

NORTHERN COUNTIES SOCCER ASSOCIATION

www.ncsanj.com

RULES OF COMPETITION

Fall 2017

(Updated-100617)

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 a minimum of one meeting for the presidents (or their designees) of all clubs participating in the NCSA. A club that does not attend the scheduled meeting(s) shall be fined \$200.

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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 2017 & Spring 2018 season competitions sanctioned by US CLUB SOCCER. **For Fall 2017, NCSA will apply the Laws of the Game in effect on June 1, 2017.**

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

The NCSA Board of Directors will set all deadlines and dates as detailed herein.

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 January preceding the seasonal year in which he/she applies for registration. A player's US CLUB registration age is determined by their birth year. For example, for the 2017-18 seasonal year, a U-9 player must be under age 9 as of January 1, 2009

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

2017 / 2018 SEASONAL YEAR – Birth Year Mandate and Age Bracket Table

Season	2016-2017	2017-2018	2018-2019	2019-2020	2020-2021	2021-2022	2022-2023	2023-2024	2024-2025
Birth Year									
2020									
2019									U6
2018								U6	U7
2017							U6	U7	U8
2016						U6	U7	U8	U9
2015					U6	U7	U8	U9	U10
2014				U6	U7	U8	U9	U10	U11
2013			U6	U7	U8	U9	U10	U11	U12
2012		U6	U7	U8	U9	U10	U11	U12	U13
2011	U6	U7	U8	U9	U10	U11	U12	U13	U14
2010	U7	U8	U9	U10	U11	U12	U13	U14	U15
2009	U8	U9	U10	U11	U12	U13	U14	U15	U16
2008	U9	U10	U11	U12	U13	U14	U15	U16	U17
2007	U10	U11	U12	U13	U14	U15	U16	U17	U18
2006	U11	U12	U13	U14	U15	U16	U17	U18	U19
2005	U12	U13	U14	U15	U16	U17	U18	U19	
2004	U13	U14	U15	U16	U17	U18	U19		
2003	U14	U15	U16	U17	U18	U19			
2002	U15	U16	U17	U18	U19				
2001	U16	U17	U18	U19					
2000	U17	U18	U19						
1999	U18	U19							

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.)

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 clubs must provide payment as detailed below:

3.3.1 Early Registration

Clubs will receive a \$25 credit for each team that meets BOTH of the following two requirements: 1) registered by the league's posted and/or emailed Early Credit Registration deadline with ALL required information submitted via the online registration procedures **AND** 2) payment is postmarked on or before the league's posted and/or emailed deadline for Early Credit Registration payment.

3.3.2 On-Time Registration and Payment

A club's information via online registration will be considered on time if the information is submitted by the league posted and/or emailed Registration deadline **AND** payment is postmarked on or before 7 days after the close of registration. For clubs that request checks through a town or third-party, proof of the request must be submitted to the league on or before 7 days after the close of registration.

3.3.3 Late Registration

If registration is completed after the close of online registration (if space permits and approved by Division Commissioner or Board) 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 at or after the Flight meeting, or the date for flights to be finalized if no meeting (if space permits and approved by Division Commissioner or Board), add \$200 per team.

If a team is registered late, payment is due within 7 days of registration. If not paid within 7 days, the added fees for Late Payment under 3.3.4 are also due

3.3.4. Late Payment

If payment is postmarked 8-21 days after the Close of Registration, add \$50 per team.

If payment is postmarked 22-34 days after the Close of Registration, add \$100 per team.

If payment is postmarked 34 or more days after the Close of Registration, add \$200 per team.

3.3.5 Payments

The requirement for postmark by a particular date is satisfied if (a) actual receipt by NCSA is acknowledged by an authorized NCSA representative; (b) the payment is sent by a delivery service for no later than next day delivery to an address previously approved for that season in writing and proof of sending in such manner is provided to NCSA; or (c) such other method the Board determines substantially meets the timeliness set forth above.

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 after the posting of flights, but before appeals closure, 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 after appeals closure 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.

