

PHILADELPHIA AREA GIRLS SOCCER

BY-LAWS

May 2017 Edition

Table of Contents

Article I - Order of Business

Section 1.01	Order of Business	Page 4
--------------	-------------------	--------

Article II - Playing Rules

Section 2.01	Seasonal Year	Page 4
Section 2.02	Playing Rules	Page 4
Section 2.03	Field Preparation	Page 4
Section 2.04	Field Inadequacy	Page 4
Section 2.05	Separation of Teams/Supporters	Page 4
Section 2.06	Control of Teams/Supporters	Page 5
Section 2.07	Payment of Officials	Page 5
Section 2.08	When Referees Fail to Arrive	Page 5
Section 2.09	Forfeit	Page 5
Section 2.10	Abandoned Games	Page 5
Section 2.11	Pre-Game Formalities	Page 5
Section 2.12	Uniforms	Page 6
Section 2.13	PAGS Modified Playing Rules	Page 6
Section 2.14	Score Reporting	Page 8
Section 2.15	Protests	Page 8
Section 2.16	Game Postponement and Rescheduling	Page 8
Section 2.17	Standings By Points	Page 8
Section 2.18	Tie Breakers for Divisional Standings	Page 9
Section 2.19	Playoffs and Championships	Page 9

Article III - Team Application/Team and Player Registration

Section 3.01	Team Application	Page 9
Section 3.02	Team Registration	Page 10
Section 3.03	Player Registration	Page 10
Section 3.04	Roster Limitations	Page 10
Section 3.05	Player Transfers	Page 10
Section 3.06	Use of Improperly Registered Players	Page 10
Section 3.07	Use of Secondary Players	Page 10
Section 3.08	Club Pass	Page 10
Section 3.09	Guest Players	page 10

Article IV - Penalties and Appeals

Section 4.01	Imposition of Penalties	Page 11
Section 4.02	Types of Penalties	Page 11
Section 4.03	Establishment of an Arbitration Committee	Page 11
Section 4.04	Arbitration Committee Responsibility/Procedures	Page 11
Section 4.05	Appeals to State or National Association	Page 12
Section 4.06	Faulty Filing Procedures	Page 12

Article V - Limitation of Liability/Indemnification

Section 5.01
Section 5.02

Limitation of Liability
Indemnification

Page 13
Page 13

Article I - Order of Business

Section 1.01: The order of business at all meetings of this organization shall be as follows:

1. Minutes of the previous meeting
2. Financial report
3. Old business
4. New business
5. Next meeting date
6. Adjournment

The then current Roberts Rules of Order shall govern all meetings of this organization.

Article II - Playing Rules

Section 2.01: The seasonal year shall be from 1 September to 31 August of the following calendar year.

Section 2.02: The playing rules of the League's games will be in accordance with FIFA, USSF, or Eastern Pennsylvania Youth Soccer (EPYS), as applicable, except as modified in the Constitution and By-Laws of this organization, or the additional rules and regulations as determined by the Council. In the event that additional rules and regulations are not promulgated by the first League game of the season all additional rules and regulations from the previous year will be in force until any new rules and regulations are published. Such rules and regulations **SHALL NOT** be modified by member teams or League referees. Failure to abide by this provision will result in forfeiture of the game so affected. All Clubs, teams, and coaches are required to be familiar with the rules currently in force at any time. Posting to the PAGS website shall be considered proper notice to all. The Council shall not be required to adopt any new rules and regulations in any year, and failure to do so at any time does not prohibit the Council from acting at any time in the future.

Section 2.03 - Field Preparation: The home Club is responsible for providing adequate goals, nets, corner flags, and field markings in accordance with FIFA laws of the game and PAGS modified playing rules. **For 7v7 games the field of play shall be a minimum of 35 yards and maximum of 45 yards wide and a minimum of 55 yards and maximum of 65 yards long. For 9v9 games the field of play shall be a minimum of 45 yards and maximum of 55 yards wide and a minimum of 70 yards and maximum of 80 yards long.** For 11v11 games the field of play should be at least 100 yards long and at least 50 yards wide. However for all age groups a smaller field may be used where larger dimensions are not practicable. Adequate protection must be provided to the Referee and visiting team.

Section 2.04 - Field Inadequacy: Any inadequacy in the condition of the field, goal post, goal cross bar, goal nets, corner flags, or field markings must be reported to the Referee prior to the start of the game. If the Referee believes the inadequacy is sufficient to require correction the Referee may require the home Club to correct this inadequacy. If corrections are not satisfactory to the Referee the game will not be played. Any irregularity in field conditions must be included in the referee's game report.

