



Akron Premier League

BYLAWS

TABLE OF CONTENTS

- I. GENERAL RULES
- II. ADMINISTRATIVE REGULATIONS
- III. PLAYER REGISTRATION
- IV. GAME REGULATIONS
- V. SANCTIONS, PROTEST AND CLAIMS
- VI. PENALTIES GOVERNING MAJOR DISTURBANCES
- VII. BYLAW AMENDMENTS

I. GENERAL RULES

1. Name.

This League shall bear the name: Akron Premier League

2. Purpose.

The objective and purpose of this League is to unite our community through Football (Soccer) for the physical and moral benefit of its players together with the protection of the interests of its affiliated clubs, and the furthering of the game of soccer among our youth.

3. Dissolution.

In the event of the dissolution of this League, all assets will go to USASA for the advancement of youth soccer.

4. Membership.

This League is a member of a United States Adult Soccer Association (USASA) affiliate or affiliates as determined by the membership, through which it is affiliated with the United States Soccer Federation. It shall recognize the authority, rulings and by-laws of these organizations.

5. Official Notifications.

Administrative notifications shall be through the league website or by such other means as determined by the Executive Board.

6. Official Meetings, Votes, Notices, & Communication of Decisions.

All official meetings by the Executive Board, team managers/coaches, team players, referees/officials, or any other participant of the Akron Premier League can be conducted in a variety of ways including, but not limited to, video conferencing, phone conferencing, in-person meeting, or by such other means as determined by the Executive Board. All official votes, notices, and decisions by the Executive Board, team managers/coaches, team players, referees/officials, or any other participant of the Akron Premier League can be submitted in a variety of ways including, but not limited to, responding to an electronic poll, text message, email, post mail, in-person affirmation, or by such other means as determined by the Executive Board.

II. ADMINISTRATIVE REGULATIONS

1. Conduct of Affairs.

The conduct of all activities is supervised by the Executive Board.

2. Executive Board.

The Executive Board shall be composed of:

2.1 President

2.2 Vice President - Operations

2.3 Vice President - Finance

2.4 Vice President - Discipline

2.5 Vice President - Communications

2.6 Vice President - Communications

2.7 Vice President - Marketing

3. Duties.

3.1 President.

The President shall supervise all activities of the League and the work of the officers. He/she is to appoint all standing Committees. He/she has the power to take the necessary steps when the interests of the League appear endangered. He/she is the general representative of the League in all legal and other matters, as well as chairman at all meetings.

3.2 Vice President – Operations

Directs and executes team and player registration process. Directs and manages all data and technology aspects of the organization. Establishes and maintains processes for team and player statistics and communicates updates to the all stakeholders. Oversees marketing and social media platforms (websites) and is responsible for maintenance and improvements.

3.3 Vice President – Finance

Responsible for the administration of all financial needs of the League. Control of accounts receivables and statements. Informs stakeholders of monthly financial status. Responsible for positive cash flow.

3.4 Vice President – Discipline

Responsible to administer discipline. Responsible for referee coordination and liaison between clubs, players and officers. Point of contact for discipline duties. Coordinates disciplinary appeals and hearings.

3.5 Vice President – Communications

Manages communication. On point for media and event coverage. Responsible for maintaining all areas of internal and external communication. Responsible for all league event logistics.

3.6 Vice President – Marketing

Manages all marketing aspects of the league. On point for social, organic, and paid marketing initiatives.

3.7 Vice President – League

Manages game schedule and field availability. On point for all open division tasks. Responsible for maintaining all areas of communication with team managers and the board.

4. Powers.

4.1 The Executive Board has the right to suspend any member of the Board whose actions are a clear and present detriment to the interest(s) of this League. A suspension requires the unanimous vote of all the remaining members of the Executive Board not under consideration for suspension. A suspended member may demand a hearing of his/her case before a special meeting of the League within two weeks after his suspension becomes effective.

4.2 The Executive Board can order any regular season games, play-offs or final games suspended.

4.3 The Executive Board decides on interpretations of the rules and regulations. It has the power to make decisions on matters not covered by these rules.

4.4 The President and Operations Vice-President of this League shall act as the Emergency Committee. They can make decisions upon mutual agreement in case of emergency. Such decisions shall be reviewed at the next Executive Board Meeting and voted on for approval and continuation if applicable.

