

NORTHERN COUNTIES SOCCER ASSOCIATION

RULES OF COMPETITION

Fall 2014

Notice to Club Coaches, Representatives, and Presidents

Any club Coach, President, or Representative is welcome to ask questions or recommend changes to the **Rules of Competition**.

Please email the Rules Chairman with questions, or submit change recommendations along with your name, email address and phone number to:

Dennis J. Burns

Rules Chairman

Email: dennisjburns@yahoo.com

Notice to Club Presidents and Representatives

The NCSA President shall annually schedule one meeting for the presidents (or their designees) of all clubs participating in the NCSA. A club that does not attend this meeting shall be fined \$200.

Contents

1. League Sanctioning
2. Eligibility
3. Registration
4. Player Eligibility
5. The Competition
6. Game Procedures
7. Referees
8. Games Conduct Committee
9. Fees
10. Modifications to the Rules

1. LEAGUE SANCTIONING

1.1 GOVERNING BODY

Prior to the beginning of each season, the NCSA Board of Directors will determine under which governing body (ies) the league will be sanctioned.

NCSA will offer in the Fall 2014 season competitions sanctioned by US CLUB SOCCER.

If any NCSA rule of competition is in conflict with US Club, the US Club rule will prevail.

2. ELIGIBILITY

2.1 AGE GROUPS

The term "youth" as applied to these rules shall mean an amateur player who has not attained his/her 19th birthday before the first day of August preceding the seasonal year in which he/she applies for registration. A player's US CLUB registration age is determined by his or her age on the last day of July prior to the seasonal year. For example, for the 2013-14 seasonal year, a U-8 player must be under age 8 as of July 31, 2012 (born after July 31, 2005).

Pursuant to US CLUB SOCCER, all children are allowed to play travel soccer.

Players for each age group must have been born after July 31 of the year shown.

2014 / 2015 SEASONAL YEAR

U19										U18										U17															
1995					1996										1997										1998										
A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J
u	e	c	o	e	a	e	a	p	a	u	u	g	p	t	v	c	n	b	r	r	y	n	l	g	p	t	v	c	n	b	r	r	y	n	l
U16										U15										U14															
1998					1999										2000										2001										
A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J
u	e	c	o	e	a	e	a	p	a	u	u	g	p	t	v	c	n	b	r	r	y	n	l	g	p	t	v	c	n	b	r	r	y	n	l
U13										U12										U11															
2001					2002										2003										2004										
A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J
u	e	c	o	e	a	e	a	p	a	u	u	g	p	t	v	c	n	b	r	r	y	n	l	g	p	t	v	c	n	b	r	r	y	n	l
U10										U09										U08															
2004					2005										2006										2007										
A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J
u	e	c	o	e	a	e	a	p	a	u	u	g	p	t	v	c	n	b	r	r	y	n	l	g	p	t	v	c	n	b	r	r	y	n	l

2.2 COMPETITION BY GENDER

While it is recognized that the Northern Counties Soccer Association (NCSA) has separate competition for boys and girls, there may be occasions where the mixing of genders within a given team will be permitted. Teams of mixed gender will play in the boy's flight of their appropriate age group level or higher. Teams of one gender will not be allowed to play against teams of a different gender. (Girls teams will not be flighted with boys teams.)

2.3 OUT OF STATE TEAMS AND PLAYERS

2.3.1 OUT OF STATE TEAMS

2.3.1.a US CLUB SOCCER guidelines

If the competition is governed by US Club, New York teams and players are eligible to play in the NCSA contingent on compliance with the procedures established by US Club Soccer and NCSA.

2.3.1.b USYSA guidelines not applicable for current season

If a non-New Jersey team originates from an association, other than the Eastern New York Youth Soccer Association (ENYYSA), the Registrar will determine what documentation the NCSA will need. New York teams are eligible to play in the NCSA contingent on compliance with the procedures established by New Jersey Youth Soccer (NJYSA) and NCSA. The NJYSA handbook contains the state procedures. NCSA requires copies of the following information from New York teams to be on file with the Registrar before the first game:

1) The ENYYSA approval for the team to play in New Jersey. 2) The NJYSA approval for the team to play in New Jersey. 3) The New York roster, approved by the ENYYSA. 4) The New Jersey roster, approved by the NJYSA. 5) The USSF coaching license for each coach listed on the New Jersey roster.

Failure to meet this deadline will result in the teams being ineligible to play. In addition, fines of \$25 per team per week will be assessed until the complete information is provided. For players who are residents of New Jersey playing on New York teams, NCSA requires a copy of the permission of both NJYSA and ENYYSA for them to play on a New York team. Division 5 and younger New York teams shall not roster New Jersey players. For all other divisions, New York teams must include a minimum of 11 New York residents at all times, in effect limiting the number of New Jersey players to 7 or fewer.

2.3.2 NEW JERSEY PLAYERS ON OUT OF STATE TEAMS

2.3.2.a US CLUB SOCCER guidelines

Players who are residents of New Jersey may play on New York teams, without additional requirements.

2.3.2.b USYSA guidelines not applicable for current season

For players who are residents of New Jersey playing on New York teams, NCSA requires a copy of the permission of both NJYSA and ENYYSA for them to play on a New York team. The NCSA Registrar is to be provided with copies of these documents. New Jersey players playing on New York teams are registered by the NJYSA Office only, and they are not to have New York passes.

2.3.3 KEEPING NCSA RECORDS CURRENT

Over the course of a seasonal year, roster changes will occur. The New York club is required to send or fax the revised roster to the NCSA Registrar, within two days of any roster change. Failure to do so will result in a fine of \$25 per team per week. New York teams will not be eligible for awards if any of the players on the final game roster are not on the NJYSA/US Club Soccer validated roster on file with the Registrar, unless they are playing up per Rule 4.5. All US Club roster change notices are satisfied by requesting NCSA office to print the pass.

3. REGISTRATION

3.1 REGISTRATION ELIGIBILITY

Each team and club must comply with all of the requirements listed in these Rules and the NCSA Bylaws. Any team not in full compliance will not be in good standing, and will not be allowed to compete. Any club not in good standing will not be permitted to register teams.

3.2 TEAM REGISTRATION ONLINE

At least 30 days prior to the team registration deadlines, the NCSA will make available on its website registration instructions and functions. It is the responsibility of each Club to submit these registrations online before the registration deadline.

3.3 TEAM REGISTRATION INFORMATION & TIMING

All data must be submitted online for each team in order for registration to be considered complete. Each Club's designated representative must submit via the online procedures fully completed Club and Team Registration information and other registration related information (which shall include field information, team colors and club officers), and an acknowledgment accepting all NCSA Bylaws and Rules. The Board will annually establish the due dates for the submittal of this information. Any missing information or failure to make payment subject to the provisions below will result in the entire submission being considered incomplete.

In order to encourage timely submission of all team online registrations, NCSA does allow a credit based on requirements below in 3.3.1. The following bullets should be reviewed carefully and provide payment as detailed below:

3.3.1 Early Registration

All required information submitted via the online registration procedures at least 20 days prior to the close of online Registration and payment received by the NCSA Office 10 days prior to the close of online Registration, the Club will be credited \$25 per team.

3.3.2 On Time Registration

A Club's information via online registration will be considered on time if the information is submitted and payment received by the NCSA Office twenty days before the Flight Meeting, (or by the date for flights to be finalized if no meeting).

3.3.3 Late Registration

If online Registration is completed prior to the Close of Registration for the current season and payment is received after the Close of Registration, add \$50 per team.

If registration is completed after the Close of Online Registration (at the discretion of the Division

Commissioner) for the current season but prior to the Flight meeting, or the date for flights to be finalized if no meeting, add \$100 per team.

If registration is completed and/or information received, and/or payment received (at the discretion of the Division Commissioner) at or after the Flight Meeting, or the date for flights to be finalized if no meeting, add \$200 per team.

3.4 TEAM WITHDRAWAL

A Club dropping a team after the Close of Registration will be fined \$25 per team in addition to the loss of registration fee.

A Club dropping a team 10 days after the Close of Registration will be fined \$50 per team in addition to the loss of registration fee.

A Club dropping a team after the Flight Meeting (or date for flights to be finalized if no meeting) will be fined the cost of the registration fee in addition to the loss of registration fee.

A Club dropping a team after the Coaches Meeting (or a date 10 days before the first scheduled game of the season if no meeting) will be fined the cost of the registration fee plus \$100 in addition to the loss of registration fee.

A Club dropping a team after the first scheduled game of the season will be fined twice the cost of the registration fee in addition to the loss of registration fee.

In addition, should a club remove a team and play in another league, the fines noted above shall be doubled.

3.5 PASSES AND TEAM ROSTERS

3.5.a US CLUB SOCCER guidelines

Each club will be responsible for the input and the transmission of the player/coach registration data to the US Club Soccer website.

3.5.b USYSA guidelines not applicable for current season

Each club shall be issued one NJYSA player registration packet for each team registered with the NCSA. No packets will be issued unless all necessary registration information has been received, and all fees and fines have been paid.