Section 2.05 - Separation of Teams/Supporters: The home team selects one end of one sideline, along which all of its players and coaches must remain. All visiting team players and coaches must remain along the other half of the same sideline. **Only carded coaches and players are permitted in the team areas.** Supporters of both teams must remain on the opposite side of the field, directly opposite their team. Supporters may not cross the mid-field line. The sideline positioning **may not** be changed by the teams. This rule will be reported to the Referee Assignors as a League rule. The Referee may alter this positioning only, if in his/her opinion, it is necessary to maintain order.

Section 2.06 - Control of Teams/Supporters: Coaches of both teams must control their coaches, players, and supporters and shall not allow anyone to enter the field while the game is being played.

Section 2.07 - Payment of Officials: Referee fees are established for each season by agreement between EPYS and the Referee Association. The current season referee fee schedule will be posted to the PAGS website prior to the start of each season. Teams will each pay 50% of the total fee. Only the fee for referees who appear for the game will be paid. If only two officials show, then the center referee fee and one assistant referee fee will be paid. Referees who appear as scheduled will be paid the full fee even when the game is terminated by a cause over which neither Club has control, such as darkness or the Referee declaring the field unplayable. The full fee must also be paid whenever a game is terminated because of actions or conditions over which either Club could or should have had control, and whenever either team forfeits a game. When a Referee declares a field unplayable only the fee for the first game scheduled on that field must be paid. Referees do not have to be paid when notice of a cancellation has been delivered to the Referee Assignor in the prescribed manner.

Section 2.08 - When Referees Fail to Appear: If the assigned Referee(s) has not arrived by the scheduled start time for a game, the home team should contact the cognizant Referee Assignor. **DO NOT** contact the PAGS office. If a replacement Referee is not provided, the coaches of both teams should mutually agree on an individual to perform as a substitute Referee. If mutual agreement cannot be reached on a single person, each team may nominate one individual to act as substitute Referees, who will jointly officiate the game. Likewise, if Assistant Referees fail to appear, the teams shall provide substitute Assistant Referees. Each substitute Referee will have the authority of the regular Referee and will be compensated the appropriate fee.

Section 2.09 - Forfeit: Every team is required to appear at every game for which it is scheduled during the regular season. A team that must forfeit a game must notify the opposing coach and the PAGS Executive Director in accordance with Section 2.16(A) below. A team that is not prepared to play on the scheduled field 15 minutes after the scheduled start time must forfeit the game to the opposing team. Play may begin with seven players (5 players for 8v8 games). When a game is forfeited under this condition the forfeiting team must pay the entire Referee fees. All forfeits are recorded as 3-0. Any team forfeiting a game without cause, as determined by the Executive Committee, shall not be permitted to participate in the League playoffs for that season.

Section 2.10 - Abandoned Games: An abandoned game is a game for which play starts, but the game must be terminated before completion. Games can be abandoned by the Referee for one of two reasons: weather, either the field becomes unplayable or continuing lightning strikes; or due to the actions of one of the teams, no carded coach on the sideline, failure of ejected player/coach to leave the premises, failure to field a team, etc. If a game must be abandoned due to weather conditions and the second half has started then the game is official and the score at the time the game was abandoned will stand. If a game must be abandoned due to weather conditions and the second half has not started then the game must be replayed in its entirety. If a game must be abandoned due to the actions of a team, no matter when in the game this occurs, the opponent will be awarded a victory. This will be recorded as a 3-0 score unless the winning team has scored more than three goals before the game is abandoned. In that case, the winning team will receive credit for all goals scored. In all cases the losing team will be credited with 0 goals. In the event the game is abandoned due to the actions of both teams the game will be a double forfeit and will not count in the standings. All decisions of the Referee are final.

Section 2.11 - Pre-Game Formalities:

A. Prior to the game the coach of each team must submit to the Referee a coach's pass for all coaches who are present at the field, player passes for all players who are on the game lineup form, and three copies of the lineup form, which must contain each player's name and uniform number. If a team is using a player with a Club Pass, that player's name and uniform number must be hand written on the lineup form.

PAGS By-Laws

B. Each coach may request to check the opposing team's roster against the lineup form and the player pass of each pass. This exchange may be waived by mutual consent of **both** coaches. Any irregularity in a roster, player pass, or lineup form must be reported to the Referee prior to the game so that it may be corrected prior to the game or included in the Referee's game report. If any ineligible player is identified, the Referee shall note the particulars in the Referee's game report and, if that player participates, the game will then be played under protest. If the protest is later upheld the team with the ineligible player will forfeit the game. **Each coach shall have the official approved team roster form and player passes at the field for all games.**

C. Any player who arrives as the game is in progress, and whose name appears on the lineup form, may substitute in the normal manner upon presenting a player pass to the Referee, subject to later verification by the opposing team.