4.5 Limit of Powers.

Players acting as Executive Board members are subject to disciplinary sanctions. Any player acting as an Executive Board member shall not be allowed to vote on matters regarding their own disciplinary sanctions.

5. Executive Board Compensation.

The Executive Board is limited to disburse funds up to the amount of \$200.00 of the net profit incurred by the league during the prior season without the approval of the delegates of the clubs. This amount shall cover operating and travel expenses for Executive Board members.

6. Division Commissioners.

The President shall have the right to appoint, with the consent of the Executive Board, commissioners of the divisions of the league. If appointed, the divisional commissioner shall act as a liaison between the teams in their respective divisions and the President and shall have such other responsibilities and authority as conferred upon them by the President. Divisional commissioners may, but need not be, members of the Executive Board.

7. Premature Withdrawal of Members from the Executive Board.

When an officer of this League resigns or dies before the end of his term, the Executive Board shall be empowered to fill his vacancy until the next Annual Meeting of this League.

8. Meeting of Executive Board.

A meeting of the Executive Board shall have a quorum when at least one-half of the voting members of the Board, excluding life-members, are present. All decisions are determined by a majority vote.

9. Inspection of Books & Finances.

The member clubs shall have the right to inspect the books of the League provided they give one month written notice of their intention.

10. Awards.

The champion team and players should receive a prize agreed at the beginning of the season, and shall receive the right to participate the following year in the in Tournament of Champions (TOC) sponsored by USASA and the League. The Runner Up team shall receive an invitation to participate in the TOC in the event of the champion team is unable to participate or if is not registered with the League for the calendar year.

11. Fiscal Year.

The fiscal year of this League shall be from January 1st to December 31st.

12. Annual General Meeting.

12.1 The Annual Meeting as well as all other General Meetings are public. However, the Executive Board shall have the right at all times to exclude the public.

12.2 Invitations to all meetings shall be communicated by the Communications Vice-President at least 14 days before the meeting. The invitations to Annual Meetings shall be accompanied by a copy of the minutes of the previous Annual Meeting as well as all proposed rule changes.

12.3 An Annual Meeting shall be held on any day as determined by the Executive Board to hold officer elections for the Executive Board, and to discuss business affairs.

12.4 Voting Power: The governing Executive Board members shall be entitled to one vote each. The voting power of the member clubs is determined on the basis of registered teams in a current season. Each club shall have one vote for each adult team which has played at least half of the league games. No club shall be entitled to vote if its financial obligations to the League have not been met.

12.5 Club/team delegates. Each club should have a delegate to represent the team at the annual meeting.

12.6 Non-Representation at Annual Meeting and other Meetings: Clubs which are not represented by delegates for the duration of the Annual Meeting shall be fined \$50.00. The fine for not being represented at any other meeting shall be \$30.00.

12.7 Motions: All proposals for rule changes and other motions of the Annual Meeting shall be presented in writing to the Board not later than 14 days prior to the date of the Annual Meeting. Motions may be debated upon only after they have been seconded by another delegate. When a motion to close the debate has been carried, only the maker of the motion and one speaker opposing it shall be allowed to speak. Such a motion can only be made by a delegate who has not previously spoken on the subject.

12.8 Emergency Motions: Emergency motions may be made at any time. Such motions shall only be debated if they arise from previous decisions of the meeting providing the presiding officer approves of the emergency.

12.9 Vote: All motions except changes or additions to these rules shall require a simple majority for acceptance. Motions to change or add to these rules shall require 2/3 majority of all votes cast. Votes shall be taken in such manner that the most far reaching motion shall be determined and voted upon first. Other motions shall follow in the order in which they were presented. Votes shall be counted on a show of hands, or an "I" if the meeting is virtual. A motion for a secret ballot requires the assent of at least 1/3 of all votes present.

12.10 Extraordinary Meetings and Delegate Meetings: Special meetings may be called by the Executive Board in urgent cases. Upon written request of at least 2/3 of the member clubs, the Executive Board must call a special meeting within 14 days. The voting power of the member clubs is determined on the basis of registered teams in the current season. Each club shall have one vote for each adult team.

