 31 can play in U15

instead of U13) with prior board notification using the same registration process described in point 2 above.

7. Under no circumstances can a player play at more than 2 different levels of play in the same season. Players in eighth grade or lower may only play at one level without prior Board approval.
8. Any player playing in any games at the high school level (9/10, JV, or varsity) may not play in any U15 or lower-level game in the same season.
9. The use of any ineligible or suspended player in a game will generally result in at least a forfeit for the first offense and may result in suspensions of any coaches involved. This includes the use of a player “playing up” to a higher level without prior board approval. For the second offense, the game will be declared a forfeit and the offending team will be declared ineligible for the playoffs. All teams should keep accurate scorebooks at all levels of plays; these may be used to assist in settling disputes. If your team is involved in a dispute and does not have accurate records, there is a strong possibility that a protest against your team will be upheld.

XIII. All-American, All-State Selections and Other Awards

- A. **Eligibility:** In order to have its players eligible for awards, a team's roster and statistics must be posted on www.mbsla.org.
- B. **Selections:** From the received nominations for league awards, a committee made up of coaches present at the awards meeting will determine the recipients for awards.
- C. **Awards:** The Association selects players for the following awards: All-American, All-State, and All-Conference.
- D. **Coaching Awards:** The same process applies for Association coaching awards. Selections are made at the awards meeting. Awards for coaches consist of: Coach of the Year, Assistant Coach of the Year, Official of the Year, and Junior Official of the Year.

XIV. MBSLA Programs

- A. **Tournament sanctioning:** The MBSLA has the authority to sanction non-MBSLA tournaments in order to try to bring consistency to rule enforcement in such tournaments.
- B. **Field Marshal program:** The MBSLA has the authority to develop a program for paid on-site league representatives (Field Marshals) for 9/10 and lower-level games.
- C. **Training manager:** The MBSLA has the authority to hire a training manager to assist coaches with online training and to verify that coaches have completed training.
- D. **Experienced crew chief program:** The MBSLA has the authority to develop incentive programs for encouraging top officials to officiate MBSLA games.

XV. Meeting schedule

- A. The Association will generally hold meetings according to the following schedule, with typical items covered at each meeting listed:
 - 1. Third Saturday of November: Fall General Meeting; changes to Bylaws and Operating Policies; Board elections; applications for new members considered; discuss and approve multi-school exemptions; discuss budgeting; and general business.
 - 2. Second Saturday of December: Scheduling for Varsity and JV games.
 - 3. Last Saturday in February and/or the first Saturday in March: Scheduling meetings for 9/10, U15, U13, U11, and U9.
 - 4. May or June: Awards meeting.
- B. Other meetings may be scheduled from time to time if needed to conduct Association business. Every attempt will be made to notify all programs and concerned individuals of each meeting, by posting the meeting schedule on www.mbsla.org and by sending email to known addresses, but the failure of one or more members to receive the notice due to not receiving the email will not invalidate the meeting.