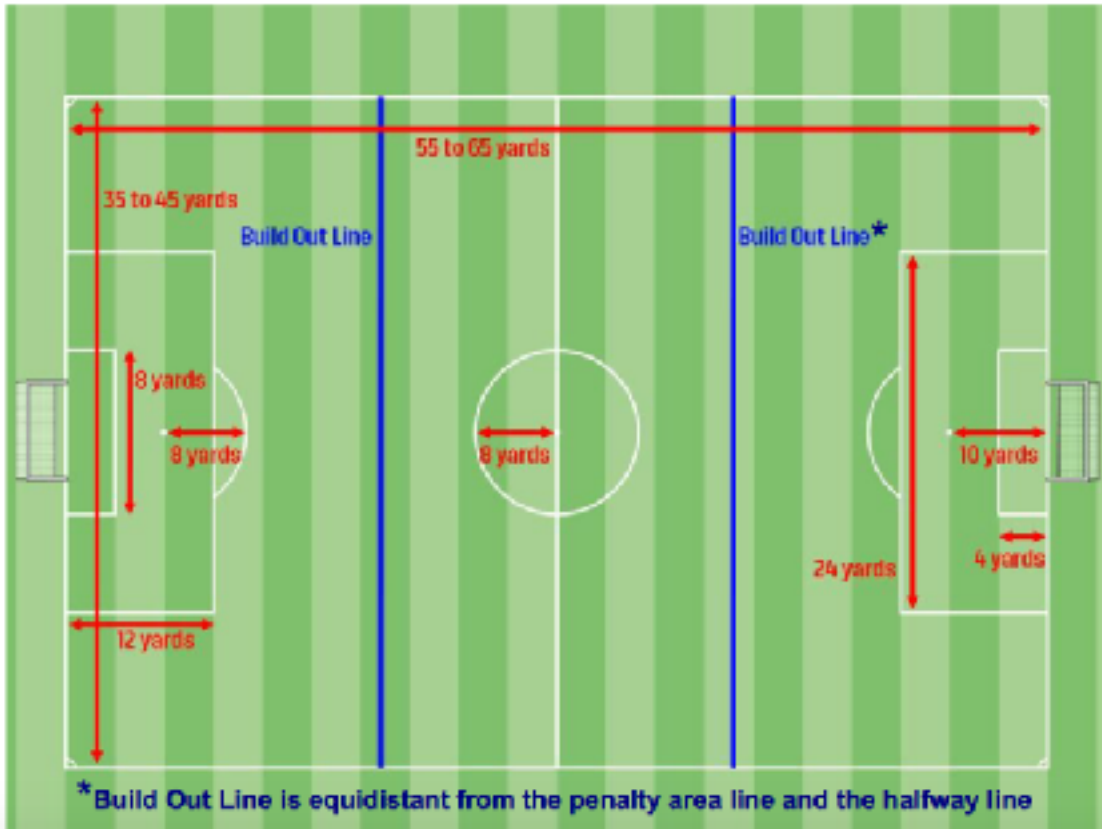
D. The Referee will take the pass of any coach or player who is sent off prior, during, or after the game. Each such pass will be forwarded to the League office, along with the Referee's game report. A copy of the game report should also be submitted to the PAGS Referee Coordinator.

Section 2.12 - Uniforms: Teams must wear regulation soccer uniforms. When the colors of opposing teams are so similar as to cause conflict in the Referee's opinion, the home team is required to change to a contrasting color. All players must wear numbers not less than 6 inches high. **Each player MUST have a unique number, no duplicates are permitted.** Players must adhere to all FIFA and EPYS rules, as applicable, regarding uniforms. In cases of extreme cold the Referee, at his/her sole discretion, may allow modification of the uniform regulations.

Section 2.13 - PAGS Modified Playing Rules: Each game will be played in accordance with FIFA Laws of the Game, with modifications prescribed by USYS, EPYS, and/or PAGS:

A. U9 and U10 (7v7)

1. It is recommended all players on each team play 50% of the game. Member clubs are responsible for enforcing this recommendation
2. PAGS will not record scores or track standings for 7v7 games
3. Field Dimensions:
 - The field shall be between 55 and 65 yards long
 - The field shall be between 35 and 45 yards wide
 - Goals shall be no larger than 6'6" high and 18'6" wide (A 6'6" high by 12' wide goal is recommend) Goals must be securely anchored to the ground
 - Build out lines shall be equidistant between the penalty area and halfway line. **7v7 fields MUST have build out lines.** If the build out line is not painted on the field cones may be placed on the touchlines as markers.
 - Teams must be on the same side of the field, ½ of the field for each team. Spectators must be on the other side of the field from the teams and must be across the field from their team. Spectators may not cross the mid-field line. There shall be a spectator buffer line a minimum of one yard from the touch line. There shall be a line at the middle of the field perpendicular to the spectator buffer line to separate the spectators of each team. Spectators shall not be permitted to stand from the top of the goal area to the goal line.
 - The technical area shall be one yard from the touch line and shall extend 10 yards from a point beginning one yard from the center of the field (2 yards apart)
 - The spectator buffer line and technical area are to be dashed lines to avoid confusion with field markings
 - See the figure below for recommended field markings and dimensions



