



# MANITOBA MAJOR SOCCER LEAGUE



## Rules and Regulations

### 1. Team Eligibility

- 1.01 All clubs must register all their teams for play within the League administered by the M.M.S.L., or forfeit the right to play in any games administered by the M.M.S.L.
- 1.02 All clubs/teams must be registered on registration forms provided or approved by the M.M.S.L.

### 2. Roster Size

- 2.01 No team shall have more than the number of players listed below on their roster at any time.

Division	Roster Size	Game Sheet Maximum
Premier Division:	21 Players	20 Players
First Division:	21 Players	20 Players
Second Division:	25 Players	20 Players
Third Division:	25 Players	20 Players
Fourth Division:	25 Players	20 Players
Fifth Division:	25 Players	20 Players
Sixth Division:	25 Players	20 Players
Seventh Division (Not in use 2025 season):	25 Players	20 Players
Eighth Division (Not in use 2025 season):	25 Players	20 Players
COED Division (Not in use 2025 season):	25 Players	25 Players

### 3. Substitution Rules

- 3.01 A limit of five (5) substitutions in a game, with unlimited substitutions at half-time, for the following divisions:

MMSL Premier Division and MMSL First Division.

- 3.02 Unlimited substitutions in a game (**3 substitutions at a time**), for the following divisions:

MMSL Second through to Bottom/MMSL COED Divisions.

### 4. Player Eligibility

- 4.01 All players must be registered with the Manitoba Soccer Association (M.S.A.).
- 4.02 All players must be registered on registration forms, or approved on an online registration system provided or approved by the M.M.S.L.
- 4.03 Proof of age in the form of a birth certificate or other acceptable evidence, must be submitted unless the player has been previously registered with the M.S.A. and shown proof of age. The Executive Director is permitted to exercise discretionary powers in the matter of verifying a player's age, but in the event of a protest, the burden of proof shall rest with the player.
- 4.04 Players conforming to Rules 1.01 must be registered 24 hours before games to be eligible to play for any team.
- 4.05 A player who has a suspension in games carrying over from a previous season (outdoor or indoor) may register with a team to serve a suspension, but may not play until such a suspension has been served. A player who has a time suspension may not register until the date the suspension is completed.
  - 4.05.1 Outdoor suspensions will be served in the next outdoor season; indoor suspensions will be served in the next indoor season.
  - 4.05.2 Should a player have an outstanding fine from a previous season (outdoor or indoor), the fine must be paid before they will be allowed to play. As such, a player with an outstanding fine after the outdoor season must pay their fine before playing indoor, even though their suspension is not served until the following outdoor season.



# MANITOBA MAJOR SOCCER LEAGUE



Likewise, a player with an outstanding fine after the outdoor season must pay it before playing indoor, even though their suspension is not served until the following indoor season.

- 4.06 A player may be registered for only one team at any one time in a given season except for the following circumstances;
- a) Youth players being called up.
  - b) Coed - a player may be signed to a Senior Men's team or a Senior Women's Team as well as a Coed team under the jurisdiction of the MMSL.
  - c) Masters - a player may be signed to a Senior Men's team as well as a Masters team under the jurisdiction of the MMSL.
  - d) Players registered on two teams as per b & c will be called dual carded players.
- 4.07 No transfers will be issued by the M.M.S.L. before the first League game or after the yearly date set by the league.
- 4.08 Players who have not registered to a CSA affiliated team during the current season may be registered to a team up until 24 hours before the team's final MMSL regular season game.
- 4.09 Players shall be entitled to the benefit of the Transfer Law as laid down in the C.S.A. Constitution as follows: A player shall be allowed three (3) transfers only during the current season under the jurisdiction of the Canadian Soccer Association. A player who has been granted an Inter-Provincial transfer and returns to his original jurisdiction will be allowed to transfer his services to the club for which he was last previously registered, but may not play for that club until a period of thirty (30) has elapsed.
- 4.10 A player who has been granted an Inter league transfer and returns to his original team will be allowed to transfer his services to the club for which he was last previously registered, but may not play for that club until a period of thirty (30) has elapsed.
- 4.11 The Executive Director is permitted to exercise discretionary powers in the matter of verifying a player's residence. Where a dispute over residency arises, the address listed on the MHSC card (Manitoba Health Services Card) identifying the player will define residency, but in the event of a protest, the burden of proof shall rest with the player.
- 4.12 The fee for each transfer shall be determined by the M.S.A. The transfer fee is due and payable before the transfer is completed.
- 4.13 Players conforming to article 4.01 and 4.05 must be registered 24 hours before League to be eligible to play for any team. This condition applies also to players guesting to play in a higher division
- 4.14 Players may not be a guest player while under suspension
- 4.15 Any dual carded player wishing to guest in a higher division must obtain the permit to play form from the senior men's team they are registered to. A coed or Masters teams may not sign a permit to play for a dual registered player. Any coed or masters team signing a permission to play for a coed player will be subject to fine and discipline.
- 4.16 A player that has been granted an International Transfer Certificate to another jurisdiction must ensure they have filed a return ITC to be eligible to play under the Manitoba Soccer Association jurisdiction.
- 4.17 A player who has been granted an Inter league transfer and wants to guest for his original team will not be allowed to guest for the club with which he was last previously registered, until a period of seven (7) days has elapsed from the date that player registered to his new team.
- 4.18 In cases where the regulations concerning registration of players are broken (including the use of improperly released or transferred players, the use of unregistered players) the penalties are as follows:
- 4.17.1 For the first occurrence, all games played under these infringements shall result in default and three points shall be awarded to the opposing team(s). The team official shall be reprimanded.
  - 4.17.2 The second occurrence, the M.M.S.L. Disciplinary Committee shall suspend the team and the team official(s) pending a hearing. The suspension(s) may be extended to the end of the League, playoff, or cup schedule.