3.6 PASS VALIDATION AND ROSTER SIZE

3.6.a US CLUB SOCCER guidelines

All US Club Soccer passes will be printed by the NCSA office. Each club shall transmit the required data to US Club Soccer, for each individual player and coach. Each team must have at least one coach.

Each club is responsible to establish and monitor their own requirements for a coach. . No players can be registered to any team until a licensed coach has been rostered to that team. NCSA requires that each coach must have a completed an Online Risk Assessment Disclosure Statement with US Club Soccer, prior to the issuance of the pass.

A valid coach's pass issued by that season's sanctioning authority is required by any individual who provides direction to players at any NCSA game or club practice. A coach need not be listed on a particular team's US Club roster; a coach may be carded through any NCSA club. A coach must have a US Club pass with the NCSA printed in the background to coach an NCSA league game.

3.6.b USYSA guidelines not applicable for current season

Each team shall submit a completed team roster, at least one fully completed coach's pass (with a copy of the USSF Coaching license), and at least eleven (eight for Divisions 5 and 6) fully completed player pass registration forms and matching player passes bearing color photographs (no more than one year old), and proper proof of age. Out of state teams must always include at least 11 players (eight for Divisions 5 and 6) who are residents of that state, effectively limiting the number of New Jersey players. Copies of the USSF Coach's license and player's proof of age may be retained by the Registrar.

Each coach must be at least 18 years of age, have participated in a coach's safety clinic, and must hold a USSF "F" License or higher. No players can be registered to any team until a USSF Licensed coach has been rostered to that team. Each coach must have a completed Disclosure Statement (Kid Safe Form) on file with the coach's Club.

A valid USYSA coach's pass is required by any individual who provides direction to players at any NCSA game or club practice.

3.7 PROOF OF AGE AND INDENTITY

Each pass submitted for validation shall be accompanied by a copy of one of the following:

1. The player's Certificate of birth.
2. The player's passport.
3. The player's certificate of Naturalization.
4. The player's Alien Registration Card with proof of age noted.

For USYSA(not applicable for current season): The Registrar or the District Commissioners may require submission of original proof of age documents at any time. District Commissioners will verify that each player has completed a US Soccer Medical Release to his/her team that is properly notarized. (Please Note: Medical Authorizations notarized by New Jersey attorneys, without a seal, although accepted in NCSA, may not be accepted for out of state games or tournaments.)

For US Club Soccer: All coaches must have the Registration and Medical Treatment Authorization Form (#R002) in their possession.

At the request of the Games Conduct Chairman or the Board, the Registrar or appointed member of the Board shall take all reasonable steps to establish the eligibility of a player or coach and to confirm the accuracy of information entered upon a player's pass. No coach or player shall unreasonably refuse to provide original documentation or cooperate in any such investigation. In order to ensure that clubs comply with this rule, each season NCSA shall randomly select 8 teams who will be required to submit original proof of age documents.

3.8 INACCURATE INFORMATION

Any player or coach who has obtained a pass with incorrect information, any coach who knowingly allows a player to possess an inaccurate pass, or a pass that has been altered so as to deceive inspection, or any player who plays illegally for any team shall be suspended immediately, and the matter investigated by the Games Conduct Committee. The Games Conduct Committee may also recommend that all facts concerning the incident be forwarded to the sanctioning Youth soccer body (USYSA affiliate or US Club Soccer).

A team will forfeit every game in which a player with an inaccurate or illegal pass was included on the team roster. Any coach who possesses an inaccurate or illegal coach's pass or player's pass will be subject to severe reprimand by the Games Conduct Committee that may result in any combination of a fine to the coach up to \$1000, lifetime suspension, and game forfeiture.

3.9 REGISTRATION OUTSIDE OF NCSA (USYSA only) – not applicable for current season

If a NJ team or NJ player on a NY team is registered by a District Commissioner outside of NCSA, the coach must send a copy of the validated roster and copies of USSF coaches' licenses to the NCSA Registrar within 72 hours. The same is true for the Player/Coach Status Forms used to make additions and deletions. Out of State teams or players are registered only at the NJYS Office. Failure to comply will result in the team or player being declared ineligible for NCSA competition, and those involved are subject to the provisions of Rule 2.8, which includes fines, suspensions, and game forfeitures.

4. PLAYER ELIGIBILITY

4.1 TEAM ROSTER

4.1..a US Club Soccer Guidelines

All teams under US Club Soccer may roster up to 26 players.

The game day roster for a full-side team may only have 18 players. Coaches must declare the 18 players eligible for each game prior to the start of the match. This must be done on a NCSA approved roster form. The game day roster for a small-sided team may only have 14 players. Coaches must declare the 14 players eligible for each game prior to the start of the match. This must be done on a NCSA approved roster form.

4.1..b USYSA Guidelines – (not applicable for current season)

Except for U17 - U19 teams, as described below, no full sided (age divisions U11 -U16) team shall have more than 18 players registered at any one time. Additional players may be added to the roster as long as the passes of players who have resigned are first turned in and exchanged for a blank player pass. The number of players a full-sided team can register during a seasonal year (including all transfers to a maximum of three) is restricted to 21. The maximum number of players registered under a secondary pass shall be limited to three per registered team. Rosters for U10 teams (and younger) will be limited to 14 active players, 17 total for seasonal year. For U17 - U19 teams, the maximum number of active players can be 22 subject to the following requirements:

- Teams can participate in State Cup play Subject to 18 player game roster
- Teams can participate in tournaments subject to each tournament's roster size.
- Only 18 players may participate on game day.

- The number of players a team can register during a seasonal year (including all transfers to a maximum of three) is restricted to 25.

4.2 PLAYER PASSES

Only US Club passes which state Northern Counties Soccer Association will be allowed. Passes issued through other leagues are not allowed.

All passes must be laminated.

No coach or player shall be allowed to participate in a game without presenting a valid pass issued through an authorized District Commissioner (USYSA) or NCSA office (US Club Soccer) (or secondary pass issued by the NJYSA) to the referee, except as provided for below: No person shall be prevented from playing or coaching due to the tardiness of a referee's report. The Games Conduct Chairman or the President may issue a temporary authorization for a person to participate in a game pending receipt of a pass or report by the Games Conduct Chairman. This action shall not affect the subsequent decision of the Games Conduct Committee. If such temporary authorizations are not recognized by the assigned referee, the player's team may decline to play the match without penalty. However if the player's team chooses to play the match the result will be official and no protest will be accepted.

4.2.1 Residents of Military or Educational Institutions in New Jersey. Any out-of-state player residing at a New Jersey educational institution or military reservation is considered a New Jersey resident and eligible to play on an affiliated team.

IN THE EVENT THERE IS A TEMPORARY CHANGE TO THE NO PASS, NO PLAY, AND/OR NO PASS, NO COACH RULE AS DETAILED ABOVE, THE LEAGUE WILL PROVIDE FORMAL WRITTEN NOTICE TO THE CLUBS AND REFEREES OF SUCH CHANGES.

4.3 PLAYER TRANSFER AND RELEASE

4.3.1 Definitions

As used in this Section and elsewhere in these Rules of Competition, the term "seasonal year" covers the period from September 1 through August 31. The current season year runs from September 1, 2014 through August 31, 2015. The term "season" refers to the Fall or Spring League Schedules during the seasonal year.

4.3.2 The Team-Player Relationship

A player should be bound to his/her team and the team to that player for the entire seasonal year. However, players are allowed to resign from their team and transfer to another team in a different Club.

4.3.3 Transfers

- The following are the penalties for transfers during the seasonal year.
 - No penalty
 - Friendly Transfer
 - Both teams must contact the Rules Chairman, prior to transfer
 - Transfer from team who has left Northern Counties Soccer Association
 - Transfer from a team that has disbanded
 - Transfer forced by circumstances beyond player's, team's, or club's control

- 3 game penalty
 - Transfer from another team in NCSA, where a transfer agreement was not reached prior to transfer.
- All transfers are subject to review by the NCSA board, or its appointee and penalties will be levied by the same, if deemed necessary.

4.4 NO "GUEST PLAY" WITHIN NCSA COMPETITION

No player may play for another NCSA team in league competition, other than playing up within his/her own Club pursuant to Rule 4.5.

4.5 TEMPORARY "PLAYING UP"

A player may temporarily play in an age group older than that in which the player is registered or in the same age group in a higher flight, (see note in 4th bullet point below), subject to the following conditions:

- The team for which he/she temporarily plays is a member of the same club and gender as defined in the NCSA Bylaws. A girl may play up on a boys' team, a boy cannot play up on a girls' team, and;
- The team from which the player temporarily transfers is not suspended and is registered with the NCSA, and;
- The player's temporary transfer status (name, pass #, team playing up from and uniform number) is clearly shown on the Match Day Form and the referees attention is drawn to the fact, and;
- The team for which the player temporarily plays up is not competing in the same flight (Note: If a flight has a subgroup designation of "B" or "W" (for blue or white), it is still part of the same flight. For example: "10CB" flight and "10CW" flight are both part of "C" flight and you can't cross play within same flight), or lower flight than the team to which the player is registered.;
- Under no circumstances may a player play for any team in an age group younger than the team in which the player is registered. For example, a player who is a true U10 player registered to a U11 team may not play in the U10 age group, in any flight, and;
- The player may not play for a team for more than three games without the player losing his/her eligibility to return to his/her original team for the balance of the season. After the fourth game, the player is bound to that team for the remainder of the season. Any player who has lost eligibility to compete within his/her own age group or lower flighted team in the same age group must immediately return his/her pass to the Register and have a new Player Pass issued (NJYSA) or have his/her registration transferred to the new team (US Club).
- Teams are allowed to have as many players playing up at any given game subject to an overall player limitation of 18 players for a full-sided game, and 14 players for a small-sided game.