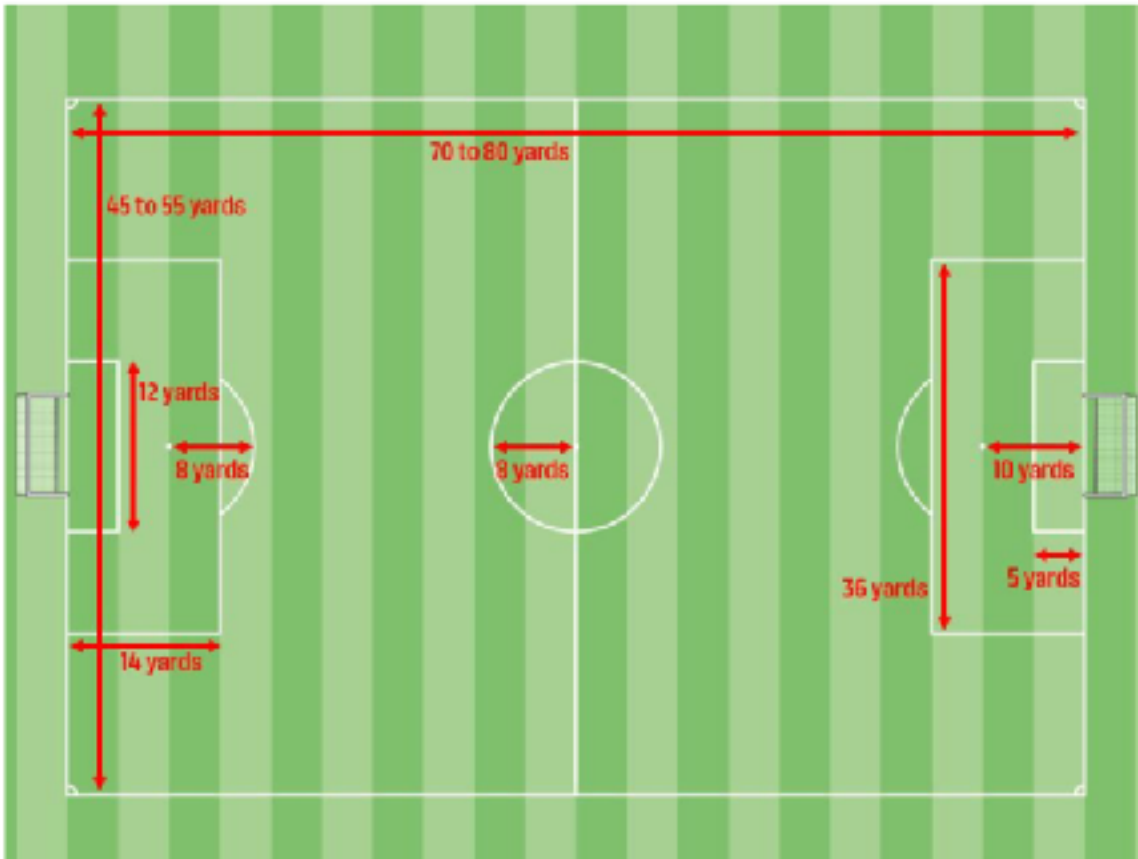
4. The ball is size 4. The home team will supply game balls.
5. Duration of the game - Two 25 minute halves, 10 minute halftime, no added time
6. Teams play 7v7 (6 field players and a goalkeeper)
7. A team must have at least 5 players to start or continue a game
8. Substitutions are unlimited and both teams can substitute on any stoppage
9. Heading is **not permitted** in 7v7 games
10. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to which the infringement occurred. Deliberate heading of the ball **WILL NOT**, in any instance, be penalized as misconduct. The only time advantage will be played is if a defensive player deliberately heads the ball into her own goal
11. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put in play. The team in possession does not have to move beyond the build out line. If the defending team repeatedly fails to move behind the build out line they may be penalized for misconduct
12. Once the opposing team is behind the build out line the goalkeeper can pass (put the ball on the ground and kick), throw, or roll the ball into play (**punting, drop kicking, or half volley kicking by the goalkeeper is not allowed**)
13. The goalkeeper may play the ball before the opponents are behind the build out line and if it strikes an opponent the ball is in play