13. Club Membership.

13.1 Admission: A club yearly membership fee is \$200 (bond) that will serve as a security deposit for the club. A payment of \$150 and a guarantee of \$50 is to be paid by new clubs joining this League. The annual dues are due at the time of the Annual Meeting.

13.2 Security Deposit: The deposit guarantee of \$200.00 with the League at the time of admission shall serve as security for the fulfillment of all obligations, financial or otherwise, towards the League.

13.3 Inactive Clubs: Inactive clubs remain in this League as associate members upon payment of an annual fee of \$50.00. They have one vote.

13.4 Continuation of Membership: Any member club answering the roll call at the Annual Meeting shall be considered affiliated with this League for the coming season.

14.5 Bad Check: Any club found guilty of passing a bad check will be fined the sum of \$50.00 and will be required to pay any future payments due to the League by certified check, money order or cash.

14.6 Expulsion: Clubs which attempt to circumvent a decision rendered, or which seriously damage the interests of this League may be expelled at the Annual Meeting, or at a special meeting, called for this purpose. A motion for expulsion shall require the approval of at least 2/3 of all votes cast in order to be effective.

14.7 Duties and Administration of Clubs: All clubs are required to keep orderly records of their finances and meetings. The Executive Board shall have the right to inspect these records. Changes in the offices of President, Secretary or mailing address must be reported immediately to the Board of this League. The home club is responsible for the conduct of its players, officials and spectators. It is required to take all precautions necessary to prevent spectators or players threatening or assaulting referees before, during or after the conclusion of games. Clubs wishing to suspend players on account of an infringement of their rules shall notify the Executive Board giving the nature of the offense and the duration of the suspensions. Such suspension must be ratified by the Executive Board.

14.8 Loans: The Akron Premier League may extend loans only to clubs belonging to the league at a rate of 15% which are due on the agreed date. This club can only be released after the loan plus interest has been paid in full.

14.9 Delinquent Clubs: Unless waived by the Executive Board, all monies due to the League must be paid within 30 days. If any monies due to the League are not paid within 30 days, interest will be charged at an additional rate of 1.5% per month on outstanding balances until paid, and if not paid before, will be collected at the Mid-Year Meeting or Annual Meeting, whichever comes first.

14.10 Balance Due to be Registered to Play: If any member club has outstanding debts to the league in excess of \$200.00 after the date of the Annual Meeting, then said club will not be permitted to register for the following season. Notwithstanding the above, a delinquent club may petition the Executive Board in writing for a waiver of the above penalty specifically stating the reason for said delinquency and the club's proposed schedule of payment. The Executive Board may then waive the above penalty upon payment of half of the outstanding delinquency by the date of the Annual Meeting and balance by the following February 1st.

14.11 Financial Reporting: A list of clubs with outstanding balances to the league including their outstanding balance and their aging shall be sent to all clubs and posted on the league website annually.

III. PLAYER REGISTRATION

1. General Rules.

Players may participate in games of this League providing they are duly registered and insured under the League regulations.

2. Players.

Every amateur player shall be registered on an official form of the USSF through this League's website. It is the duty of the Operations Vice-President. All players must have official passes bearing their pictures and jersey number, and must be on the active list of players on the League's official website.

3. Registration.

Player registrations are accepted through the League's website if all requirements are met. The registration window for player registration closes 30 days after the first game has been played for each season. The deadline for a player to be registered and eligible to play is up to 72 hours prior to the game.

A club may only register a player who is currently or has been registered with another club after the club obtains a proper release agreement.

Any player not registered in accordance with the registration sections shall be deemed an ineligible and illegal player.

4. Player and Team Affiliation and Membership.

Players must receive consent from a team to join their team. A club may only register an amateur or professional player who is currently or has been registered with another club within the League after that player has been properly released, as appropriate, by the current or former club. The league has the right to deny player registration to any individual deemed to be a threat to the league and its members.

5. Player Transfer & Pass Release.

Players must request authorization from their club to join another team. No player can play for a different club once he has played his first game with any other club during the calendar year. Before playing their first game players are only permitted to change clubs twice during the season.

6. Pass Release.

A players may apply for their pass release to the Executive Board if they have met all obligations towards their club, and under special circumstances.

