



# 2011 MCSA Summer League

## Appended Clauses

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### General:

The League Coordinator will establish the Appended Clauses.

In the event that Team Representative(s) motion a vote, the League Coordinator will have the right to veto the motion. If the League Coordinator accepts the motion, it will have more than  $\frac{3}{4}$  of the vote of the Team Representatives. Vote will not be allowed if less than  $\frac{3}{4}$  of the Team Representatives is present. Each team will have one (1) vote. In case of a tie vote, the League Coordinator will cast one (1) vote as a decisive vote.

A motion that passed the vote will be documented in writing and will be effective, subject to the review of and approval by the MCSA, as deemed necessary by the League Coordinator.

### League Coordinator and the Working Team:

- The Summer League Coordinator for 2011 to 2012 is **Mr. Alan Lee**.
- The Summer League Working team is appointed by the League Coordinator consists of:
  - ♦ **Mr. Eric Mak** - Insurance Coordination
  - ♦ **Mr. Alan Lee** - Referee Coordination
  - ♦ **Mr. Henry Ho**- Web Coordination
  - ♦ **Miss Cherry Liu** - Assisting Coordination

### Team Registration:

- The number of teams to participate in the Summer League will be finalized in the 2<sup>nd</sup> team meeting.
- Each team **MUST** complete and return a Team Application Form to the MCSA by the 2<sup>nd</sup> Team Meeting Day with payment in Full.
- Registration Fee is **\$1000.00 per team** that covers only 20 players and is subject to changes with notice if it deems necessary due to additional expenses. A \$40.00 registration fee for each additional player is required for up to 24 maximum players per team. A \$10 registration fee for each new player who has no registration number will be collected
- It is expected that ten players from each team will attend the Annual Banquet at the end of season and **\$400.00** will be collected from each team at the beginning of the season.

- \$100 referee security fees will be collected before the league is started. At the end of the season, if the team has not WITHDRAW any games, this ref security fees will be either applied to the additional banquet table for the teams or full refund to the team at the banquet. IT WILL NOT BE CARRIED FORWARD TO NEXT YEAR. (Refund will only be given out during the banquet, in the event that the team does not show up at the banquet, this fees will not be returned to the team anymore)

Per Team	Membership ( Team name ownership )	Ref Security Deposit See above Team Registration	Balance	Banquet	Amount Due_
Returning Team	Nil	\$100	\$1000	\$400	\$1500 + additional player fees
New Team	\$100	\$100	\$1000	\$400	\$1600 + additional player fees

Due Date

Full amount due on the 1<sup>st</sup> warm up game - May 8, 2011

## Player Registration:

Details of player registration procedure can be obtained from the markhamchinesesoccer.ca site under Forms.

- 1 2 rounds of Player Registration.
- 2 Each team can register up to a maximum of twenty-four (24) players for the entire season.
- 3 All players are required to submit e-photo, name, legal identification (Driver Licence number and date of birth, together with the Player Registration Form to the MCSA as stated on the Registration Package..
- 4 Existing player who already has player registration number only need to update info. It would be the responsibility of each team manager to verify the info given is correct and updated. A \$10 registration fee for each new player who has no registration number will be collected.
- 5 Each Team Representative must verify player information; player and team representative must sign the registration form.
- 6 There will be no movement of players amongst teams during the League Season.
- 7 A maximum of 3 players is allowed to replace or to top up to the maximum number of players. This will be the second registration and deadline as stated on the Registration Package. **(2<sup>nd</sup> registration deadline will be June 26, 2011 11:59 pm)**
- 8 Newly registered players are eligible for games commencing on the date stated on the Registration Package.
- 9 **All forms must send to Patrick Wong, Alan Lee, Joe Lee and Cherry Liu's emails, which have already announced.**

## League Format:

- 1 The 2011 Summer League start date, game format, schedule and field location will be announced and posted on the markhamchinesesoccer.ca site.

The three (3) points system will be used for all regular season games:

- 3 points for game won in regulation time,
- 1 point for game tied in regulation time, and no overtime will be played, and
- 0 point for game lost in regulation time.

- 2 For knockout games, there will be no overtime if tied in regulation time. Tie breaker will be determined by the 5 penalty shoot out.
- 3 All games will play with referees, except for the warm up games.
- 4 ONLY league goals will be counted for Top Scorer.
- 5 In the league stage, in case of rainout or game called off by referee due to emergency situation, the scores and cards after the end of the 1<sup>st</sup> half will be

counted; otherwise, the game will be treated as 0-0 tie by default.

6 In the playoff stage, in case of rainout or game called off by referee due to emergency situation, the scores and cards after the end of the 1<sup>st</sup> half will be counted For clarify purpose, and if there's a tie at that point, MCSA to make the decision on the tie-breaker method; if the game is called off before the end of the 1st half or it does not even started, the game will be considered 0-0 tie, MCSA to make the decision on the tie-breaker method.

**Disciplines:**

Disciplines and fines against team and/or player(s), details as follow:

<u>Conditions</u>	<u>Discipline</u>	<u>Fine</u>	<u>Referee Fee</u>
"No Show" - 7 or less players fielded <sup>1,2</sup>	Game forfeited (0-2)	\$100/Team	Full amount
3 times "No Show" - 7 or less players fielded	Season Suspension	To be determined	Full Amount for all remaining games
Red Card <sup>3,6</sup>	3-Game Suspension	\$100	N/A
1 Yellow + 1 Red (in same game) <sup>3,4,6,7</sup>	3-Game Suspension	\$125/\$150	N/A
2 Yellow (in same game) <sup>4,5,6,7</sup>	2-Game Suspension	\$50/\$75/\$100	N/A
1Yellow + 1Yellow (in different games) <sup>4,5,6,7</sup>	1-Game Suspension	\$25/\$50 + \$25/\$50	N/A
Yellow Card <sup>4,5,6,7</sup>	N/A	\$25/\$50	N/A

<sup>1</sup> There will be **NO** 72 hours advance notice for "No Show" or game forfeited.