PAGS By-Laws

14. On goal kicks the opposing team must move behind the build out line. The team in possession does not have to move beyond the build out line. The ball is in play once it leaves the penalty area
15. The opposing team does not have to move behind the build out line on free kicks
16. If the goalkeeper punts, drop kicks, or half volleys the ball an indirect free kick should be awarded to the opposing team. The indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
17. Players cannot be penalized for an offside offense between the halfway line and the build out line
18. Goal kicks are taken on the line of the penalty area or from anywhere within the penalty area
19. Corner kicks are taken from the corner of the field
20. Penalty kicks are taken from the penalty mark
21. Defenders must be at least 8 yards from the ball on all free kicks
22. If a player is suspected to have a head injury the referee **MUST** stop play to allow for treatment/evaluation as needed. If the player leaves the field of play for additional evaluation the player may be substituted for and the opposing team may also substitute a player
23. A player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player
24. If a coach insists on returning the player to the game without approved clearance by either a HCP or ACT the referee will end the game

B. U11 and U12 (9v9)

1. It is recommended all players on each team play 50% of the game. Member clubs are responsible for enforcing this recommendation
2. Field Dimensions:
 - The field shall be between 70 and 80 yards long
 - The field shall be between 45 and 55 yards wide
 - Goals shall be no larger than 6'6" high and 18'6" wide (A 6'6" high by 12' wide goal is recommend) Goals must be securely anchored to the ground
 - Teams must be on the same side of the field, ½ of the field for each team. Spectators must be on the other side of the field from the teams and must be across the field from their team. Spectators may not cross the mid-field line.
 - There shall be a spectator buffer line a minimum of one yard from the touch line. There shall be a line at the middle of the field perpendicular to the spectator buffer line to separate the spectators of each team. Spectators shall not be permitted to stand from the top of the goal area to the goal line.
 - The technical area shall be one yard from the touch line and shall extend 10 yards from a point beginning one yard from the center of the field (2 yards apart)
 - The spectator buffer line and technical area are to be dashed lines to avoid confusion with field markings
 - See the figure above for recommended field markings and dimensions
3. The ball is size 4. The home team will supply game balls.
4. Duration of the game - Two 30 minute halves, 10 minute halftime, no added time
5. Teams play 9v9 (8 field players and a goalkeeper)
6. A team must have at least 6 players to start or continue a game
7. Substitutions are unlimited and both teams can substitute on any stoppage
8. Heading is **not permitted** at U11. Heading is allowed at U12 without limitations
9. If a U11 player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to which the infringement occurred
10. Goal kicks are taken on the 5-yard line
11. Corner kicks are taken from the corner of the field
12. Penalty kicks are taken from the penalty mark



13. Defenders must be at least 8 yards from the ball on all free kicks
 14. If a player is suspected to have a head injury the referee **MUST** stop play to allow for treatment/evaluation as needed. If the player leaves the field of play for additional evaluation the player may be substituted for and the opposing team may also substitute a player
 15. A player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player
 16. If a coach insists on returning the player to the game without approved clearance by either a HCP or ACT the referee will end the game
- C. U13-U19 (11v11)
1. The ball size is 5. The home team will supply game balls.
 2. Duration of the game:
 - a) U13/U14 - Two 35 minute halves, 10 minute haltime, time added at the discretion of the referee
 - b) U15/U16 - Two 40 minute halves, 10 minute haltime, time added at the discretion of the referee
 - c) U17 to U19 -Two 45 minute halves, 10 minute haltime, time added at the discretion of the referee
 3. A game may begin with 7 players properly representing each team present
 4. Substitutions are unlimited and both teams can substitute on any stoppage

PAGS By-Laws

Section 2.14 - Score Reporting - The home team must report the score, in accordance with the then current reporting procedure, no later than 8:00 pm on the Monday following the game. A fine of \$5.00 may be assessed to teams failing to report scores in a timely manner.

Section 2.15 - Protests: There are no protests of the outcome of PAGS games. Teams may only protest the use of an illegal player prior to a game pursuant to the provisions of Section 2.11B above.

Section 2.16 - Game Postponement and Rescheduling

- A. Rescheduling Due to Inclement Weather: Games should not be postponed for light rain or wet fields. Should postponement due to inclement weather be necessary, the home Club must notify the Referee Assignor and the visiting teams as early as possible. Notification to the Referee Assignor must be made no later than 2 hours prior to the first scheduled game or the Club will be responsible for paying the referee fees for the first scheduled game at each field affected. Postponed games must be rescheduled as soon as possible. The teams should agree on a new date/time/location and then notify the PAGS Executive Director who will update the schedule. The League has the final authority to reschedule any game.
- B. Rescheduling Not Related to Weather: Once the final schedule is released games will be rescheduled only in the case of loss of fields or other emergency. Once a Club knows that a game must be rescheduled they must notify the PAGS Executive Director immediately. The teams should agree on a new date/time/location and then notify the PAGS Executive Director who will update the schedule. If notification is made less than 3 day prior to the game, the Club canceling the game will be responsible for the referee fees. PAGS reserves the right to charge a fee of \$50 for a games changed under this provision.
- C. Games not made up by the end of the regular season will not count in the standings.