7. Players Under Suspension.

A player currently under suspension cannot be granted a release. Registration of a suspended player will be denied.

8. Players Limits.

There is no limit on the number of players a club registers, but a team within a club can only have 30 active players on their rosters.

9. Eligible Players.

Players are eligible to play if shown on the active player list of any club.

10. Jersey Numbers.

The jersey number of a player is the unique identifier for the season. A player must wear their number on their pass. A player found guilty of playing with a different number will be sanctioned in accordance to the sanction section.

IV. GAME REGULATIONS

1. General Rules.

All games within this League shall be conducted under the rules recognized by this League.

2. Opening of Season and Game Format.

The official opening day of the season and the game format shall be fixed by proclamation of the Executive Board.

3. Playing Field.

Limitations as to the size of the field, height of the corner flags, goal measurements, and required markings of the field are accorded to the Rules and Regulations of FIFA.

4. Game Locations.

Field locations for home and away games are determined by the Executive Board.

5. Markings.

The home club shall be responsible for visible, correct and clear markings of the playing field, and fencing off the playing area, if feasible.

6. Goal Nets.

Standard Goal Nets shall be used in all games.

7. Maintenance of Order.

The playing field is to be protected against overflowing by the public. The home team is responsible for any disorders which may arise from insufficient protection and supervision. If any official or member of the visiting club causes or participates in a disturbance the visiting club may also be held responsible.

8. Notification of Games.

The schedule of games and kick-off time being published on the League's website, serves as official notice to all clubs. However, subsequent revisions to the schedules and starting times sent out by the League office shall supersede those published on the League's website.

9. Schedule.

The league office shall schedule all games and also determine the starting time. Except as indicated below, games scheduled on Sunday shall start between 8:00 am and 9:00 pm, unless both teams agree to an alternate starting time.

Games played more than 30 miles from the Akron shall start between 10:00 am and 7:00 pm.

If the necessity arises to complete the season's league schedule, the Executive Board has the right to schedule midweek games.

If a home team fails to have the field properly marked after the referee has given the team the necessary time, the team will be punished by losing the game and being fined according to the forfeit fine schedule.

If at fifteen minutes passed the scheduled start time, either or both teams are not able to field the minimum number of players (7), the referee shall deem the offending team(s) to have forfeited the game. In addition to the forfeit, the offending team(s) will be fined on a second occurrence during the calendar year.

Any club which does not want to be scheduled on major religious holidays, must so notify the league office and the Executive Board at the Annual Meeting.

10. Postponements.

No scheduled game shall be postponed without the consent of the league office and both clubs

11. Abandoned Matches.

If a match in progress is stopped by the referee because of bad weather, or for any other reason independent from either team's behavior, and it is not resumed, the match shall be considered incomplete and it shall be completed by the two teams at another date/time to be determined by the league office with the score and the discipline decisions taken up to the moment of the interruption with the following principles applying:

11.1 The line-up sheet for the resumed match may only contain the eligible players who were on line-up sheet of the abandoned match.

11.2 Any sanctions imposed before the match was abandoned remain valid for the remainder of the match.

11.3 Single yellow cards imposed before the match was abandoned are not carried forward to any other matches before the abandoned match is completed.

11.4 Players sent off during the abandoned match cannot be replaced and the number of players in the starting line-up remains as it was when the match was abandoned.

11.5 Players who were suspended following a match played after the abandoned match in question can be included on the line-up sheet of the resumed match.

11.6 The match must restart on the same spot where the abandoned match action occurred (i.e. free-kick, throw-in, goal kick, corner kick, penalty, etc.). If the match was stopped during the normal flow of the game, a dropped ball on the spot where it was abandoned shall be used to restart.

Notwithstanding the above, by mutual agreement of the two participating teams and the league office, the abandoned match can be deemed complete with the score and discipline decisions at the moment of interruption.

12. Referees.

The Referee is the highest authority during a soccer match. League Executive Board members and officials can aid the referees in carrying on the law and order as indicated by the referee for the match.

13. Minimum Number of Players.

A team must field at least seven (7) players in any game of this League, unless otherwise specified, as in indoor tournaments.

14. Team Captains.

Team managers and captains are responsible and liable for the conduct of their team.

15. Pass Check.

Prior to the commencement of any game, each team must line up per the referee instructions and aided by the captains for a pass check.

