MICHIGAN STATE YOUTH SOCCER ASSOCIATION
DIRECTOR'S ACADEMY
PROGRAM RULES

1. **General**
   a. The MSYSA Director's Academy is a program of the Michigan State Youth Soccer Association.
   b. The MSYSA Director's Academy shall be referred to as the "DA" for the remainder of this document.

2. **Administration & Governance**
   a. The DA shall be administered and governed by the MSYSA State Office.
   b. The MSYSA State Office shall establish an advisory panel comprised of MSYSA State Office staff and at least five (5) club Directors of Coaching.
   c. The MSYSA Executive Director shall serve as Chair of the DA Advisory Panel.
   d. The DA Advisory Panel is primarily responsible for recommending teams for participation in the DA program, but may also include recommending rule changes, recommending the addition or removal of fields from the approved list of fields, and other assigned tasks.
   e. The MSYSA State Office shall register teams directly for the DA. Teams will receive a roster and passcards through MSYSA. However, teams must still register with and pay player/coach fees to an MSYSA affiliated member.

3. **Junior State Cup & Midwest Regional League**
   a. Teams accepted in the DA are required to participate in that seasonal year's Junior State Cup (Director's Academy Division). A portion of the DA fees will be applied to cover the Junior State Cup registration fees.
   b. Preliminary games of the Junior State Cup (DA Division) may be counted as DA games, provided that the teams involved are the same and players on the game roster(s) meet all eligibility requirements for both programs.
   c. Only the U12 (U13Y) teams who participate in the DA and the Junior State Cup (DA Division) will be considered for MRL participation the following year at the U13 age group.
   d. U12 (U13Y) Junior State Cup (DA Division) Semifinalists will automatically earn endorsement to the MRL for the following year at U13. The other four (4) teams earning MRL endorsement shall be highest DA finishers who were not Junior State Cup (DA Division) Semifinalists.
   e. In order for a team to retain an earned MRL spot from U12 to U13, the team's U13 roster must include at least 51% of the players from the team's U12 roster, or the team must receive prior approval from MSYSA.

4. **Competition Dates**
   a. All games must be played between AUGUST 17, 2013 and JUNE 14, 2014.
   b. MSYSA reserves the right to alter competition dates as needed by weather or other extenuating circumstances.

5. **Program Format**
   a. The DA offers competition at the U11 and U12 (U13Y) age groups.
   b. The DA shall consist of sixteen (16) teams in each age/gender group.
   c. All sixteen (16) teams within the same age/gender group will be placed in the same division.
   d. Games will be played in a "round robin" format, so that every team plays every other team at least once.
   e. All games are scheduled by the teams involved, unless MSYSA intervention is necessary.
   f. Referees will be scheduled for all games by the DA Referee Assigning Committee.

6. **Club Requirements**
   a. All clubs must advertise/publicize their tryouts in the Michigan Soccer magazine for any/all teams that desire to participate in the DA. Only teams whose clubs advertised in the Michigan Soccer magazine will be considered for participation in the DA.
   b. All clubs participating in the DA shall adhere to the MSYSA rules regarding club tryouts. Currently tryouts may begin as early as the 3rd Saturday in June.
   c. All clubs with at least one (1) team accepted into the DA must provide 12 weeks of training session plans per team, as followed:
      i. Four (4) weeks of FALL training session plans due no later than MAY 10, 2013.
      ii. Four (4) weeks of WINTER training session plans due no later OCTOBER 20, 2013.
      iii. Winter training sessions must involve small sided programming (3v3, 4v4, 5v5, or 6v6).
      iv. Four (4) weeks of SPRING training session plans due no later than MARCH 20, 2014.
   d. All clubs with at least (1) team accepted into the DA must have at least one (1) representative attend an MSYSA-approved Education event (MSYSA Coaching Symposium, Region II Coaching Symposium, NSCAA event). A portion, to be determined by the DA Advisory Panel, will be provided to clubs to help subsidize the cost of attendance.
   e. Failure to submit training session plans by the deadline or failure to have a club representative attend an MSYSA Coaching Education event may result in point deductions, fines, loss of DA status by the team and/or club, and/or other sanctions as required by MSYSA.
   f. Clubs, rather than individual teams, are responsible for reporting game logistics to MSYSA and for creating rosters in GotSoccer.