Section 2.17 - Standings By Points: The standing of teams within a Division is determined by points. Three (3) points are awarded for a win, one (1) point for a tie, and no points for a loss.

Section 2.18 - Tie Breakers For Divisional Standings: Ties in standings will be broken as follows:

1. Points - Win = 3 points, Tie = 1 point, Loss = 0 points
2. Head to Head Competition. In the event of 3 or more teams being tied this criterion will not be used.
3. Goal Differential (Goals score minus goals allowed in each game, with a maximum differential of 4 per game)
4. Fewest Goals Allowed
5. Goals Scored (Maximum of 4 per game)
6. Fewest red/yellow cards (A red card is a deduction of 2 points, and a yellow card is a deduction of 1 point)
7. Coin Toss. The coin toss will be performed by the PAGS Executive Director at a time and place of his/her choosing. Teams involved will be given an opportunity to attend.

In the event of ties by three or more teams, the tie breaking procedure (excluding criterion #2) will be used only once until one team remains. The first team eliminated finishes in the lowest placement in question, and so on, until all placements are filled. If the coin toss involves more than two teams, PAGS may substitute a draw from a hat or lots system.

Section 2.19 - Playoffs and Championships: The playoff format and dates will be posted to the PAGS website prior to each season. The PAGS Executive Director selects the fields for all playoff games. Every attempt will be made to provide home games for the higher seeded team in the semifinals. All final

games will be played at common sites. Teams are responsible for sharing the referee fees in all playoff games except the final. A copy of the playoff rules will be posted to the PAGS website during the season. **Teams are not permitted to modify these rules.** Failure to follow the playoff rules may result in forfeiture of the game or a replay of the game being ordered.

Article III - Team Application/Team and Player Registration

Section 3.01 - Team Application:

- A. Team Application: Each team wishing to play in PAGS for the current soccer season must submit the PAGS Team Application in accordance with the manner and schedule established by the Executive Committee.
- B. Application Fee: Each team wishing to play in PAGS for the current soccer season must pay a team application fee, in an amount established each season by the Executive Committee. If a team accepted to play in PAGS fails to register its team and/or individual players it will forfeit its application fee.
- C. Divisional Placement: PAGS will determine the divisional placements based upon the information contained on the team application forms. The primary goal of placement of teams is to provide the appropriate level of competition, while considering factors such as travel time. Factors affecting placement include: past year's League results; past year's tournament results; player additions/losses; other pertinent facts.
- D. Transfer of Teams Between Divisions: PAGS reserves the right to transfer teams between divisions up to the completion of the 3rd game of a season in order to rectify placement errors.
- E. Withdrawal of Teams: An team withdrawing from the League prior to the established withdrawal date shall forfeit \$100 of their application fee. Any team withdrawing from the League after the established withdrawal date shall forfeit its entire application fee and may be fined \$200. Unless and until the Club pays any and all fines assessed to any of its teams for this reason, no team from that Club may participate in PAGS.

Section 3.02 - Team Registration: Team registration for the applicable seasonal year (1 September through 31 August) will be completed in accordance with the EPYS, or other National Association, registration process then in effect, and in accordance with the schedule established annually by the Executive Committee.

Section 3.03 - Player Registration: Player registration for the applicable seasonal year (1 September through 31 August) will be completed in accordance with the EPYS or other National Association, registration process then in effect, and in accordance with the schedule established annually by the Executive Committee. Failure of a Club to complete registration of all players one week prior to the start of the season may result in a fine of \$250 and suspension of all of the Club's teams until the fine is paid.

Section 3.04 - Roster Limitations: U9 and U10 teams must register a minimum of 9 players and may register a maximum of 12 players, 7 players must be age appropriate. U9 and U10 teams with special circumstances may appeal the requirement for the minimum number of age pure players to the PAGS Board. U11 and U12 teams must register a minimum of 12 players and may register a maximum of 16 players. U13 through U19 teams must register a minimum of 12 players and may register a maximum of 22 players.

Section 3.05 - Player Transfers: Players are free to transfer between PAGS teams, from a PAGS team, or to a PAGS team at any time during the seasonal year. All roster additions, deletions, and transfers will

PAGS By-Laws

be accomplished in accordance with the then current EPYS, National Association, and PAGS rules. Rosters are frozen **for purposes of participation in PAGS** on 30 September of each year.