# MANITOBA MAJOR SOCCER LEAGUE



## 5. Guest Players

- 5.01 Teams will be permitted to use a combination of three guest players from Youth and Senior Men's per game. The players will be counted towards the 20 players on the game sheet.
- 5.02 Teams **exceeding** the maximum number of allowed guest permits in a match will **default** the match and the team official subject to further disciplinary action.

## 6. Youth Guest

- 6.01 Youth Players playing in the M.M.S.L. will play under M.M.S.L. rules but be governed by the youth league that the youth player is registered with.
- 6.02 A registered youth player shall be allowed to play an unlimited number of games with any M.M.S.L. team without affecting his Youth status.
- 6.03 A maximum of three (3) youth players can be used by one team per one game. The youth players will be part of the 20 player game sheet for that game. Youth players will only be allowed to play in one M.M.S.L. game per day with the exception of sanctioned tournament play.
- 6.04 Properly filled out youth to senior forms must accompany the youth player and must be turned over to the game referee prior to the start of the match. Failure to do so will result in a default to the offending team.
- 6.05 Youth players must have an MSA approved ID submitted with their youth to senior form.
- 6.06 Youth players will be permitted to participate in the M.M.S.L. playoffs, but for only one team. Once on the game sheet they will be tied to that team for the remainder of the playoffs.
- 6.07 Youth players must be identified on the game sheet by the letter (Y) followed by the player's signature.
- 6.08 Failure to comply with By-Laws 6.01 to 6.06 will prevent the youth player from participating in that game.
- 6.09 Any Youth player found to be flagrantly breaking the by-laws as mentioned in 6.01 to 6.06 will be suspended from all M.M.S.L. games for a period of one year.
- 6.10 Any youth guest player that has received a red card in an M.M.S.L. game shall serve his suspension with his home youth club.

## 7. Senior Guest Players

- 7.01 Any registered player from a lower division team in the M.M.S.L. will be allowed to participate in League games, as a guest player for an M.M.S.L. team in a higher division.
- 7.02 A maximum of three (3) Guest players can be used by one team per one game. The Guest players will be part of the 20 player game sheet for that day.
- 7.03 Properly filled out Guest forms must accompany the Guest player and must be turned over to the game referee before the start of the match (no form no play). A permission to play form must be signed by the loaning team's official. In the absence of a signed permit the loaning team official may authorize the permission to play permit with an email authorizing the permit. A copy of the email must accompany the permit to play form. On the permit to play form it must state where the team official's signature is, "SEE ATTACHED EMAIL". The email must also be sent to the league's executive director before the start of the match.
- 7.04 Senior Guest players must have M.S.A. approved ID submitted with their Guest form.
- 7.05 Senior Guest players will not be permitted to participate in the M.M.S.L. playoffs.
- 7.06 Senior Guest players must be identified on the game sheet by the letter (G).
- 7.07 Failure to comply with 7.01 to 7.06 will prevent the Senior Guest player from participating in that game.
- 7.08 Any Guest player found to be flagrantly breaking the bylaw as mentioned in By-Laws 6.01 to 6.07 will be suspended from all M.M.S.L. games for the remainder of the year as a Guest player.
- 7.09 The maximum number of senior men call-ups per season is limited to a number specific to the division the host team is registered.