7. **Team Selection**
   a. To ensure sixteen (16) teams in each age group, the DA Advisory Panel reserves the right to accept or deny teams based on club history in the Midwest Regional League, prior DA history, prior league play history, team composition (ODP players), prior tournament history, club player development programs, club coaching education initiatives, and/or adherence to DA application submission and payment deadlines.
   b. Teams seeking admission into the DA must apply and be accepted every year.
   c. No club will be allowed to have more than three (3) teams per age per gender in the DA.
   d. MSYSA, with recommendations from the DA Advisory Panel, may reverse an initial decision to accept a team into DA if is judged that the team composition changed drastically during club tryouts.

8. **Team Eligibility**
   a. The DA is for current MSYSA league affiliated teams and MSYSA league affiliated members only.
   b. All teams must be in good standing and be registered with MSYSA and their respective MSYSA Affiliated League.

9. **Team Official Eligibility**
   a. Team Officials shall refer to coaches, assistant coaches, managers, and trainers.
   b. All team officials must be in good standing with MSYSA and their respective MSYSA Affiliated League.
   c. All team officials must be Risk Management certified by the Michigan State Youth Soccer Association and must have a current MSYSA Risk Management Card at all of their DA games.
   d. All rostered coaches, assistant coaches, and trainers must have a minimum of a USSF D Coaching License or NSCAA National Coaching Diploma.

10. **Player Eligibility**
   a. All players must be in good standing with MSYSA and their respective MSYSA Affiliated League.
   b. At least 50% of the team's rostered players must be residents of Michigan.
   c. Any player wishing to play for a team in the DA who is not a resident of Michigan must first receive written permission from the State Association where the player is registered (home state) and from MSYSA. Permission must be obtained each seasonal year.

d. Any player needing international clearance per current FIFA rules, must receive clearance before they will be permitted to play in a DA game.
e. Any player wishing to transfer from one DA team to another DA team in the middle of the seasonal year may only do so in the month of January and with the prior approval of both clubs.
f. A player may club passcard on multiple teams provided that all DA Club Passcarding rules are adhered to.
g. A player may only play two DA games per day.
h. For all age groups, at least 51% of the rostered players must have a birth date falling within the age group that the team will be playing in during the tournament.
i. A player's age group is determined by their date of birth:

Age Group	Dates of Birth
U12 (U13Y)	8-1-01 to 7-31-02
U11	8-1-02 to 7-31-03

11. Rosters

a. In all age groups, the team's initial DA roster is due no later than 4:30pm on AUGUST 16, 2013.
b. A team's DA roster shall not include club passcard players.
c. A player may only appear on the DA roster for one team in the DA. As long as a player appears on the DA roster of a team, the player may not appear on the roster of any other team in the DA. A player may be removed from a DA roster by obtaining the necessary release from the team's affiliating league.
d. A player may be added to a team's DA roster at any time throughout the season, provided that all MSYSA and/or affiliated league's rules and policies are adhered to. See DA Rule 10e for restrictions on player transfers.
e. In all age groups, teams are permitted to use an unlimited number of club passcarded players through the playing season, provided the number of players in each game (game roster) does not exceed the maximum as outlined below:

Age Group	Maximum DA Roster	Maximum Game Roster
U12 (U13Y)	22	18
U11	18	18

f. The players selected for the game roster must be clearly indicated and documented on the official DA Game Report.
g. It is the club's responsibility to input all players, excluding club passcard players, into GotSoccer so that the players' names are printed on the official DA Game Report (printed from GotSoccer).
h. The official DA Game Report with the game roster selection must be submitted to the referees at the time of check-in. No changes will be allowed to the game roster after the team has checked-in.

12. Club Passcarding

a. Club Passcarding is permitted within the DA as long as all subsequent rules are met.
b. A player may only club passcard for a team in the DA if that team belongs to the same club as the player's primary team. (See "Club" definition below).
c. A player may only play for one team per age group in the DA.