Section 3.06 - Use of Improperly Registered Players: A team using a player not properly registered with PAGS in a regular season or playoff game shall forfeit that game. In addition, the team will not be eligible for the playoffs in that season and the team's Club may be fined. The time limit for appeal of the loss of eligibility of any player shall be one week from the date of the game. Questions regarding the eligibility of an opposing player must be filed within 24 hours after the last regular season game played in that Division. The PAGS Arbitration Committee will address any player eligibility question.

Section 3.07 - Use of Secondary Players: U9 and U10 teams may have a maximum of 3 secondary players which count against the roster limit of 12. U11 and U12 teams may have a maximum of 3 secondary players which count against the roster limit of 16. U13 to U19 teams may have a maximum of 5 secondary players which count against the roster limit of 22. Individual game line-up limits of 18 (U13 to U19) remain in effect. Secondary players may only play up, that is in a higher Division in the same Age Group or in a higher Age Group. Secondary players are eligible for PAGS playoffs, however a player may only participate for one team in the PAGS playoffs. A player may only be rostered as a secondary player on only one PAGS team at a time. None of above shall prohibit a primary player on a PAGS team from playing as a secondary player on a team(s) in another League(s).

Section 3.08 - Club Pass: Players will be permitted to play with any team in their Club for which their age qualifies them. Club pass players may play no more than 2 games per day or 3 games in a weekend. For any game the combination of secondary and club pass players may not exceed 3 for U9 to U12 and may not exceed 5 for U13-U19. Club pass players are not eligible for the PAGS playoffs.

Section 3.09 - Guest Players: THIS SECTION APPLIES TO THE SPRING SEASON ONLY! U9 and U10 teams may have a maximum of 3 guest players per game. Guest players count against the line-up limit of 14 for U9 and U10 teams. U11 and U12 teams may have a maximum of 3 guest players per game. Guest players count against the line-up limit of 16 for U11 and U12 teams. U13-U15 teams may have a maximum of 5 guest players per game. Guest players count against the line-up limit of 22 for U13-U15 teams.

Article IV - Penalties and Appeals

Section 4.01 - Imposition of Penalties: The Vice-President, Executive Committee, and Arbitration Committee of PAGS, as well as any sub-committees formed by the Council, shall have the authority to penalize without any hearing all member Clubs, teams, individual officers, coaches, members, players, and spectators of these Clubs and teams in accordance with the following (hereinafter, the Vice-President, Executive Committee, Arbitration Committee, any sub-committees duly authorized by the Council, when acting within the scope and authority of their power, as provided for in these By-Laws, are referred to individually as an "Authorized Party" and collectively as "Authorized Parties"):

- A. The Vice-President shall have the authority to penalize all violation of the League's Constitution, By-Laws, and other rules and/or policies, which occur in connection with a game (including prior, during, and after games).
- B. The Arbitration Committee shall have the authority to hear protests and impose penalties in connection with any appeals filed with said Committee, which may be the same or different from the penalties assessed by the Vice-President, Executive Committee, or any sub-committee established by the Council.
- C. The Executive Committee shall have the authority to penalize all violations of the League's Constitution, By-Laws, and other rules and/or policies, of any nature whatsoever, provided

however, that prior to imposing penalties with respect to games the Executive Committee shall first give the Vice-President or Arbitration Committee the opportunity to act as provided herein.

D. Other sub-committees shall have the authority expressly granted to them by the Council.

Section 4.02 - Types of Penalties: The penalties, fines, or other actions which may be taken by the Authorized Parties acting within the scope and power granted under these By-Laws and/or any other rules and/or regulations of PAGS shall be any and all actions which the Authorized Parties feel are necessary, including, but not limited to: censures; forfeiture of games; fines; restriction of playing fields; and/or suspension from games and other activities of PAGS (hereinafter all possible actions referred to in this Section are referred to collectively as "Penalties"). Referee game reports on cautions, sending offs, and field misconduct are recognized as a basis for imposition of Penalties under these By-Laws. Furthermore, Authorized Parties shall have the authority to impose Penalties on all Clubs, and teams, and individual officers, coaches, members, players, and spectators of these Clubs and teams, as well as to hold member Clubs responsible enforcement of any and all Penalties so imposed. If Penalties imposed under these By-Laws are unpaid or unenforced in any way, the member Club will not be permitted to have any of its teams participate in PAGS until such Penalties are paid or enforced in all respects.

Section 4.03 - Establishment of an Arbitration Committee: An Arbitration Committee is hereby provided for under the By-Laws of PAGS. Such committee shall consist of at least 3 members, including representatives of member Clubs and the duly elected Vice-President of PAGS, who shall serve as Chairperson. The PAGS President shall appoint the members of the Committee as promptly as possible when the need for such Committee arises. The PAGS President may replace any member of the Arbitration Committee for the purpose of such matter or matters as necessary.