4.6 PERMANENT "PLAYING UP"

A player may permanently register in an age group higher than the player's correct age group.

4.7 SECONDARY PLAYER PASSES AND MULTIPLE ROSTERING

- No player may participate in NCSA competition on a secondary player pass (dual card if US Club Soccer) if the player's primary pass is with another NCSA registered team. A player may participate in NCSA competition on a secondary player pass if his/her primary pass is from a team in another league.

• 4.8 PENALTY

Failure to comply with this section shall render a player ineligible and the team for which he/she played while ineligible shall forfeit all games that the player appeared on the official game roster, in addition to any other penalties indicated within these rules.

5. THE COMPETITION

5.1 REGULAR SEASON DURATION

The Board will annually establish the dates for the beginning and end of each season. All scheduled games must be played. The only exception is if, by the end of the last regularly scheduled week of the season, a game has not been played due to weather or field condemnation and the cancellation were reported to the Division Commissioner and the Games Chair(s). In this case, the game need not be played if all the following conditions have been met:

- The game has no impact on award standings for these teams or any other team in their flight; and
- Both coaches mutually agree not to play the game; and
- The Division Commissioner and the Games Chairman both approve the decision not to play the game.

If the game is not played and the above stated criteria have not been met, a mutual forfeit will be declared.

5.2 FLIGHTING

Division Commissioners will flight Division 6 (U8 Fall and Spring) and Division 5 (U9 Fall season) at their discretion. NO appeals are allowed for these age groups.

For all other divisions, Division Commissioners will flight each team based on teams ability and past performance. Each flight will ultimately consist of 6 teams or 11 teams based on a 10 game season. 8 team flights and 10 team flights will also be considered. Appeals are considered based on procedure below.

Flighting procedure:

- Teams register and request flight
- Registration closes
- Flights posted within 72 hours of registration closing
- Appeals closed within 72 hours of flights posted
- Division Commissioner will review and respond to appeals during the 72 hour Appeals window. Division Commissioner will attempt to resolve all Appeals with "Accepted" or "Rejected" along with their comments or communicate to team regarding decision

A Coach has the right to a final appeal to the Appeal Committee to the flight his/her team has been assigned by the Division Commissioner

- Appeal Committee hears any final unresolved appeals within 48 hours of appeals closed.
- This notification must take place in writing to the division commissioner before the 72 hour appeals window is closed or within 24 hours of notification of appeal being rejected whichever is later
- If the coach fails to provide the necessary notification, the appeal will not be allowed.
- No appeals will be accepted or allowed for the Division 6 teams – U8 (Fall & Spring) and Division 5 – U9 (Fall season only)

Appeals heard by the appeal committee must meet the following criteria:

- A different flight was requested in the initial registration; or
- There has been a significant change in the team personnel from the time of registration through the time of flying, which will affect the team's ability to compete at the same level as previously requested; or
- The proposed flying moved the team's usual competition to another flight.
- In the event the Division Commissioner moves a team late in the appeals process, the DC will try to communicate such a move with the team(s) impacted, but in some cases moves will take place without consent or knowledge of team(s) impacted based on decision made by Division Commissioner. Teams impacted will have 48 hours from close of Appeals process to appeal the decision to the Appeals Committee. The Appeals Committee will review and make decision on final placement of team. All decisions by the Appeals Committee are final

The appeals committee is composed of 4 members of the NCSA Board, which must include the division commissioner (who can vote) of the team in question, and either the league president or vice president.

The unresolved appeal must be heard within 48 hours of the closing of appeals.

All decisions by the appeals committee are final.

5.3 SCHEDULING

- After the Flying Meeting the Games Chair(s) shall prepare the game schedule for the season and post it online. After the schedule is posted online and notification made that it is final, it shall not be altered in any way except as provided for in these Rules. Failing to comply with any part of this section shall result in a \$100 fine to the offending team. If a scheduled game is cancelled late it is the home team's responsibility to show up to field and pay the referees the full game fee. If the home team does not show up to field to pay the referees, and referee files unpaid claim with league, a **\$75 additional fee per unpaid referee is charged to home team no matter which team caused postponement.**

5.3.1 Automatic Postponements

It is the intent of the NCSA to play games as scheduled. The only acceptable reasons for automatic postponement of a scheduled game are: State Sponsored Winner's Bracket Cup games; ODP tryouts; Scholastic soccer conflicts; Referee decision at game time; League-wide

weather conditions; and local field condemnation. If the postponement of a game is for a reason justifying automatic postponement, the rescheduled date may be a TBS, but is subject to being played in a timely manner, that is within two weeks of date originally scheduled game. All reasonable effort should be made to reschedule the game at the time of postponement. (Exception: for weather cancellations at the beginning of the season, games must be scheduled within two weeks of the actual start of the weekly schedule by a majority of the league.)

5.3.2 State Sponsored Cup Games, and ODP Tryouts

State Sponsored and US Club Cup and ODP tryouts are the only priority NJYSA imposes over NCSA league games. Regularly scheduled games will be automatically postponed, provided the Games Chair(s), Division Commissioner, and opposing coach have been notified at least 5 days before the scheduled game. In any other case, the Games Conduct Chair(s) may impose a forfeit upon the offending team in addition to the listed non-compliance fine for failure to submit game change at least 5 days prior to game date.

5.3.3 Scholastic Soccer Conflicts

A coach may request a postponement due to a scholastic soccer conflict. Depending upon the circumstances the Games Chair(s) may accept or deny such request. Requests made later than 5 days immediately before the scheduled game will be denied under any circumstances. The appropriate Division Commissioner and opponent coach must also be personally informed at the same time as the Games Chair(s).

5.3.4 Referee Decision at Game Time

The referee may decide to postpone the game for weather or any other reason pursuant to FIFA rules as modified by USYSA and/or US Club Soccer and/or NJYSA and/or NCSA. The Games Chair(s) AND Division Commissioner must be informed within 24 hours of such decision by the home team coach.

5.3.5 League-Wide Weather Conditions

If weather conditions are deemed severe enough a league-wide postponement may be called by the President, vice-president or games chair(s). Such decisions will be posted on the NCSA website.

5.3.6 Local Field Condemnation

Local fields may be condemned for climactic or other reasons by the entity that has custodial responsibility for the field. The visiting team must be notified by the home team immediately upon condemnation being known (no less than three hours before game time). In the spirit of sportsmanship, every effort should be made by the home team to inform and speak with the visiting team as soon as possible, in order to prevent unnecessary travel. The Games Conduct Chairman may investigate the details of the condemnation, and possibly award a forfeit win to the visiting team and/or other penalty to the home team. Whether the visiting team was forced to travel unnecessarily will be a factor in calculating any penalties. The Games Conduct Chairman may direct that the game be made up at the visiting team's field in such instances. When a local field is condemned, the Games Chair(s) and opponent coach(es) must be contacted immediately by the Club Representative. Club-wide field condemnation should be made as far in advance as possible.

In such cases, if the home team has an alternate local field at the same starting time, or within 1 hour prior or 2 hours after the original scheduled game time, and at least 3 hours' notice of the change in time/location is given, then the game must be played at the alternate field. If the home

team does not have an available field, and the away team has a field available on the same date, it is mandatory for the home team to play that game on the visiting team's field provided that the visiting team's field is available at the same time or within 2 hours after the original scheduled game time, and is within a driving distance of no more than 1 hour from the originally scheduled site of the game. The home team must attempt to establish an alternate local field, or must agree to play at the visiting team's field subject to the above rules. The following procedure is required:

- A. Home team determines that the assigned field is not available and no alternate home field exists within the above parameters.
- B. Home team notifies opponent who has one hour or until 8 am on date of game, but at least 3 hours before game time, whichever is later, to determine if it has an alternate field within the above parameters.
- C. Home team must NOT notify Games Chairs of field condemnation (game postponement) until it has been determined that no alternate scheduling will occur.
- D. When home team notifies league that its field is condemned and games are not being played, it is also certifying compliance with the above procedure, including specifically that there will be no alternate scheduling of the game on that date pursuant to this rule.
- E. Once the league marks a game as TBS(R) the game will not be played on that date. If the visiting team complains that the proper procedure was not followed, then Games conduct may investigate and take action as set forth in first paragraph above.
- F. Requests to the league to determine if a referee can be assigned to the new time and location will not be responded to as the rule requires agreement of the teams to play as noted above and compliance with Rule 6.7 if no referee is assigned/appears.
- G. Once notice is given that the game is rescheduled to the new field and time, the teams may not refuse to play at that time and place. All sanctions for not playing will apply **including forfeit**. If the visiting team can meet the above requirements, notification must be sent to the Games chairman, requesting sanctioning of the changes, and follow proper NCSA game change protocol. If the assigned referees to the original game cannot follow the game, nor the NCSA Referee Assignor can assign a new referee, then Rule 6.7 NON-APPEARANCE BY REFEREE must be followed.