13. Definition of "Club"

a. A "Club" is defined as an organization providing soccer to youth players that is either a direct member of MSYSA or that registers players MSYSA through an affiliated member.
b. At no time shall an affiliated member who functions as a "scheduling" league also be considered a club.
c. In the case where a club sets up one or more satellite clubs in the state, those satellite clubs may only be considered part of the main club for the purposes of the DA if all of the following criteria is met:
    i. The main club and satellite club have the same Board of Directors
    ii. The main club and satellite club have the same Tax ID Number

iii. The main club and satellite club are in the same MSYSA District as determined by the MSYSA Board of Directors

14. Player Passcards

a. All team officials and players (including club passcard players) shall present to the referees their MSYSA passcards prior to the start of each game.
b. Passcards must have a permanently affixed photo of the named individual and must be for the current seasonal year.
c. Should a player's passcard not be available prior to the game, the player may be permitted to play provided that all of the following occurs:
    i. The player provides their name, date of birth, and jersey number to the referees prior to the game.
    ii. The referees note all of the above information on the official DA game report.
d. The opposing coach may challenge the eligibility of a player without a passcard by contacting the MSYSA State Office within two (2) business days of the game. If the MSYSA State Office finds that the player is properly registered and eligible to play, the matter shall be considered resolved. If the MSYSA State Office finds that the player is not properly registered or is not eligible to play, penalties as described in these rules shall apply.

15. Scheduling & Scheduling Conflicts

a. The official schedule of any/all DA games is kept by the MSYSA State Office.
b. All games are scheduled by the teams involved, unless MSYSA intervention is necessary. It is strongly recommended that teams keep written record of mutually agreed upon game logistics in case proof of agreements becomes necessary.
c. Game dates, times, and locations must be mutually agreed upon by both coaches. Games that are more than 60 miles one way must be played on a Saturday or a Sunday unless it is otherwise mutually agreed upon to play on another day.
d. Teams may not be scheduled to play any more than two (2) DA games on any one day.
e. If both coaches cannot agree on game date(s), time(s), and location(s) for their DA games, the MSYSA State Office will schedule the game(s). Scheduling of the game is at the sole discretion of the MSYSA State Office. The game(s) must be played as scheduled by the MSYSA State Office.

16. Game Logistics Reporting

a. Game logistics (date, time, field, etc) are due in to MSYSA no later than thirty (30) days before the day of the game.
b. The home team's club is responsible for reporting the game logistics via e-mail.

17. Game Suspension, Cancellations, and Reschedules

a. Games may be rescheduled by submitting an official request, written record that both teams have agreed to the change, and relevant fees (if applicable) at least seven (7) days prior to the original game date.
b. No fees shall be assessed if the game reschedule request is received 30 days or more before the originally scheduled game.
c. Games may only be rescheduled less than seven (7) days prior to the game date if the facility revokes use of the fields, the referee deems the field not playable, the referee cancels the game due to weather, the referee suspends play due to unacceptable spectator behavior, or MSYSA feels there is just cause.
d. For all games suspended in the first half by the assigned referee and that are not able to resume play the same day, the game shall be rescheduled for another day with permission from MSYSA and the game must be played in its entirety. This only applies when neither team is at fault for the initial stoppage of the game.
e. In the event that a game cancellation is not communicated to MSYSA in time to cancel the referees assigned to the game, the referee fees must be paid before the rescheduled game will be permitted to be played.

18. Score Reporting

a. The winning coach (or the coach of the home team in the event of a tie) of each game must **report the score** within 24 hours of the completion of the game.
b. The winning coach (or the coach of the home team in the event of a tie) of each game must **mail the game report** to MSYSA at 9401 General Drive, Suite 120, Plymouth, MI 48170 within 24 hours of the completion of the game.
c. Failure to report the game scores and/or mail in the game reports may result in disqualification of the winning team (or the home team in the event of a tie) and/or a $100 fine.

19. Approved Fields & Field Status

a. Teams may only play their DA games on fields approved by MSYSA. A list of these fields shall be made available to teams.
b. Any game played on a field that has not received prior approval from MSYSA shall be forfeited by BOTH teams and all forfeit rules shall apply.

20. Field of Play

a. Teams shall report to the field of play at least 30 minutes before the scheduled start of the game to allow for the check in of players.
b. Both teams are to be seated on the same side of the field.
c. All team personnel who are not players must have a MSYSA passcard and be listed on the official DA Game Report. All team personnel without a MSYSA passcard must remain on the spectator side.
d. For the U12 (U13Y) age group, players who are on the team's DA roster but are NOT selected to the eighteen (18) player game roster may remain in the bench area, but may not wear the match jersey. These players are permitted to wear the alternate team jersey.