Section 4.04 - Arbitration Committee Responsibility/Procedures: The Arbitration Committee shall be responsible for hearing all appeals of the decisions of any Authorized Party including, but not limited to the imposition of Penalties, which appeals shall be prosecuted in accordance with the following procedures:

- A. All appeals must be made in writing, must state the basis for appeal in detail, and must be accompanied by an Appeal Fee of \$150 (check made payable to PAGS). The appeal must be submitted to the PAGS Executive Director and Chairperson of the Arbitration Committee and all interested parties within five (5) days of being notified of the decision of an Authorized Party. The appeal fee will be returned only if the appeal is upheld by the Arbitration Committee.
- B. The Arbitration Committee shall conduct a hearing within seven (7) days of receipt of a properly filed protest or appeal. The Arbitration Committee shall have the power to summon any interested individual for the purpose of providing evidence. All individuals and Clubs involved in the circumstances surrounding the protest or appeal may attend the hearing and provide evidence, but no other person may attend such hearing, except cases involving referees. In such cases a representative of the Referee's Association may attend the hearing as an observer. The Arbitration Committee shall have sole discretion in conducting the hearing and shall not be required to permit any individual or Club to attend and shall not be required to follow any rules of evidence and/or any other procedures. The failure of any individual, club, or other organization to appear shall not deter the Committee from rendering a decision based upon the information before it.
- C. Any penalties imposed by an Authorized Party shall be suspended while an appeal is pending before the Arbitration Committee, unless the hearing is delayed due to the conduct of the party who filed the appeal with the Arbitration Committee.

PAGS By-Laws

- D. The decision of the Arbitration Committee shall be valid if made by a majority of the members of the Committee which are present at the hearing, in which a quorum exists. Three (3) members of the Arbitration Committee shall constitute a quorum. Under no circumstances shall a member of the Committee who is directly affected by the matter appealed (either individually or his/her Club) vote as a member of the Committee, or be counted to determine whether a quorum exists, or whether a majority vote was obtained.
- E. The decision of the Arbitration Committee shall be made in writing and shall be sent to the President of PAGS, the individuals involved in the appeal, the applicable member Clubs, the PAGS Executive Director, and, if the matter involves a referee, the cognizant Referee's Association. The PAGS Executive Director shall maintain a copy of all decisions rendered by the Arbitration Committee.
- F. All decisions of the Arbitration Committee shall be read by the President or presiding officer at a Regular meeting of the Council and shall be published on the PAGS website as promptly as possible after the decision is rendered by the Committee.

Section 4.05 - Appeals to State Association or National Association: Any appeal to the State or National Association must be made in accordance with that entity's then current regulations. PAGS reserves the right not to rehear any matter once it is ruled upon by the State or National Association. Unless provided differently by the State or National Association, any Penalties imposed by an Authorized Party shall not be suspended while an appeal is pending before the State or National Association.

Section 4.06 - Faulty Filing Procedures: Appeals not filed within the prescribed time limit, or filed without adequate supporting material, or filed with the proper Appeal Fee, shall be rejected.

Article V - Limitation of Liability/Indemnification

Section 5.01 - Limitation of Liability: A member of the PAGS Executive Committee shall not be personally liable for monetary damages as such for any action taken, or failure to take action, unless he/she had breached or failed to perform the duties of his/her office under Section 8363 of the Pennsylvania Director' Liability Act, as from time to time amended, or any successor provision, and the breach or failure constitutes self-dealing, willful misconduct, or recklessness. This provision shall not apply to the responsibility or liability of a member of the Executive Committee pursuant to any criminal statute or his/her liability for payment of taxes pursuant to Local, State, or Federal law. This Section 6.01 shall be applicable to any action taken on or after 27 January 1987.

Section 5.02 - Indemnification: PAGS shall indemnify any Officer or Director who is a party or is threatened to be a party to any threatened, pending, or completed action, suit, or proceedings, whether civil, criminal, administrative, or investigative by reason of the fact that he/she is or was an Officer or Director of PAGS. Indemnification pursuant to this Section shall not be made in any case where the act or failure to act giving rise to the claim for indemnification is determined by a court to have constituted willful misconduct or recklessness. This Section 6.02 shall not be effective with respect to any action, suit, or proceeding commenced prior to 27 January 1987.

PAGS By-Laws

All previous editions of the By-Laws of PAGS are hereby repealed and declared null and void, whether or not the provisions conflict with this Edition. This shall be know as the September 2016 edition.

/s/
Mike Koch
President
25 April 2017