12. Uniforms.

12.1 The home team shall always wear their "home" jerseys. The away team must change jerseys if there is any color clashing or conflict. Jersey colors must match or be of similar color and shade. Players who, in the judgment of the referee, are not properly attired will be ordered off the field.

12.2 All players must have a clearly legible number on the back of their jersey and on the front. (The back to be a minimum of 4" and the front a minimum of 3") The offending club(s) are

subject to a fine of \$10.00. Players on goalie rotations must wear their pass number during the match.

12.3 Equipment: Shin guards must be worn during the game. No jewelry and/or harmful equipment can be worn during the matches.

12.4 Team Captains shall wear an armband on the upper left sleeve of their jersey. They are the only ones who are permitted to talk to the referee.

13. Procedure in Case of Bad Weather.

In the case of bad weather on the days prior to a scheduled game, the home club must get in touch with the Executive Board 24 hours prior to the game. The League will then send a member of the Executive Board or a referee to inspect the grounds for their fitness. After getting the report from the inspector, the League will act accordingly.

If, after the League has decided that the game can be played, the weather worsens, the referee shall determine if the game can be played. If the referee decides that the game cannot be played, the home club shall immediately call the League office to determine the disposition of subsequent games. Neither team can postpone subsequent games without the permission of the League. If the subsequent game is scheduled to start within 2 hours of the time that the League decides that the game can't be played, the home club shall have a representative at the field to notify players and the referee that the game has been postponed.

If, after the League has decided that the game can be played, the owner or manager closes the field, the home club shall immediately notify the League and shall have a representative at the field to notify players and the referee that the field has been closed. If an alternate field is available, the game can be moved at the direction of the League. The home club shall have a representative at the field to direct players and the referee to the alternate field.

14. Non-Appearance of Referee.

If the referee appointed fails to appear, the captains of the competing teams should agree upon another referee for the game who need not be officially registered. In such cases the home club must provide the Executive Board within 24 hours with a complete report, players list and score. A game played under these conditions shall be considered properly played, according to schedule. If both teams cannot agree on a mutually acceptable person to referee the games, the game will be replayed at a time determined by the League.

15. Substitutes.

Teams are permitted to use 30 players and re-substitution is permitted in all games. No substitution whatever shall be made for a player ordered from the field of play by the referee.

16. Intermission.

The referee shall have the right to shorten the intermission period between halves, which should not exceed 10 minutes if the start of the game has been delayed, or other reasons make it advisable. However, he must grant an intermission of at least 5 minutes if any of the competing teams requests it.

17. League Championships.

Unless determined otherwise by the Executive Board before the start of the season, the championships of the League shall be determined by the point system, and play offs.

19. Determination of Standings.

Standings are determined by most points. When there is a tie in the number of points among teams which have played each other an equal amount of times, the standings shall be determined by:

- A. Goal differential defined as goals for minus goals against scored during the regular league season against all other teams excluding any tournaments, cup games, etc.
- B. Higher number of goals scored during the regular league season against all other teams excluding any tournaments, cup games, etc.
- C. Head-to-head competition defined as the team with the better win/loss record in current regular season games against all other teams equal in points.

20. Withdrawal of Team Before End of Season.

If a team does not complete its regular league schedule, the following rules shall take effect:

- A. If at least one half of the full schedule of games has been played, all scores shall stand. The points of the remaining games shall be credited to the opponents.
- B. If less than half the full schedule of games is played, all games played shall be considered void.
- C. Any team not appearing for those scheduled league games may forfeit the right to participate in any further league games and shall be subject to a fine of \$ 200.00

21. Referees.

All referees used by this League must be in possession of their annual identification card issued by the USSF. Referees fees shall be fixed by respective State Associations.

21.1 Referees must examine players' passes before the start of the game and watch the correct signing of the form by each individual player.

21.2 Each referee is required to report to the league office not later than 24 hours after the game (on an official form online available on the website) the score of the game, as well as any other matters, such as players cautioned or ordered off the field. In the latter case the ejected Player's Pass must accompany the referee's report.

21.3 He/She shall also report all accidents and injuries.

21.4 Assistant referees shall be assigned by the League and/or respective State Association for all playoff and championship games.