# MANITOBA MAJOR SOCCER LEAGUE



Premier Division:	15 senior player call-ups
First Division:	15 senior player call-ups
Second Division:	20 senior player call-ups
Third Division:	20 senior player call-ups
Fourth Division:	20 senior player call-ups
Fifth Division:	20 senior player call-ups
Sixth Division:	20 senior player call-ups
Seventh Division:	20 senior player call-ups

- 7.10 Teams may use to the maximum Senior Guest permits listed in 7.09 over the course of the season. Once the team has used the allotted number, they may not use any more senior guest players. Teams using more than their allotted senior guest players over the course of the season will be penalized by having three (3) points deducted from their standings for each Guest player used over the maximum limit. As this is a season long accumulation, the three (3) points will not be awarded to the opposing team.
- 7.11 Teams will be responsible for keeping track of the number and division of Senior Call ups they use. The M.M.S.L. will not be responsible to advise teams how many Senior Guest Players each team has used. The MMSL will verify the senior guest permits and post the list of used Senior Guest Players to the league website as soon as it is administratively possible. Teams are responsible to advise the MMSL office in writing of any errors in the Senior Guest Player list.
- 7.12 Players will be limited to eight (8) guest appearances per season, regardless of division.
  - 7.12.1 Goalies are exempt from this limit. The permit to play form and the game sheet must indicate that the player is a Goalie. If this player is used in any other capacity, the Borrowing team will default the game and be subject to a \$250 fine.
- 7.13 The Loaning team will be responsible to keep track of how many times a player has been a senior player call up with the exception of players identified in 7.12.1. If a player transfers from another team, it is the responsibility of the loaning team to find out of any prior call-ups. The loaning team will be fined \$250.00 for allowing a player to be a senior player call-up more than five (5) times. A player playing more than five (5) games as senior player call up will be suspended for two games from their Registered team. Any further violations are subject to supplemental discipline. If a team uses the same player six (6) times, they will default the game, be subject to three-point (3) reduction in their standing, and be subject to a \$250 fine.
  - 7.13.1 Repeat offences of the above rule, within a 12-month period, will receive the following fines and suspensions:
    - 7.13.1.1 If a club allows their Registered player to play seven (7) times as a guest player for any team, the fine is \$500 and the player will receive a five (5) game suspension.
    - 7.13.1.2 If a team knowingly uses a player for their seventh Guest appearance they will default the game, be subject to three (3) point reduction in their standings, and a \$500 fine.

## 8. Game Sheets

- 8.01 Game sheets will be provided by the MMSL for all matches under its Jurisdiction.
- 8.02 Game sheets must be a four-part form. Each Team will be responsible to complete their game sheet in a legible and accurately manner.
- 8.03 All players must be identified by full name on the game sheet. The name appearing on the team registration form will be the name used of the game sheet. Known shortened name (i.e. Bill for William, Jay for Jason) along with identifying initials (i.e. J.P. for Jean-Pierre) will be allowed. Single initials (i.e. J. Smith for John Smith) will not be allowed.
- 8.04 Coaches, trainers, Managers, and any other must be identified by name on the game sheet. The name



# MANITOBA MAJOR SOCCER LEAGUE

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appearing on the team registration form will be the name used of the game sheet. Known shortened name (i.e. Bill for William, Jay for Jason) along with identifying initials (i.e. J.P. for Jean-Pierre) will be allowed. Single initials (i.e. J. Smith for John Smith) will not be allowed.

- 8.05 Registered athletic therapists may be present on the bench and written on the game sheet with AT.
- 8.06 Suspended players may appear on a game sheet. There must be indication on the game sheet that the player is suspended. Injured players may be listed on the Game Sheet in order to sit on the team bench.
- 8.07 Players and team officials noted on the game sheet will be considered to have participated in the match, with the exception of those under 8.06. Teams may remove players from the game sheet until half time. Teams may add players to the game sheet at half time.

## 9. Defaults

- 9.01 All teams are expected to play their scheduled games and not default any games. It is not a right for a team to default a game in the season and should a default occur, the team will be fined \$150.00 for the first default and \$250.00 for the second default. Should a third default occur, the team will be fined \$300.00 and the consequence would be possible expulsion from the league. If expelled their performance bond is not refunded and the team would be placed in bad standing. For all defaults the opposing team would be awarded 3 points and the team that defaults would have 1 point deducted from their standings. The opposing team will be awarded a 3-0 win.

## 10. Forfeits

- 10.01 A forfeited game will result in a loss for the forfeiting team; the opposing team would be awarded 3 points and the team that forfeits would have 1 point deducted from their standings.
- 10.02 A game is deemed a forfeiture if notice in writing is given to the league office by the team wishing to forfeit at least ten (10) days prior to the scheduled game.
- 10.03 In all forfeited games the administration, referee and field rental fee of said game will remain the property of the M.M.S.L.
- 10.04 Forfeited games will not be rescheduled
- 10.05 Forfeitures do not count as defaulted games; however, they will be considered in the decision if a team has missed more than three scheduled dates.
- 10.06 Upon approval of forfeiture, the M.M.S.L. office will inform both teams by phone or email.
- 10.07 The opposing team will be awarded a 3-0 win.