21. Home Team (and/or Home Team's Club) Responsibilities

a. The home team's club is responsible for reporting game logistics to MSYSA in the timeframe stated in these rules for the purpose of assigning referees.
b. The home team is responsible for ensuring that the conditions of the fields are sufficient, and the fields have all the proper field markings and equipment (nets, corner flags) prior to kick-off. If failure by the home team to meet these responsibilities results in a game needing to be rescheduled, the rescheduled game shall take place at the home field of the original visiting team.
c. The home team is responsible for providing the game ball.
d. The home team is responsible for reporting game scores and mailing in game reports in the event of a tie game.

22. Coaching from the Sidelines

a. Per the MSYSA Rules, Regulations, and Policies a coach may coach his/her own team from the sidelines provided that mechanical devices are not used, tone of voice is informative and not a harangue, and he/she stays between the top of the penalty area and the half field mark during the game.
b. "Mechanical Devices" (above) includes but is not limited to cell phones and other devices as determined by MSYSA.
c. Failure to abide by the aforementioned criteria in coaching from the sidelines may result in sanctions by the MSYSA such as dismissal of coaches and other team officials, game suspensions, game forfeitures, and fees.

23. Spectators

a. Coaches are responsible for the spectators that accompany his or her team.
b. Spectators will occupy the side of the field opposite the side the teams are located.

c. If it becomes evident that the spectator(s) become unruly and cannot be controlled, the field sidelines will be cleared of all spectators. If spectators refuse to leave the field of play, the game will be suspended and perhaps forfeited upon an investigation by MSYSA.
d. If a game must be replayed because of a spectator's behavior, no spectators will be allowed at the game site of the replayed game.
e. A coach and/or team may be fined a maximum of $1,000 as a result of unacceptable spectator behavior or referee abuse.
f. MSYSA reserves the right to remove any spectator from the fields or facility whose behavior is deemed inappropriate and/or whose presence imposes a threat to any member of the MSYSA membership, board, or staff.

24. Referees

a. The DA Referee Assigning Committee will assign referees to all DA games.
b. Teams must use the referees as assigned by the DA Referee Assigning Committee. Failure to do so may result in game forfeiture and applicable fees by one or both teams.
c. For all games, referee fees shall be paid prior to the start of each game and the fees shall be divided equally among the teams playing.
d. The center referee for each game should be at least one year older than the players and all referees should be USSF certified.
e. In the case of emergency when an assigned referee is not present, games may be played with only two MSYSA assigned referees present provided that the teams mutually agree upon a replacement. The replacement may only serve as an assistant referee and shall not be paid.

25. Referee Fees

a. If a DA game is scheduled to be played at a site which charges admission or parking fees, the home team is responsible for reimbursing the referees in cash prior to the start of the game for any/all admission or parking fees.
b. Referees fees vary by age group, as detailed below:

Age	Center Referee	Asst. Referees	Total Cost	Individual Team Cost
U12 (U13Y)	$40.00	$30.00 each	$100.00 per game	$50.00 per game
U11	$30.00	$20.00 each	$70.00 per game	$35.00 per game

26. Game Format

a. FIFA Laws of the Game will govern **all** games unless modified by US Soccer, US Youth Soccer, or MSYSA.
b. Modification(s) may be made with or without notice.
c. Game format is detailed below:

Age	Game Format	Game Length	Ball Size	Field Size	Goal Size
U12 (U13Y)	11 v 11	35 Minute Halves	5	50-100 yards wide x 100 x 130 yards long	8 x 24 ft
U11	9 v 9	30 Minute Halves	4	50-60 yards wide x 70-80 yards long (RECOMMENDED)	7 x 21 ft (RECOMMENDED)

d. For the 2013-2014 seasonal year, the field sizes and goal sizes for the U11 age group are recommendations but not requirements.
e. For all ages, MSYSA may determine that a game is complete at any time after the commencement of the second half provided that no team is at fault for the stoppage.

27. Games Played Indoors

a. A ball that comes in contact with the ceiling, roof, structure, etc. shall be restarted at the closest point of contact as an indirect free kick for the team that kicked the ball into the ceiling, etc. AND the ball must be kicked to their opponent's goalkeeper.

28. Substitutions

a. In all age groups, teams shall be permitted unlimited substitutions.
b. Either team may make a substitution with the referee's permission at any stoppage in play.