<sup>2</sup> If the game does not starts 15 minutes after scheduled time, the team with 7 or less registered players will be disqualified for a game forfeited.

<sup>3</sup> 2 Red Cards = Automatic Season Suspension.

<sup>4</sup> All Yellow Cards will be carried forward throughout the season.

<sup>5</sup> 2 Yellow Cards will be treated accordingly at this point for disciplinary action only.

<sup>6</sup> 2 Red Cards or 1 Red + 2 Yellow Cards or 4 Yellow Cards = Automatic Season Suspension

<sup>7</sup> First 8 yellow cards will have a fine of \$25 each, afterward will be at \$50 each.

**Team Name:**

- ❖ All registered team name must have an owner, the validity of a team will comprise of both a Team name and a Team Manager (owner). The ownership of a team can be transferred with a proper notification to MCSA and the validity of the team name will only last for one additional season after it is inactive. \$100 additional fees will apply to new or invalid team.

Example:

Year	Team	Changes:	Status	Fees
2008	Team ABC registered with Team Manager Person A	During or at the end of the season, notify MCSA for Team Manager change to Person B	Valid team for 09	No additional fees
2008	Team ABC registered with Team Manager Person A	During or at the end of the season, Team Manager change to Person B, But no official notice to MCSA	New team for 09	\$100.00
2008	Team ABC registered with Team Manager Person A	Withdraw for 09 and re-apply on 2010 with same team name and Team Manager	Valid team for 2010	No additional fees
2009	Team ABC registered with Team Manager Person A	Withdraw for 09 and re-apply on 2010 with same team name and but different Team Manager	New team for 09	\$100.00
2008	Team ABC registered with Team Manager Person A	Withdraw for 2009 and 2010 but re-apply on 2011 with same team name and Team Manager	New team for 09	\$100.00
2008	Team ABC registered with Team Manager Person A	Withdraw from 08 Indoor but continue on 09 Summer season with same team name and team Manager	Valid team for 09	No additional fees
2008	Team ABC registered with Team Manager Person A	Team name change to TeamXYZ with the same Team Manger PersonA on 2009	New team for 09	\$100.00

- ❖ Same rule will be extended and applied to Indoor team name. I.e. if the summer team carries forward and applies for the Indoor with same team name and Team manager, same rule applies.

Team name with additional sponsors title does not consider as a change.



**Other Fees/Fines:**

1. Each team will be responsible for the referee fees, approximately \$110/game, i.e. \$55/team.
2. Card or team fine(s) will be collected every 4 weeks.
3. Each team will be responsible for its additional cost of the Annual Banquet.
4. **Team caused a default game is responsible for the entire referee fees.**

**Non Disciplinary Rule and Points deduction:**

	<b>Non Card Disciplinary Rules</b>	<b>Demerit Point</b>
1	Team played with non registered player (on top of game being defaulted)	2
2	Team with duplicated jersey number on players ( on top of game being defaulted) (except Goalkeeper may have same number with player but must be in different jersey colour).	1
3	Team with No Jersey or jersey with no number for the game ( on top of game being defaulted)	2
4	In the event of any arguments, fight broke out between 2 teams and the team management (Team managers, coach or team captain) have NO attempt to control their own team	2
5	Team Management (Team manager, coach or captain) involves in any fight or Instigate an argument, or fight	2
6	Team representative absent in the scheduled MCSA meeting	1
7	In the event that any team causes the disruption that leads to call off of the game by referee (on top of the game being defaulted).	3
8	Team fails to keep and bring the nets and equipment.	1
9	Team losses the game sheet result.	2
10	Team with NO game sheet for the scheduled game (On top of game being defaulted ).	2
11	Ejected (Red Card) player must leave the field and must stay away from the player's bench area. Eject Player fails to leave the player's bench.	2
	<b>One league standing point will be deducted for every 2 accumulated Demerit points</b>	

**Sample of Player Registration From:**

No	Team	MCSA Reg Number ( For existing player)	Player Name	Date of Birth	Driver Lic	Address	Picture Size of the picture must be the same as the cell's size or Mminimum of 800 x 1061 pixels - 36k - jpg format
	ABC	1234	Joe Doe				
	ABC	1235	Abbey				
	ABC	New	John Lee	20-Feb-00	L1233-y632657-3667	100 Street no , City,	
	ABC	New	John Lee	20-Feb-00	L1233-y632657-3667	100 Street no , City,	

**Picture Quality:**

1. Minimum size of 1.5" x1.5" or 800 x 1060 pixels - 36k - jpg format
  2. Half body with face straight up head shot
  3. Side head or full body shot is NOT acceptable.
  4. Photo must represents the register player and should be able to identify the person clearly .
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- MCSA will reject any image or photo quality is not able to clearly identify the person. Player with rejected picture will not be registered.
  - All new player must submit e-photo with proper document (Drive Licence, Passport Number, if student Number is use, please indicate with institute the student belongs to.)