If a team's field is condemned and the teams agree to play on the same date at the home team's field or at the opponent's field outside the parameters permitted above and at a time later than the originally scheduled time, they may do so provided the clubs/teams notify the games chair in advance of the game. The assigned referee or referees are permitted to officiate the game at the new time and location. Teams should be aware that the referee(s) may not be available to do so; in such case Rule 6.7 NON- APPEARANCE BY REFEREE is applicable for teams to agree upon a referee as it may not be possible for a referee assignor to assign another referee or referees. Use of this procedure is subject to the following:

- A. Once the league marks a game as TBS(R) the game will not be played on that date. B. Requests to the league to determine IF a referee can be assigned to the new time and location will not be responded to as the rule requires agreement of the teams to play as noted above and compliance with Rule 6.7 if no referee is assigned/appears. C. Once notice is given that the game is rescheduled to the new field and time, the teams may not refuse to play at that time and place. All sanctions for not playing will apply.

In the event a field is condemned, the home team's representative must meet the referee at the scheduled field to inform the referee (a) if the game is moved and to determine if the referee's schedule permits the referee to officiate the moved match or (b) if no other field or the referee

cannot officiate the moved match, then to pay \$25 travel fee per assigned referee. When multiple games are scheduled for that field, the referee shall only be paid the travel fee for the first game that referee was assigned on that club's fields. If a field is condemned after games have begun on a field, the travel fee does not apply to the game in progress but does apply to the next game even if the same referee(s). The club has the responsibility to determine if different referees are assigned to later games, which referees are entitled to the same fee. Only referees that appear at the condemned field are entitled to the \$25 travel fee.

5.3.7 TBS Games

"To Be Scheduled" games (TBS) will be granted if they are requested on the initial Team Registration Form sent to the Games Chair(s). A club will be allocated one TBS for each team they have registered with the NCSA for the season in which they are requesting a TBS. The club may divide this allocation as it sees fit. In other words, a club could distribute all of its TBS games to a single team. If a club needs more than its allocated share of TBS games, it can purchase additional games at a cost of \$25 each. **All TBS games listed in the initial NCSA Schedule are to be scheduled within 2 weeks from the first game played of the season.** All such TBS games must be played no later than 7 days before MBOS or Position Play if MBOS or Position Play is part of the schedule. If MBOS or Position play is not part of the schedule, then the TBS must be played by the end of the applicable season.

5.3.8 Changes to Original Schedule

There will be a \$50 dollar fee charged to the requesting team for changes to the originally scheduled game date and time, or a re-scheduled game date and time, except as set forth above. A schedule change will only be granted if both coaches agree to the change, in writing, and a re-scheduled date with the time and field location accompanies the request. If a re-scheduled match creates a "hole" in the schedule for referee assignment purposes, then the team initiating the change will be responsible for the Referee fee for the original game that was scheduled. If the visiting team caused the reschedule, the home team will pay the referee at the field and the visiting team will pay the referee on the rescheduled date.

5.3.9 Rescheduling Games / Games Change Requests

Schedule changes, whether automatic or requested, will only be accepted by an online Games Change Request, as prescribed by the Games Chair(s). Games Change Requests must be submitted no later than 11:00 PM on Monday and must be at least 5 days prior to the requested change. Games Change Request shall be submitted on line and only by the Club Representative. If the rescheduling of a game is for any reason other than an automatic postponement, as detailed in 5.3.1, the game must be played within 2 weeks of the date originally scheduled.

All reasonable efforts should be made to reschedule the game at the time of postponement. If the postponement of a game is for any other reason, the rescheduled date and reason for postponement must be set forth in the comment box in the online Game Change Request in the Administrative section of the League Website. The Games Chair(s) will determine if the reason is acceptable; if not acceptable, the change will be rejected and the reason stated in the rejection listing. In all cases, the person submitting the online Games Change Request is certifying to the league that: (a) if a postponement is not automatic, the opponent coach has agreed to the request; (b) if a postponement is automatic, the opponent coach has already been notified; and (c) if a rescheduled date is set forth, such date, time and location has been agreed upon with the opponent coach before submission of the form. Any violation of this rule will result in a fine to the offending club of \$100, non-acceptance by the Games Chair(s) of future online Games Change Requests for all teams in that Club, and a forfeit given to the offending team. If the request is received after the above deadline, then a \$25 increase in fine per day will be levied. (E.g. Tuesday, \$125, Wednesday, \$150, Thursday, \$175, Friday, \$200 for Saturday game schedule).

The two teams in a postponed game must attempt to agree upon a mutually acceptable game time. If the teams cannot agree, then the Division Commissioner will intervene and attempt to arbitrate an agreement. If the arbitration described above is not successful, the Games Chair(s) will schedule the game at a site and time of his/her choice. In flights where MBOS or position play occurs, makeup games that are not played at least 5 days before MBOS or position play begins will be declared as forfeits, at the discretion of the Games Chair(s), subject to review by the Board. Games not scheduled timely by the teams will be scheduled by the Games Chair(s) on as little as 48 hours notice. Failure to comply with any part of this rule other than the sliding scale timeliness fees set forth above will result in a \$100 fine to the offending team.

5.3.9 Change to start time, due to field conflicts, and/or to accommodate NJYS State Cup and US Club State Cup.

If a club has a field conflict, a club may move the scheduled games on that field, or to another field up to an hour time change, without consent of the opposing team, however the following requirements must be met:

- Opposing team must be communicated with by email, by 3 full calendar days prior to the game. (I.e. If Saturday game, email must be sent by Tuesday; if Sunday game, email must be sent by Wednesday).
- Email must be sent to opposing coach, Club rep, and division commissioner listed on NCSA website.

5.4 OFFICIAL GAMES

Only games officially scheduled by the Games Chair(s) and played at the dates and times scheduled shall be recognized by the NCSA. Games may be postponed or otherwise delayed only for reasons described in these rules. Under no circumstances may Clubs or teams assign referees to games at scheduled or unscheduled times. There will be a \$100 fine and potential disciplinary action taken against the club and coach who schedules and/or plays a game, or schedules and/or uses a referee other than as assigned by the NCSA. In the event a referee scheduled by NCSA does not arrive at a properly scheduled game, refer to Rule 6.7 (Non-appearance by Referee)

Clubs and coaches should be aware that USSF requires all games (official, friendlies, scrimmages, etc.) to have referees assigned only by licensed USSF assignors so that insurance coverage is applicable to the game. If an official NCSA game cannot be played due to failure of a team to have required documentation (see Rule 6.4), the referees are still entitled to payment but may **NOT** officiate any scrimmage or other activity in place of the NCSA game.

5.5 FRIENDLY GAMES

Any other games using an official and scheduled by NCSA shall be deemed as a "friendly." However, all of the Rules of Competition relating to the behavior of coaches, spectators, and players shall apply.

5.6 WITHDRAWAL FROM COMPETITION

If a team withdraws, whether voluntarily or involuntarily, the result of all games played up to the point of withdrawal shall be removed from the scoring and league standings by the Division Commissioner and it shall be as though the team was never in the competition.

5.7 STANDINGS

NCSA sanctioned games only will be recognized in determining points for league play. All Matches Based on Standings and Position Play will be determined by the Games Chair(s) with the approval of the Board before the beginning of the season. Such format will be published as part of the schedule. If a team is assessed a forfeit during the season it will not be eligible for awards or inclusion in the top four seeding in any MBOS playoff tournament or the top two seeds in any Position Play. At the discretion of the Games Chair(s), and the appropriate Division Commissioner, the team may still be flighted where appropriate for the level of competition. The team however will remain ineligible for an award.

5.7.1 Points

Points will accumulate as follows:

- Win 3 points (subject to provisions of 5.11).
- Tie 1 point
- Loss 0 points

Forfeited games shall be recorded as a 1-0 score in favor of the team that did not forfeit.

5.7.2 Match Based On Standings (MBOS)

1. Groupings with 8 teams or less may be scheduled for MBOS or for a regular 10 game schedule, playing 4 teams once and 3 teams twice, all selected at random at the discretion of the Games Chair(s). If MBOS is used, points accumulated prior to MBOS matches carry through. Final standings are based on all matches for the season. If MBOS is not used, except for five- and six-team flights, only the second time the teams play counts for standings. The game that counts is the second game played between the two teams. The game number or date of play on the original schedule released by the Games Chair(s) does not dictate the game that counts. The second game actually played is the result that is used for final standing purposes.