29. Uniforms

a. All teams participating in the DA must affix the DA patch (or screen on the DA logo) to at least two sets of team jerseys. The patch and/or logo may only be located on the jersey's sleeve, chest, or back. In all cases, the logo must be visible even when the jersey is properly tucked in.
b. Failure to wear the DA patch/logo during DA games may result in fines (not to exceed $50 per occurrence) and/or point deductions.
c. With the exception of the goalkeeper, each player shall wear differently numbered and similarly designed jerseys.
d. Goalkeepers must wear colors that differentiate them from the field players.
e. Unless otherwise specified, all FIFA, US Youth Soccer, and MSYSA rules regarding uniform acceptability will apply.
f. In addition to wearing different color jerseys, teams must also wear different color socks.
g. In cases of dispute over color (socks or shorts), the referee will decide. The home team shall wear light jerseys and the visiting team shall wear dark jerseys.
h. In additional to the DA logo, only the team/club logo, MSYSA affiliated league logo, sponsor logos, US Youth Soccer, and MSYSA logos are permitted on the uniform. At no point shall logos from competing organizations be displayed during DA games. Any team not adhering to this rule may be fined, face game forfeitures, be disqualified from the DA, and/or not be permitted to participate in future DA programs.

30. Standings & Tiebreakers

a. The standings of teams are based upon the number of points earned in each game. Team points shall be awarded as follows:
   - Three points for a win (including forfeits, but subject to the rule on forfeitures).
   - One point for a tie.
   - Zero points for a loss.
b. At the end of competition, teams may be deducted points as follows:
   - Minus one point for each game the team does not wear the DA patch/logo on their jerseys
   - Minus two points for a forfeit.
   - Minus two points for failing to submit training session plans by the deadlines.
   - Minus three points for playing an illegal or illegible player.
c. In the event teams are tied on the basis of points after any/all point deductions, ties shall be broken in accordance with the following sequential criteria:
   - Winner of head to head competition. However, this criterion shall not be used when more than two teams are tied in points
   - Winner of most games
   - Goal spread (goals scored minus goals against)
   - Fewest goals allowed
d. If more than two teams are tied in points, the sequence shall be followed until one team is eliminated.
e. Once one team has been eliminated, the remaining teams shall then restart the sequence above at "winner of most games" until the tie is broken.

31. Forfeitures

a. A minimum of seven players constitutes a team.

b. A fifteen-minute grace period shall be allowed beyond the official start time of the game if seven players are not available at start time. If seven players are available, then the game can commence. If at the end of the 15-minute grace period the team still does not have seven players; the referee will suspend the game and report the failure of the team to take the field on the official DA game report.
c. MSYSA may determine the game to be forfeited after examining the game report and conducting an investigation.
d. The score awarded to the winning team resulting from a forfeiture is 4 – 0.
e. Teams shall be deducted points in the standings for each forfeit.
f. **A forfeiting team and/or its affiliating MSYSA league will be fined a minimum of $500.00 per game forfeited.** Any teams and/or MSYSA League that does pay the fine will be considered in bad standing and the team will not be permitted to play in any future DA games until MSYSA receives payment. Furthermore, other teams affiliated with the MSYSA League that the forfeiting team affiliates through will not be permitted to play in future DA games.

32. Disciplinary Actions, Warnings, and Sendoffs

a. If a team uses an illegal or ineligible player at any point during a DA game, the team shall face sanctions as determined by the MSYSA State Office which may include point deductions, forfeiture, fines, and/or disqualifications. Furthermore, the use of an illegal or ineligible player may be grounds to deny the team, club, and/or coach participation in future MSYSA events and programs, including but not limited to, the DA, Midwest Regional League, and/or MSYSA State Cup.
b. A team receiving three red cards (or more) or five yellow cards (or more) in one game may result in the team coach to appear before the MSYSA Board for review and/or sanctions.
c. Game suspensions due to red cards received in the DA must be served during the next DA game.
d. If a player or coach receives a suspension in a DA game and that suspension is not fulfilled during that seasonal year, it will follow the player or coach to the next DA game that the player or coach participates in.
e. In order for a player or coach to officially serve their suspension, the player or coach's name must appear on the game roster and there must be an indication that the player or coach did not participate due to suspension. For U12 (U13Y) teams, a player serving a suspension MUST BE COUNTED in the 18 player game roster.
f. The US Youth Soccer MSYSA State Cup Chairperson or the State Cup Chairperson Designee will decide on the length of suspensions.
g. Minimum Disciplinary Sanctions:
    - Player, Coach, or Team Official Ejection for Foul & Abusive Language: Minimum two game suspension
    - Player Ejection for Violent Conduct or Serious Foul Play: Minimum two game suspension
    - Player, Coach, or Team Official Ejection for Accumulation of Two Yellow Cards: Minimum one game suspension
    - Player Fighting: Minimum two game suspension.
    - Player, Coach, or Team Official Striking an Official: Immediate and minimum one-year suspension from all soccer activities (separate hearing).
    - Coach Threats: Minimum two game suspension.
    - Coach Fighting: Minimum two game suspension.
g. If considered serious enough, a player, coach, or team official may face additional sanctions for other offenses as determined by MSYSA.

