

## Rules Differences - 2006

	<b>Capitol Area Soccer League (CASL)</b>	<b>MI State Premier Soccer League &amp; Mid-Michigan Youth Soccer League</b>	<b>High School</b>
Passcards	Use at check-in; return to coach <b>AFTER</b> game (except for cards of ejected players or bench personnel – mail in)	Use at check-in; return to coach <b>BEFORE</b> the game starts; (do NOT mail cards of ejected players or bench personnel to league)	Not applicable
Coaches & bench personnel	Must have current phone, be signed and laminated	Must have current photo and be signed	N/A
	Not laminated, cannot play	Lamination note required	
	No passcards, can still play. Player must print and sign name and put birth date on game report.	Same as CASL, but ref must also inform opposing coach of situation	N/A
	All coaches and bench personnel must be in possession of passcards to be in the technical area	Same as CASL	N/A
	Coin Toss	Winner of toss picks side to attack in first half; other team kicks off	Same as CASL
Team Benches	Benches on same side of field; fans on opposite side	Benches on opposite side; fans on the same side of their own team (Premier League Only)	VARIABLES
Timekeeping	Referee	Referee	Use visible stadium clock if present and functional; otherwise, the referee keeps official time on field
Hard Casts	NOT Allowed, even if padded	Allowed, unless referee determines to be dangerous (NOTE: GLASRA suggests that all hard casts, padded or not, be viewed as dangerous by officials).	Allowed, if properly padded and a 'permission to play' note from a physician is presented to the referee before the game

Knee Braces	All sharp, exposed surfaces must be padded and covered	Referee's discretion	Same as CASL
Game Reports	Ref must fill in after the game And mail to the league in an enveloped provided by the home coach	Same as CASL	Written reports are only required to be filed with the MHSAA for red card offenses, 'taunting' offenses, crowd disturbances, significant field/facility problems, etc. (form available MHSAA)
Rosters	Must be provided by a coach Before a game may start	Same	Same
Grace Period	Forfeit is declared if a team is not prepared to play 15 minutes after scheduled kick off time	Same as CASL	If visitors have called the home school in advance regarding a delay in arrival, officials must stand by for up to 60 minutes after the scheduled kick off time. If no call has been received, officials must stand by for up to 30 minutes.
Official Game	Game if one half has been played.	If game is abandoned, game is official if 2/3 of game has been played	Games is one half has been played.
Time Lost/Clock Stops	Referee discretion, i.e. serious injury, time wasting, substitutions. Clock does not stop but time is "added on".	Same	Goal, penalty kick, yellow and red cards and at discretion of referee (injury, time wasting, etc.)
Injuries Restart	If stopped for injury while the ball is in play, restart with a drop ball.	Same	If stopped for injury while the ball is in play, restart with an IFK with team that had possession.
Injuries Substitutes	Other team may substitute on a 1 for 1 basis (only if the player leaves the field)	Same	If the clock is to stopped for an injury and a player is attended to on the field, (1) that player must be substituted, and (2) unlimited substitution is allowed for both teams.

<p><b>Yellow Cards</b> – <i>Must the carded player be substituted?</i></p> <p><b>Yellow Cards</b> – other substitutes</p> <p><b>Yellow/Red Cards</b> Informing coaches</p>	<p>Can stay in the game; coach may request that the player be substituted (NOT automatic) Other team may substitute on a 1 for 1 basis (only if coach wishes to substitute the carded player)</p>	<p>Same</p> <p>Same</p>	<p>Must leave game; may return at the end of 10 minutes of playing time. Unlimited substitutions allowed for both teams.</p> <p>Required before starting game.</p>
<p><b>Player Ejections</b> – Adult supervision</p> <p><b>2<sup>nd</sup> Cautionable</b> Offense Does the team play short?</p> <p><b>Tauting ejections</b> <b>2<sup>nd</sup> Cautionable Offense</b> How to show cards?</p>	<p>Ejected player must stay on bench or be otherwise under adult supervision</p> <p>Yes</p> <p>Show yellow card first, then the red card (one at a time, directly over your head)</p>	<p>Same</p> <p>Same</p> <p>Same</p>	<p>Same</p> <p>Player is ejected, but team does NOT play short</p> <p>Team plays short</p>
<p>Lighting/Thunder</p>	<p>Minimum 30 minutes delay Maximum accumulated stoppage time: 45 minutes</p>	<p>Same</p>	<p>Minimum 30 minutes. Maximum: if the match was to start at 3:00 PM or earlier, your maximum stoppage time is 3 hours. If match was to start 7:00 PM or after, your maximum stoppage time is 1 hour.</p>
<p>Kick from the Penalty (when used to decide a winner- play eligibility)</p>	<p>Only players on the field at the end of the match, including any overtime periods, are eligible to participate</p>	<p>Same</p>	<p>All eligible players, on or off the field, are able to participate</p>
<p>Throw in – Ball does not enter field</p>	<p>Retake</p>	<p>Same</p>	<p>Award throw to other team at original location</p>
<p>Substitutes – Throw Ins</p>	<p>Teams may substitute on their own throw-ins</p>	<p>Same</p>	<p>Both teams must substitute if players from each have checked in at the scorer's table prior to the stoppage.</p>

Substitutes - Corner kicks	No subs allowed	Same	Subs allowed for team in possession if the subs reported to the scorer's table prior to stoppage AND team NOT in possession if at the scorer's table.
Referee Jerseys	The 'new' stripped gold, black, red or blue jerseys may be worn.	Same	No blue may be worn. 'Old' black or fuchsia may be worn also.