2. MBOS will be used to schedule the 3 remaining weeks of play during the season.

3. MBOS will be flighted into two groups (a) Award Bracket - the top 4 teams based on total points and (b) Consolation Bracket - all other teams.

4. Only those teams in the top flight will be eligible for award competition.

5. In the event of ties in points to determine position for MBOS play the following tiebreaker rules will be followed in the order listed until the tie is broken:

- a. Head to head competition
- b. Total wins
- c. Least goals against (average per game)
- d. Draw lots

In the event more than two teams are tied for a place, once the first tie is broken, the remaining teams are now tied and the process to determine the next place re-starts at 5.7.2.(i), and so on.

6. If possible, based on field and referee availability, the Games Chair(s) shall make every reasonable attempt to schedule the MBOS game at the field of the team who played "away" in the last meeting of the regular season. Higher team standing based on points is irrelevant. If this team does not have a home field available, then the game will be played at the other team's field.

5.7.3 Position Play

At the discretion of the Games Chair(s), in a 9 or 10-team flight, an additional game against a team selected at random may be scheduled to create a 10-week schedule. If so, only the second time the teams play will count for standings. (Same tiebreaker as above).

5.7.4 Ties at End of Season

1. In the event of a tie in points for First Place in Divisions 1 through 4, the following tiebreakers will apply to determine the First Place team

- a. Head to head competition
- b. Most wins
- c. Least goals against (average per game)
- d. Co-champions

2. In the event of a tie for first place in Division 5 and Division 6, all first place teams will be awarded first place awards.

3. In the event of a tie by points for any other place all teams will be presented with awards - the tie breaker system will not be used.

5.7.5 Cross Flight Play

At the discretion of the Games Chair(s), teams may be scheduled to play opposing teams in other flights or age groups. The sole purpose is to provide a full season of play and prevent byes in flights with a limited number or odd number of teams. These games do not count toward the standings within either team's flight and no points are awarded. These games are regarded as "friendly games" only. However, if a team does forfeit a scheduled cross flight game, it will be ineligible for award competition within their flight and will receive other fines associated with a forfeit.

5.8 AWARDS

NCSA will present awards (trophies, shirts, patches, etc.) as determined by the Board for each season.

5.9 LENGTH OF GAMES AND BALL SIZE

Division	Game Length	Ball Size
1 & 2 (U15-U19)	90 minutes (Two 45 minute halves)	No. 5 ball
3 (U13-U14)	80 minutes (Two 40 minute halves)	No. 5 ball
4 (U11-U12)	70 minutes (Two 35 minute halves)	No. 4 ball
5 (U9-U10)	60 minutes (Two 30 minute halves)	No. 4 ball
6 (U8)	60 minutes (Two 30 minute halves)	No. 3 ball

5.10 SPECIAL RULES FOR SMALL SIDED GROUP PLAY

The following revisions to the rules of the game shall apply to small sided games:

1. The field of play shall be a minimum of 35 yards and a maximum of 50 yards wide. The length of the field shall be a minimum of 55 yards and a maximum of 80 yards in length.

2. The goal area shall be six yards from each goal post and six yards into the field of play, joined by a line drawn parallel with the goal line. The penalty area shall be marked 12 yards from each goal post and 12 yards into the field of play, joined by a line drawn parallel to the goal line. Penalty kicks are marked at 10 yards from the goal line.

3. Goal size shall be approximately six and one-half (6-1/2) to seven (7) feet high and eighteen (18) feet wide.

4. The maximum number of players on the field at any one time shall be eight per team, including a designated goalkeeper. For all small-sided games, a minimum of five players must be fielded to start a game. If five eligible players cannot be fielded, the referee will report such fact and a forfeit will be declared by games conduct and the win will be awarded to the other team.

5. Goal kicks may be taken from any point inside the goal area. Opponents must be 10 yards away from the ball.

6. Corner kicks shall be taken from the corners of the field. Opponents must be 10 yards from the ball.

7. Foul throw-ins shall be identified by the referee and the referee shall allow one retake per throw at the Division 6 level.

8. Substitutions should be up and ready at the halfway line. At Division 6 level, substitutions can be made on either team's goal kicks, after a goal has scored by either team, or throw-ins for either team on either team's possession. At Division 5 level, substitutions can be made on either team's goal kicks, after a goal has scored by either team, or throw-in on your own possession provided the substitutes are up and ready at the halfway line, Team NOT in possession may substitute unlimited number of players at a throw-in IF the team in possession of the ball is also substituting AND provided the substitutes are up and ready at the halfway line.

9. There shall be NO substitutions on corner kicks, penalty kicks, direct and indirect free

kicks, or drop ball.

10. A team may only have 14 players eligible on game day.

5.10.1 SPECIAL RULES FOR SMALL SIDED PLAY AT PRIVATE FACILITIES

Upon application of a club or facility, the Board may approve on a seasonal basis the use of a private indoor (or a private outdoor) artificial turf facility that substantially but not exactly meets the minimum requirements set forth in Section 5.10 (1) and (3). The intent of this rule is to provide alternate playing facilities for clubs that have limited access to home fields or as an alternative for make-up games and rain closures of grass fields. If used as an alternate site upon a field being closed for rain, the minimum notice to NCSA of the alternate field (while it is still the home team's "home" game, the field is treated as not being in the home club's location) shall be 24 hours in order to be in compliance with Rule 5.3.6. If used as a regular play date or make-up game, normal submission rules apply. All terms of use shall be as approved by the Board.

5.11 APPAREL**5.11.1 Mandatory Apparel**

Before the start of play, the referee shall inspect all players for correct apparel. All field players must wear acceptable and nominally identical uniforms consisting of shirt, shorts, socks, shin guards, and suitable footwear. Each player must be identified by a different number on his/her jersey. The height of the numerals shall be a minimum of 6 inches. Goalkeepers must wear a uniform distinctively different from the other players on both teams, along with shin guards and suitable footwear. The goalkeeper may wear long trousers and/or a soft cap. No player will be allowed upon the field who is not properly equipped.

5.11.2 Illegal Apparel

The referee will examine footwear and disqualify any footwear that does not conform to FIFA Law IV. Hooded sweatshirts (unless tucked under the shirt) or headgear, including bandannas or caps with sharp or stiff peaks (as well as any other apparel the referee deems dangerous) shall not be worn. Sweat pants may be worn when the referee deems warranted by severe weather conditions. The referee's judgment is final with regard to additional apparel.

5.11.3 Eyeglasses and Jewelry

The referee shall ensure that only properly secured glasses are worn. Jewelry (including earrings) whether visible to the naked eye or not must be removed by all players before they enter onto the field.

5.11.4 Protective Padding

Only goalkeepers may wear kneepads in addition to regular uniforms. Goalkeepers may not wear any other form of padding other than that contained in a regulation goalkeeper's shirt and shorts. No form of padding is allowed on field players. In the event player injury demands support or protection, only properly designed support bandages of tubular or linear construction may be used. No form of padding designed for any other sport may be worn on the field of play. A player may wear a knee brace as long as it is a properly constructed derotation brace, with appropriate padding covering the entire brace. The player must present to the Board a letter from the player's physician stating that the player is allowed to play with the brace. The Board must approve such participation. No player with a hard cast or hard splint of any type will be allowed to play. The use of any other medical device requires prior Board approval. Any other protective devices approved by FIFA or USSF are also permitted.

5.12 BEHAVIOR OF COACHES AND SPECTATORS

Coaches are expected to stay in their bench area and are not to travel up and down the length of their side. The bench area is defined as starting 5 yards from the halfway line, and extending to 5 yards past a stationary bench.

If a stationary bench is not available, then the bench area cannot extend more than approximately 15 yards (full sided) or 10 yards (small sided), starting 5 yards from the halfway line. Coaches and spectators must stay 2 yards away from the sideline.

Spectators cannot move into the area adjacent to the penalty area nor take an offfield position behind either goal line. Club linesmen must be adults and perform the duties assigned to them by the referee. As match officials, they are prohibited from coaching. Offensive language or unruly behavior by coaches, players, and spectators will not be tolerated. Both the visiting and home coaches are responsible for the conduct of all persons on their teams and their related spectators. Proper sportsmanship is expected throughout all NCSA activities. No person is permitted to smoke or consume alcoholic beverages during a practice or game when players are present. Failure to comply with this requirement will result in a \$50 fine per incident.

Under no circumstances may coaches wear a referee's shirt on the sidelines to coach a team. Referees assigned to games where this occurs should report this to the Games Conduct Chairman and disciplinary action may be taken. In the event of disorderly conduct, the referee shall be the sole judge of the situation. The referee will indicate to the respective coaches the action that is required. The referee may at his/her discretion suspend play or abandon the game. If the referee abandons the game because of misconduct of players, coaches, or spectators, the Games Conduct Committee shall determine the result of the game (score stands, replay, or forfeit).

6. GAME PROCEDURES

6.1 PRE-GAME ARRANGEMENTS

The visiting team shall call or e-mail the home team at least 96 hours (4 days) before game time to check team colors, game time and field location or changes. If the visiting coach has not called or e-mailed, the home coach is advised to call or e-mail the visiting coach to ensure that there are no mix-ups regarding fields, times, uniform colors, etc.