IV. SANCTIONS, PROTEST AND CLAIMS

1. Penal Rights.

The Executive Board and the Discipline Vice-President shall have the power to penalize club or individual club members or players. Penalties may consist of fines, warnings, loss of points, temporary or permanent exclusion from the activities of the League or closing of the playing field. If any person or representative of any club within the Association, engages in any conduct deemed to be unsportsmanlike either before, during or after any game, the Discipline Vice President will take such appropriate action as deemed necessary against the offender and the Club. In the event the Discipline Vice President has a conflict or is unavailable to administrate a disciplinary decision, the President shall perform such disciplinary duties.

2. Sanction Process.

All sanctions, protests and claims shall be handled by the Discipline Vice-President who must notify all parties involved.

3. Appeals.

If a Club wishes to appeal a sanction decision, it may do so within 30 days of the publication of the decision. Appeals are filed with the Executive Board. The fee for such appeals shall in all cases be \$50.00, which will be refunded if the Executive Board finds in favor of the appealing club.

2.1 All documentation and fees of the appeal must be provided 4 days prior to the hearing date.

2.2 The appeal will be reviewed and approved by the Executive Board and/or Discipline Vice-President. A hearing to review the case will be scheduled.

2.3 Non-Appearence: If a party, which has been invited to a hearing or meeting appeal, does not appear, the case shall be heard and disposed of, regardless.

2.4 Referees, who fail to appear, shall be reported to USASA.

2.5 Hearing and Vote: No club shall be represented at any hearing by an officer of this League. Every member of the Executive Board holds one vote in proposed disciplinary sanctions of players equal to or greater than one month (i.e. a month to the date sanction of June 5th to July 5th suspension). A simple majority vote of the Executive Board is needed to pass a disciplinary sanction equal to or greater than one month and in the event of a tie vote on two or more different proposed sanctions the President holds a second tie-breaking vote.

2.6 Faulty Procedure in Filing: Protests or claims not filed within the required time limit, or which are submitted without written details of charges and reasons, or without remittance of the protest fee, shall be rejected without hearing.

2.7 Publication of Decisions: Decisions of the Discipline Vice-President, giving full details shall be communicated to the involved Club(s) and published within five (5) days.

4. Unintentional Infringements.

In a case where it is proven beyond doubt that an infringement has been committed without the knowledge of the club or any of its officers, the Executive Board can dismiss the case.

5. Player & Club Official Suspension.

Players and club officials who have been ordered off the field or reported by the referee after the game for any infringements of the rules may be suspended. A suspended player or club official is prohibited from taking part in a future game or competition and on attending it in the area immediately surrounding the field of playing including team benches and dressing rooms and in taking part in any team discussion immediately prior, during or immediately after the game(s) for which he or she is suspended.

6. Minimum Penalties.

To determine the duration of the suspension, the guideline that will be used is the number of instances within one season.

A. Ineligible Player:

A club who permits an ineligible player to take part in a game shall be penalized with loss of points and fined a sum of not less than \$100.00 per player per game. For the purposes of this rule, an ineligible player shall include, but not be limited to, any player who plays under a player pass, which was obtained by the falsification of player information. Additionally, the ineligible player and the coach of the team that played the ineligible player shall be suspended for two games each.

B. Send Offs

1. Receiving Second Caution in Same Match, Denying a Goal or Obvious Goal-Scoring Opportunity, Serious Foul Play, and Using Offensive, Insulting or Abusive Language and/or Gestures towards teammate or opponent

1.1 First instance: minimum suspension of one (1) match

1.2 Second and Third instance: minimum suspension of two (2) matches

1.3 Fourth and all following instances: minimum suspension of three (3) matches

2. Biting or Spitting at Someone and Violent Conduct

2.1 First instance: minimum suspension of four (4) matches

2.2 Second instance: minimum suspension of four (8) matches

2.3 Third instance: minimum suspension of twelve (12) matches

2.3 Fourth and all following instances: minimum suspension of two (2) years

3. Insulting or Abusive Language and/or Gestures towards a match official

3.1 First instance: minimum suspension of two (2) matches.

3.2 Second and Third instance: minimum suspension of four (4) matches.

3.3 Fourth and all following instances: minimum suspension of two (2) years

4. Violent Conduct towards a match official

4.1 First instance: minimum suspension of two (2) years, and \$30.00 fine to the club.

4.2 Second instance: minimum suspension of five (5) years, and \$50.00 fine to the club.

4.3 Third instance: Lifetime suspension, and \$100.00 fine to the club.

C. Rules Pertaining to Cautioned Players.

A player who is cautioned 5 times during a regular season league games shall serve a 1 game suspension. A \$15.00 fine needs to be paid before the player's pass can be reinstated. All red cards are subject to a \$15 reinstatement fee.