33. Protests

a. Misapplication of the Laws of the Game may be a valid basis for a protest.
b. A Referee's judgment shall not be a basis for protests.
c. Any protest must be presented in writing to MSYSA within one (1) day of the completion of the game in protest.

d. All protests must be accompanied with a $500.00 bond. If the protest is being submitted via e-mail, the protest must include a statement acknowledging that the required bond will be submitted to MSYSA within one (1) business day of the e-mail submission.
e. If a protest is upheld, the bond will be returned.
f. Although a protest may not be entertained by MSYSA due to the lateness of the filing of the protest, MSYSA may report any misconduct by any MSYSA player, coach, or team to the MSYSA Board of Directors or a higher authority for their consideration

34. Protest of a Team's Application Rejection

a. The protest must be physically received within two (2) business days of notification of rejection.
b. The protest must include:
   - Protest fee of $250.00 (cash, certified check, or money order made payable to MSYSA).
   - A written statement describing the specific grounds for the protest.
   - All information necessary to make a fair and just decision on the protest.
   - A clear and concise statement of the relief or action sought by the protesting party.
   - Copies of all documents relevant to the appeal.

35. ANY DECISION MADE BY MSYSA SHALL NOT BE THE BASIS FOR THE WITHDRAWAL OF A TEAM FROM THE MSYSA DIRECTOR'S ACADEMY OR THE REFUND OF A TEAM'S APPLICATION FEE.

36. Alcohol and Illegal Drugs

a. Players and coaches in the DA are prohibited from consuming alcohol or using illegal drugs.
b. Players and coaches are also prohibited from using any form of tobacco at the playing site of any DA game. The penalty for violation by player and/or coach may be disqualification from the DA.

37. Spirit of the Game

a. If MSYSA determines that a particular action by a team or any of its members or spectators is deemed unacceptable for any reason, the team may be disqualified, sanctioned, and/or face forfeiture of one or more games.

38. Ignorance of the Rules

a. It is the responsibility of each player, coach, manager, trainer, team official, and league official to know and understand the rules of the DA. Ignorance of the rules will not be considered an excuse for failure to follow them.
b. All leagues will be responsible for their teams' compliance of DA rules.

39. THE MSYSA DIRECTOR'S ACADEMY RULES ARE SUBJECT TO CHANGE WITH OR WITHOUT NOTICE.

Dates To Remember:

May 10, 2013 at 4:30PM	MSYSA Director's Academy Application & Payment Deadline
May 10, 2013 at 4:30PM	Fall Training Session Plans Due
August 16, 2013 at 4:30PM	Initial MSYSA Director's Academy Rosters Due
August 17, 2013	MSYSA Director's Academy Games May Begin
October 20, 2013	Winter Training Session Plans Due
March 20, 2014	Spring Training Session Plans Due
May 17-18, 2014	MSYSA Juniors State Cup Weekend
May 31-June 1, 2014	MSYSA Junior State Cup Weekend
June 14, 2014	MSYSA Director's Academy Games End

Calendar Notes to Remember:

1. Game logistics are due to the MSYSA State Office no later than 30 days prior to the day of the game.
2. Games may be rescheduled for any reason if the request and payment is received 7-29 days prior to the original game date.
3. Games results must be reported to the MSYSA State Office within 24 hours of the completed game.
4. Game reports must be mailed to the MSYSA State Office within 24 hours of the completed game.