6.1.1 Team Colors

All home teams are expected to wear the uniform colors that are registered with the NCSA. Visiting team must wear uniforms that do not conflict with the home team's registered colors. If the home team is wearing its registered colors and a clash occurs, the visiting team shall resolve the conflict within the allowed grace period. If a conflict results because the home team is not wearing its registered colors, the home team shall resolve the conflict within the allowed grace period.

6.2 HOME CLUB RESPONSIBILITIES

It is always the responsibility of the Club who provides the playing field to ensure that the field and surrounding location is safe to play the game without any risk of injury to any player, coach, referee, or spectator. The field shall be marked and equipped in accordance with FIFA and NCSA Rules including a spectator line that must be parallel to the touchline and extending from end line to end line. (Note that Rules of Competition provide that no spectators are allowed from the top of the penalty area [18 yard line] to the end line on each end of the field). The spectator line shall be

greater than three feet and less than 10 feet from the touchline. The home club is responsible for providing and installing the goal, goal nets, and corner flags. All goals must be anchored in accordance with the instructions of the manufacturer. The home club shall also provide a game ball of specified size, properly inflated, and must also ensure that a suitable substitute ball is available. The home club shall remove all debris from the field before the game. The referee may at his/her discretion allow the game to be played in spite of marginal noncompliance of the field, and will report to the Games Conduct Chairman accordingly. If the degree of noncompliance is such that the referee refuses to officiate the game, he/she will file a report with the Games Conduct Chairman, which is empowered to declare the game a forfeit.

6.3 LOCATION OF BENCHES, TEAM PERSONNEL, AND SPECTATORS

Before the game, teams (including their players and carded coaches) shall take positions on the same side of the field. The teams and the coaches are separated by the "halfway" or "midfield" line. All others, spectators and parents are to be on the opposite side of the field. (Spectators are not allowed within the area adjacent to the penalty areas or behind either end line). Only carded coaches are to coach the players. The home team has first field choice and the visiting team must take the alternative. At no time may players, coaches, or other team personnel and/or spectators take up an off-field position behind either goal line or on their opponent's half of the field.

6.4 TEAM ROSTERS AND MATCH DAY FORM

Each team shall present their player and coach passes, the Match Day Form created online specifically for that game and two copies of the official US CLUB SOCCER Roster; players carded to the team MUST be on the printed US Club Roster. No team may have more than 4 coaches during a game; all must be listed on the Match Day Form but need not be listed on the US Club roster (which only lists 2 coaches). Coaches may be inserted online before the game or may be handwritten on the Match Day form; if handwritten, teams MUST within 24 hours go back to the online Match Day Form and enter all required information for coaches who were at the game. Only carded coaches who have signed the form may coach or give direction to the players in a game.

Those players not playing, if listed on the US Club Roster, must be crossed out. Players who are playing up must be listed on the Match Day Form in the section provided; these players may be inserted before printing the Match Day Form or may be handwritten on the Match Day Form before it is presented to the referee. If handwritten, teams MUST within 24 hours go back to the online Match Day Form and enter all required information for players playing up online. Failure to update the online Match Day Form within 24 hours will incur a \$25 fee per incident.

No additions shall be made to the roster after the start of the game, although a player whose name is on the roster or Match Day Form may be checked in at an appropriate time as determined by the referee.

GAME DAY PROCEDURE:

- EACH Team prepares online Match Day Form for that specific game (all game info is automatically inserted at top) – each team lists its own coaches and players playing up
- All coaches must sign the Match Day Form before it is presented to the referee
- Each team will present completed form to referee along with two copies of a current US Club roster at time of team check in.
- Any players playing up from other NCSA registered teams within that club per NCSA Rule 4.5

must be listed on the Match Day Form. Information may be handwritten per above. No handwritten information is permitted on US Club Roster except uniform numbers. Only players meeting the requirements of Rule 4.5 may play up in an NCSA league game - there are no other "guest" players.

- The US Club rosters must include the uniform number of the players so be certain they are accurate. - these can be handwritten if not on the printed form.
- Referee will give one copy of roster to opposing team. Teams may ask Referee to write his/her name on top of that form (if created within 2 days of game date, referee information is inserted automatically).
- If a copy of US Club roster is not presented by one or both teams, game will not be played. Referee will report what occurred; referee is still entitled to his/her fee from both teams.
- If Match Day Form is not presented by one or both teams, game will not be played. Referee will report what occurred; referee is still entitled to his/her fee from both teams.
- If a player or coach does not have a valid NCSA issued US Club pass, that person may not play or coach (whichever is applicable). Only laminated passes are valid.

A team that fails to present both a US Club roster AND a Match Day Form will be charged with a forfeit. The Games Conduct Committee may investigate the details of the forfeit, and possibly rule to remove the forfeit and to have the game to be rescheduled at the non-offending team's home field.

6.5 PASS INSPECTION

Both teams shall be ready for coach and player pass inspection fifteen minutes before kick-off time. The referee will retain all passes during the game and will mark on the roster which players are playing. The coach of each team has the right to inspect the opposing team's player passes at the time the referee is conducting his/her pre-game inspection, at half time, or after the game. If, in the opinion of the coach, an irregularity exists with a pass, the coach will inform the referee that the coach wishes to "challenge" the coach or player. If the referee is satisfied with the pass, the referee's responsibility is to permit the challenged player or coach to participate in the game and to inform the Games Conduct Chairman of the particulars of the challenge. Any player arriving after the kick-off must present a player's pass to the referee before being allowed to enter the game. Such player must be listed on the roster originally presented. Any player or coach who is ejected from the game will have his/her pass retained by the referee who will forward it to the Games Conduct Chairman with a full report of the incident. A referee has no authority to return a pass of an ejected player or coach for any reason.

6.6 GRACE PERIOD

Subject to a fine and/or disciplinary action teams in Divisions 1 through 4 will be allowed fifteen minutes from the designated kick-off time to field at least 7 eligible players. Division 5 and 6 teams must field at least 5 eligible players by the end of the grace period. A team that fails to field the minimum number of players by the end of the grace period will be charged with a forfeit. This grace period applies also to readiness of the field, including markings and equipment. Exception: it is the responsibility of every team to have a fully marked and equipped field available at the scheduled kick-off times, and no excuse shall be accepted for lack of same, except where due to injury or similar circumstance a previous league game has run beyond its scheduled ending time, thereby preventing the timely start of the following game. Under these conditions, both teams shall wait up to 60 minutes. If the field is not available at the end of that time, the game shall be canceled and a report submitted by the referee. The referee shall be paid the appropriate fee as if

the game was played.

6.7 NON-APPEARANCE BY REFEREE

If the appointed referee fails to appear at the assigned game time (he/she is expected to be at the field at least 15 minutes in advance, however, the referee is entitled to the same grace period as the teams), the coaches of both teams should agree upon another referee or referees for the game who need not be officially registered. The presence of a USSF registered referee does not require the coaches to utilize that person to officiate the game. If agreement cannot be reached, then the game shall be postponed and made up in accordance with Section 4.4.2 MAKE-UP GAMES. If, however, a USSF referee does commence the game by agreement of the coaches, he/she need not yield to a later arriving assigned referee. The late arriving referee shall not be paid. An agreed upon referee who is not USSF registered must yield to the assigned referee, if the assigned referee arrives within 30 minutes of game time. If the substitute referee is affiliated with either team, he/she shall not be paid.

6.8 COIN TOSS

Each team shall designate a team captain. When called by the referee, each captain shall promptly go to the center spot where the referee shall toss the coin. The visiting team shall have the privilege of calling the toss, and the winner may elect which end of the field to attack. The loser shall take the opposite end and kick off.

6.9 SUBSTITUTION

Substitutions must be up and ready at the halfway line. Unlimited substitutions shall be permitted at the following times, subject to approval by the referee, except as modified by Rule 5.10 for small-sided play.

1. Throw-in on your own possession provided the substitutes are up and ready at the halfway line, Team NOT in possession may substitute unlimited number of players at a throw-in IF the team in possession of the ball is also substituting AND provided the substitutes are up and ready at the halfway line. Division 6 may substitute on either team's throw-in possession.
2. Goal kick by either team.
3. After goal by either team.
4. At half time, after regulation time and between extra periods by either team.
5. During stoppage of play for an injured player, either team may substitute the like number of players. Once the referee has stopped play due to an injured field player, AND/OR goalkeeper, this player must leave the field. The player does not have to be substituted for, however he can only step on the field again when given permission by the referee.

There shall be NO substitutions on corner kicks, penalty kicks, direct and indirect free kicks, or drop ball.

6.10 STOPPAGE OF GAME DUE TO LIGHTNING, THUNDER, OR PERMIT

All games must be stopped at the first sighting of lightning or sound of thunder. Referees will send all involved in the game off the field. Referee must wait 30 minutes from the last flash of lightning or sound of thunder before players are allowed on field of play to continue the game

from the time it was stopped. Be proactive with planning and be aware of local weather conditions before and during the game. Discuss evacuation plan including the identification of appropriate shelters, if available, nearby. If not available, all involved in the game should return to their vehicles. A fully enclosed vehicle with windows rolled-up is reasonable shelter.