D. Managers, Trainers and other Club Officials interfering with the orderly process of game.

1. In the first instance, \$25.00 fine

2. In the second instance, \$50.00 fine

3. In the third instance, \$100.00 fine and may be suspended at the discretion of the Discipline Vice President for a period up to 3 months.

E. Game Delay

If a team delays the start of a match either due to not having enough players at the field or not having players ready to play, the team shall be penalized as follows during a regular season:

1. First offense, \$ 25.
2. Second offense, \$ 50.
3. Third offense, and beyond \$ 50, and deduction of 3 points.

F. No-Appearance to Game

A club, which refuses to play a scheduled game and instead engages in a private game, or for other reasons does not appear for the game scheduled, shall be penalized by losing the game 3:0 and fined \$50.00.

Higher fines may be agreed upon by the various divisions and shall be recognized by the Arbitrator. The offending club is also responsible for all referee fees in addition to any fine.

The fine for the forfeiture of or non-appearance at a regular league game scheduled to be played in the last quarter of the season shall be one and one-half times the fines listed above.

All fines collected by the League, as a result of a club's non-appearance at a game, shall be paid to the non-offending club.

G. Payment of Fines

All fines must be paid 72 hours before the game for a player to be eligible to play.

H. Breaking-Off Game.

Games shall under no circumstance be broken off by one of the participating teams. If a team breaks off a game without permission of the referee, it shall be penalized with loss of points and fined. Any person or player responsible for the breaking-off of the game shall be suspended. Broken off games shall be awarded by a score of 3:0 or by the score at the time of the break-off, if the losing team is found at fault.

VII. PENALTIES GOVERNING MAJOR DISTURBANCES

1. Major Disturbances.

The following rule was created as a deterrent for all member clubs and will be enforced for a running 36 month after each first infraction.

A player or players disputing a referee decision, thereby causing the game to be broken off or spectators of one or both teams entering the field of play and causing the referee to call the game. Any team found guilty of causing a major disturbance will be fined as follows:

1. 1st Offense: A fine of \$100.00 to the league, loss of that game's points and probation of the club for one year.
2. 2nd Offense: A fine of \$200.00, loss of the game points and the deduction of 6 points as well as an additional \$500.00 bond requirement. All league games to be played away (either at opponents or at a neutral field) for a period of one year. Depending on the severity of the case: Possible suspension from the league as determined by the league's Executive Committee upon the recommendation of the arbitrator.
3. 3rd Offense: A fine of \$1,000.00 and expulsion from the league upon the approval of the league's Executive Board upon the recommendation of the Discipline Vice President.

Should a game be broken off by a referee due to a player disputing a referee decision, threatening the referee or assaulting the referee, in addition to the standing rules, the offending team shall be awarded a loss (0 points) and opposing team shall be awarded a win by forfeit and 3 points.

Both teams may be found guilty and fined accordingly.

2. Non Preclusion.

The above rule does not preclude any other fines or the loss of points, handed out in accordance with our existing rules.

3. Additional Penalties for Teams on Probation.

Any team that while on probation is found to have engaged in fighting, spitting or an act of racism shall be fined and sanctioned as follows:

1. 1st offense: A fine of \$100.00 to the league and a deduction of 3 points.
2. 2nd offense: A fine of \$200.00 to the league and a deduction of 6 points.
3. 3rd offense: Immediate expulsion from the League.

VII. BYLAW AMENDMENTS

These Akron Premier League Bylaws may be amended with a majority vote of the club representatives at any regular or special meeting called for that purpose, provided notice of the proposed. Changes in the bylaws will be communicated as best as possible. It is the Clubs responsibility to study, understand, abide by, and help enforce the bylaws.