If a field is equipped with a lightning detection system, any time you hear the horn from the lightning detection system go off, immediately clear the field and seek suitable shelter. Do NOT return to the field until you wait at least 30 minutes and the flashing light on the detector has gone off and no longer illuminated. If at any time you hear thunder or see lightning during the waiting time, the clock resets and you must wait another 30 minutes. Players/Teams will receive notification from the referee when it is safe to return to the field.

If during the 30 minutes waiting time, any subsequent flash of lightning or sound of thunder is noticed by the referee, an additional 30 minutes is needed before players can step on the field of play (either game paused or the following scheduled game). This would include any teams showing up early for pre-game warm-ups.

If there is a game scheduled to follow at the same field immediately after the paused game, or if there is a permit issue time limit with field, the paused game will be stopped at that time due to weather and not resume. Players and coaches from the stopped game are free to go home & NCSA Rules regarding games stopped by an official due to weather will be followed.

If wait time exceeds past an hour of the expected completion of the game, then the game will not be resumed and NCSA rules regarding abandonment will be followed per Rule 8.2.4. .

6.11 POST GAME

Visiting teams shall be responsible for picking up any litter created by them or their spectators. Failure to do so shall be noted on the referee report and will result in disciplinary action by the Games Conduct Committee. Any foul or abusive language within the hearing of the game official(s) will not be tolerated and is subject to action by the Games Conduct Committee. Good sportsmanship is of great importance to NCSA. Any player or coach who receives a red card following the conclusion of the game, shall immediately provide to the referee the player or coach's card which will be submitted to the Games Conduct Chairman together with a full report.

6.12 GAME SCORES

The winning team must record online the score within 4 hours of completion of the game. In case of a tie, the home team must record the score within 4 hours. In recording a game score, the team shall report the correct score. If the score is not recorded within 4 hours, or if the score is incorrect, the offending team(s) shall be subject to a \$25 fine. In an effort to limit excessive scoring, any team that wins a game with a greater than 7-goal differential shall be fined \$25 for each goal above the 7-goal differential. In addition, any team that wins by more than 7 goals will only be awarded 2 points for the win instead of 3. Any coach that records two wins in a season with a greater than 7-goal differential shall appear before the Games Conduct Committee.

6.13 INCOMPLETE GAMES

If a game is not played, or completed, for any reason, the home team must email the Division Commissioner AND the Games Chair(s) within 4 hours. Failure to do so will result in a \$50 fine.

6.14 PROTESTS

The Games Conduct Committee shall deal with all protests arising out of games played under NCSA jurisdiction. Protests must be submitted in writing, accompanied by a protest fee of \$100,

and postmarked no later than 48 hours after the game is concluded (Sundays excepted) to the Games Conduct Chairman with a copy to the Division Commissioner. If the protest is upheld, the fee will be returned, if denied it will be retained by NCSA. With regard to referees, protests based on perceived referee bias or questions as to judgment calls made by referees are not reviewable. Only misinterpretations of the laws of the game or these rules will be examined. For example, the Committee will not review a protest based upon a referee's alleged mistake of calling a player offside, but would review a game if the referee awarded an indirect kick for a handball offense in the penalty box.

6.15 "HOME" GAMES AT VISITOR'S FIELD - "HOST" TEAM RESPONSIBILITIES

The schedule will clearly indicate the home and visiting teams regardless of the field location of the game. In the event that a team does not have a home field available for a regularly scheduled game, makeup game, or playoff game, it is still entitled to the privileges and has the responsibilities of the home team (i.e. choice of colors, provision of proper game balls). This does not remove responsibilities of the host team (the team providing the field) for acceptability of field conditions (goals, goal nets, lining of field and corner flags and safety) even if it is designated the visiting team by the schedule.

7. REFEREES

7.1 FIELD CHANGES

Referees are always assigned to fields in the on line schedule or as changed 5 days in advance in accordance with Rule 5.3. In case of last minute changes, do not call the Games Chair(s) (who has no information about assignment of referees) nor the referee or Referee Assignor. A home team representative must meet the referee at the designated field and direct or take him/her to the alternate field or pay referee full fee for game cancellation. Failure to do so will result in a fine of \$75.

7.2 RULES

The referee is required to officiate the game under the Laws of the Game as prescribed by FIFA and accepted by the USSF, US CLUB SOCCER, USYSA, NJYSA, and NCSA. He/she is not authorized to coach or advise players other than within the Laws of the Game and official interpretations thereof. He/she is not authorized to modify the Laws of the Game in any other respect including placement of the ball on corner kicks, free kicks, penalty kicks. The referee is required to enforce the Rules as stated throughout these Rules of Competition.

7.3 FEES

Prior to the game, the referee shall be paid at the field by both teams according to the official fee schedule set annually by the Board. Each team will be responsible for half of the applicable fee. If a referee cancels a game due to field or weather conditions, being present him/herself, he/she shall be entitled to receive a travel fee of \$25 as shown in the fee schedule. If a 3-referee system, all AR's who are present at the field will receive \$25. If a referee suspends a game for any reason stated elsewhere in the rules, he/she together with the ARs shall be entitled to his/her full fees.

8. GAMES CONDUCT COMMITTEE

8.1 MEETINGS

The Games Conduct Chairman shall convene, either in person or by phone, a meeting that shall consist of a minimum of two members of the Committee. Whenever possible, action by the Committee will be taken within one week of any infraction. Penalties for Player Infractions are or

the Games Conduct Committee. All decisions of the Committee that go beyond the minimum penalties set forth in Rule 8.2.5 shall be communicated to the affected club, and the respective Division Commissioner, and shall be confirmed in writing which may include notification by e-mail.

8.2 DISCIPLINARY ACTION

8.2.1 Fields and Equipment

Each of the following violations shall be subject to a minimum fine of \$25 per incident. Repeated infringements may require the Club to appear before the Games Conduct Committee:

- Inadequate field marking
- Improper Field Dimensions
- Missing Goal Nets
- Missing Corner Flags
- Dangerous Field Conditions
- No Game Ball and/or Substitute Game Ball
- Goals not secure

8.2.2 Forfeited Games

A team that forfeits a game will no longer be eligible for awards. The team forfeiting shall also be responsible for the entire referee's fee and shall be fined \$250 for each forfeit. After three forfeits, the team shall be suspended from play, pending action taken by the Games Conduct Committee. For ease of administration of payment of referee fees in the case of a forfeit, if the forfeiting team is not present to pay the entire referee fee, then the team present will pay the referees the entire fee. That team should follow up with Games conduct and the Treasurer to insure that that team's club is credited back the entire referee fee.

8.2.3 Behavior of Coaches

Coaches are primarily responsible for the conduct of their respective players and spectators. Physical or verbal abuse will not be tolerated TOWARD ANYONE. The referees shall be instructed to caution coaches for their own, or their spectators' unsportsmanlike conduct. In the event that a coach and or the spectators persist after a caution, the referee shall issue a red card to the coach and abandon the game if he/she feels that the situation is out of control. In the event a suitable carded coach is unavailable to take over for the red carded coach the game shall be abandoned. A referee does not have to issue a caution or warning before issuing a red card or abandoning a game.

8.2.3.1 Penalties

Any coach who enters the field of play without the referee's permission to argue or discuss a referee's call or enters with permission (such as to tend to an injured player) and uses that opportunity to argue or discuss a referee's call, shall be issued a red card and will be automatically suspended for three games and fined \$100. A coach who is issued a yellow card shall be fined \$25. A coach who is issued a red card shall be fined \$100, and the infraction will be reviewed by the Games Conduct Committee. If warranted, the Games Conduct Committee

may impose additional disciplinary action including suspension or additional fines. For any second infringement, in addition to the penalties listed above, the coach in question will be required to appear before the Games Conduct Committee, at which time the Committee will determine any additional disciplinary action, which may include suspension and additional fines up to \$200. Third infringements shall result in the coach automatically being suspended for the remainder of the seasonal year and fined up to an additional \$300. In addition, the coach shall be placed on probation for the subsequent two seasonal years. Any additional infringements while on probation shall be grounds for the coach being permanently banned from the NCSA. Physical abuse against referees shall result in a minimum two-year suspension and a fine of up to \$500.

The Games Conduct Committee will review all incidents involving a coach, or club official, who threatens a referee, or league official, through email, or at any time before, during, or after a game, including following such into a parking area. The penalty for such offense shall be a minimum fine of \$500.00 and suspended for a minimum of a year, and must appear before NCSA board for reinstatement.

8.2.4 Abandoned Games

If a game is abandoned for reasons other than weather or permit issues, and the team causing the abandonment is tied or leading, the game shall be considered forfeited. If the team causing the abandonment is trailing, the game result shall stand based on the score at the time of abandonment. Any coach, who deliberately removes his/her team from the playing field, thus causing the game to be abandoned, shall be subject to a fine of \$100. A second abandonment by a coach shall, in addition to a \$100 fine, result in his/her immediate suspension for the remainder of the seasonal year. If a game is abandoned for weather, injury or field permit reasons (but field permit reasons only if weather or injury caused a delay which made the field permit time limit an issue), the game shall be replayed if the abandonment occurs before the completion of the first half. If the game is abandoned as indicated in last sentence after the completion of the first half, then the score at the time of abandonment shall stand.

8.2.5 Player, Coach, Team Staff Infractions

Infraction	Penalty
Violent Conduct	Up to 3 games
Serious Foul Play	Up to 3 games
Abuse	Up to 3 games
Persistent misconduct	Up to 2 games
Denying goal scoring opportunity	Up to 2 games
Abusive language	Up to 2 games
Any other red card offense	Up to 2 games

Any Red Card offense will result in a minimum of a 1 game suspension.

If a player, coach, or team staff is issued a Red Card, the card is sent back to the league office by the referee following the game which the offense occurred. Games Conduct will review the situation and determine length of suspension. In some cases, Games Conduct Committee will

review events, referee report, and additional testimony, where/when available, to make a determination of penalty that is issued. The league will contact the club regarding return of card upon completion of suspension.

A second infringement of any of the above may result in a hearing before the Games Conduct Committee for determining further disciplinary action. Disciplinary action that results in a suspension of more than five games must be ratified by the Board. A player suspension shall begin at the following scheduled league game. Suspensions will carry over to the following seasonal year if not completed in the current seasonal year.

8.2.6 Multiple Yellow Cards

Any player who has received three yellow cards during any season (the Fall or Spring) shall be suspended for a minimum of 1 game. Each additional two yellow cards received by player shall carry another suspension of a minimum of 1 game. If suspensions are not served by the player because of the end of the season, the suspensions shall carry over to the next season. A coach of a team that has accumulated 10 or more cautions during the seasonal year may be required to appear before the Games Conduct Committee and suspensions and/or fines could be assessed to the Coach of the offending team at the discretion of the Games Conduct Committee. Any coach, who has received two yellow cards during the seasonal year, shall be fined \$100. Three yellow cards will be reviewed by the Games Conduct Committee for appropriate sanctions.

The Games Conduct Chairman shall notify the Club representative to send the player pass of the suspended individual or coach to him/her. Failure to send the card of the suspended player or coach to the Games Conduct Chairman shall result in the forfeit of any games played after notification of the suspension.

8.2.7 Game Monitoring

If at the discretion of the Games Conduct Committee, a particular game and/or team needs to be monitored as a result of prior conduct or incident(s), then the team which has triggered the monitoring oversight shall reimburse the League for the fee paid to the monitor. The monitoring fee shall be equal to the fee which would be paid to the referee assigned the game. Games Conduct may also request a game to be monitored at league cost without chargeback to a club.

8.2.8 Other

All other player, club, or team infractions shall be considered by the Games Conduct Committee and disciplinary action shall be determined based on the circumstances of the infraction.

8.2.9 Board Action

In addition to actions taken by the Games Conduct Committee, the Board may independently assess fines of up to \$1,000 and/or suspend teams, clubs, and/or personnel, provided the penalty is assessed at one Board meeting and confirmed at a later Board meeting.

8.3 APPEALS

Appeals of Games Conduct Committee decisions must be made in writing to the Games Conduct Chairman, within 10 days of receipt of the written decision by the Games Conduct Committee. The Games Conduct Chairman shall notify the appropriate Club Representative of the request to appeal and the date of the hearing before the Board. The Games Conduct Chairman shall present the appeal to the Board at the next regularly scheduled meeting, or if in his/her judgment may request a Special Meeting of the Board as outlined in the By-laws.

Appeals can only be made by the party that is penalized. In addition, a party can only appeal decisions that exceed the minimum penalties as set forth in these Rules.

9. FEE AND FINE SCHEDULE

9.1 REGISTRATION FEES:

9.1.a US Club Soccer Guidelines

Team Registration fees for 2014-2015 up to September 30th (April 30th for spring-only teams)

- U8 to U10 \$355 per team
- U11 \$435 per team
- U12 to U14 \$455 per team
- U15 to U19 \$405 per team

Only 2 coach/admin passes per team are included in the team registration fees. Additional passes are charged at \$10. NCSA will bill club for each additional pass.

Effective October 1st – (May 1st for spring-only teams): NCSA will bill club for each additional pass per fee schedule below:

- Players up to and including U11: \$14 per player/per pass
- Players U12 and older : \$18 per player/per pass
- Staff: \$14 per 2 year staff member/per pass

9.1.b USYSA Guidelines (not applicable for current season)

Teams participating in the NJYS competition will pay \$195 for their packets and league play.

9.2 REFEREE FEES

Referee fees are to be paid before the game starts, and will be shared equally by both teams, pursuant to the following schedule.

Division	Age Group	Game Length	Center Referee Fee	Assistant Referee Fee
1	U17 – U19	45 minute halves	\$80	\$46
2	U15-U16	45 minute halves	\$80	\$46
3	U13-U14	40 minute halves	\$70	\$40
4	U11-U12	35 minute halves	\$60	\$36
5	U9-U10	30 minute halves	\$50	\$30 ¹
6	U8	30 minute halves	\$50	\$30 ¹

¹-AR's are typically not assigned for U10 and younger; however, if scheduling of U11 or older small sided is mixed with U10 and younger small sided, then AR's may be assigned for referee assignment continuity.

Each Club shall have submitted a bond of \$600. Bonds of clubs leaving NCSA are forfeited to NCSA if a request for return is not made within 1 year from last game played in NCSA.

9.3 FEES AND FINES

Offense	Fine
Failure to meet NCSA documentation requirements (Rule 2.3)	\$25/team/week
Failure to timely notify the NCSA of roster changes (Rule 2.3)	\$25/team/week
Late or incomplete team registration (Rule 3.3)	Various
Team withdrawal (Rule 3.4)	Loss of registration fee, plus additional penalties
Inaccurate player or coach information (Rule 3.8)	Various
Failure to attend President's meeting / Annual General Meeting(AGM)	\$200
Postponing a game without NCSA approval (Rule 5.4)	\$100
Noncompliance with game rescheduling rules – less than 5 days (Rule 5.3.9) after Monday 11 pm – there will be a \$25 increase in fine (e.g. Tuesday \$125, Wednesday \$150, Thursday \$175, Friday \$200 for Saturday reschedule	\$100 minimum
Schedule game request (Rule 5.3.8)	\$50
Moving up games on the schedule (Rule 5.3.8)	\$50
Failure to timely reschedule a game (Rule 5.3.9)	\$100
Scheduling a game or referee without Games Chair(s) approval (Rule 5.4)	\$100
Failure to reschedule TBS/Postponed game within 2 week period (Rule 6.3.7/6.3.9)	\$100
Smoking or Consuming Alcoholic Beverages (Rule 5.12)	\$50
Failure to update online Match Day Form (MDF) within 24 hours (Rule 6.4)	\$25
Failure to call in score within 4 hours (Rule 6.11)	\$25
Reporting an incorrect score (Rule 6.11)	\$25
Excessive Scoring (Rule 6.11)	\$25/goal
Failure to notify Division Commissioner and Games Chair(s) of an incomplete game (Rule 6.12)	\$50
Filing protest (Rule 6.13)	\$100
Coach not meeting referee at the field to pay for a cancellation or notify of a field change (Rule 5.3 and 7.1)	\$75
Field and equipment infringement (Rule 8.2.1)	\$25, minimum
Forfeited game (Rule 8.2.2)	\$250
Coach's Yellow or Red Card (Rule 8.2.3.1)	\$25 to \$500
Abandoned games (Rule 8.2.4)	\$100
Coach's failure to attend Schedule Distribution Meeting	\$50
Returned Check fee	\$75

9.4 PAYMENT OF FEES

The Bond Fee must be paid before the start of the seasonal year. All fines and fees must be paid in full for clubs to receive team packets or passes.

9.5 FAILURE TO PAY FEES

Any club or team that fails to pay any of the fees, as required, may be suspended from competition. NCSA reserves the right to deduct all fines from a Club's posted Bond. If this occurs, voting rights and the ability to enter teams into competition are suspended until the Bond is returned to its original value.

10. MODIFICATIONS TO THE RULES

These rules will be edited periodically. If these Rules of Competition are not revised by the start of the season the rules from the preceding season will be in effect (until the new version is distributed) with changes announced at the General Meetings or by email to the clubs if during the season.

The NCSA Board has the authority to amend or make exceptions to the Rules of Competition at any time for the good of the game.

The NCSA Board may vote on rule changes at Regular Board Meetings, Emergency Board Meetings, E-mail vote, Telephone vote, as long as the following requirements are met:

- Quorum (attendance kept)
- Documentation of proposal
- Minutes of the meeting
- Results of the vote are kept if by email
- Deadline for voting (if by email)

End of Rules of Competition!