A club registering a team in an incorrect age group and/or gender and needing to move the team will be considered to have dropped the incorrectly registered team and added a new team for purposes of late registration and team withdrawal. The league does not allow a club to “replace” a team with a dropped team playing in a different flight or age group. If a club would like to “replace” a team, the club must first drop team subject to section 3.4, Team Withdrawal, and then request to add a team subject to section 3.3.3, Late Registration.

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 Verification and Watermark Procedure of Official US Club NCSA Roster

Effective April 3, 2016, the procedure for US Club passes and US Club NCSA rosters for all NCSA teams:

- Clubs will print their own US Club passes for coaches and players for use in NCSA games.
- NCSA will be placing watermarks on the US Club NCSA rosters for all teams playing in the Fall 2017 / Spring 2018 season.

Player/Coach Passes:

- The request and approval process will not change. All passes must be requested through the KYCK system and will be approved by US Club.
- Once approved, the passes will be printed by the club through the KYCK website. (Video tutorial available at <http://help.kyck.com/knowledgebase/printing-passcards/>)
- Any white paper can be used to print player/coach pass. (The NCSA watermark is no longer required.)
- The passes must be laminated individually in the folded format as in the past.
- Clubs will determine who will print passes for the teams (registrar, coach, manager, etc.). The individual with the role of Registrar in KYCK regulates access and permissions for each user in the club. (Information available at: http://help.kyck.com/section/kyck_play/players-teams-staff/staff-members/)

Team Rosters:

- The club will email a PDF of the NCSA roster for each team to the league (ncsarosters@gmail.com).**
- The league will place a watermark on the PDF and email a copy back to the club.
- The club will print the roster for game use.
- ***ONLY US CLUB NCSA ROSTERS WITH THE LEAGUE WATERMARK WILL BE ACCEPTED FOR GAME USE.*****
- The same US Club NCSA roster may be printed multiple times for use at games. However, if any player is added or their card status changed a new US Club NCSA roster must be submitted to the league for verification and watermarking.
- Note: An individual with "No Card" by their name cannot play regardless of whether or not they have a physical pass.
- Note: Access to rosters in KYCK is part of the [staff permissions](#) set by the club's KYCK registrar.

The full procedure is outlined at www.ncsanj.com. Please use this checklist as a guide as the procedure MUST be followed in order to receive the watermarked US Club NCSA roster for game use.

Player/Coach Suspensions:

When a player or coach is issued a red card, all coaches in that game (including any red carded coach) are responsible (a) to notify the club's president and club representative of the red card and (b) not to permit that red-carded player or coach to participate in any NCSA game until

the decision by the Games Conduct Committee (GCC) is issued and the suspension is served. If a red-carded coach holds a pass for more than one club, the coach is responsible to tell all clubs about the red card/suspension as the suspension applies to all passes held by the coach. **ANY RED CARDED COACH OR PLAYER IS SUSPENDED FROM ANY AND ALL NCSA ACTIVITY UNTIL THE SUSPENSION IS SERVED.**

The club is responsible to monitor the NCSA Caution/Ejection report and to insure that (a) its coaches comply with the notice provision above and (b) that the player or coach does not participate until the decision by the GCC is issued and the suspension is served.

The league will notify the assigned referee(s) of all suspensions for the upcoming game. The referee is responsible to check the game paperwork to determine if the suspended coach/player participates. Within 4 hours of the end of that game or the end of the referee's games that date, the referee will email the league to inform the league of the player/coach's non-participation.

If a suspended player participates in a NCSA game, a fine of \$250 will be assessed to the club and a five-game suspension will be assessed to the head coach of the team.

If a suspended coach participates in a NCSA game, a fine of \$250 will be assessed to the club and an additional five-game suspension for the suspended coach will be assessed.

REMINDER – per rule 8.2.5, Suspension of player or coach is for all on-field NCSA sanctioned activities, including ability to referee NCSA games, until the suspension has been satisfied for the team which they were carded or the team they were coaching/playing or misconduct occurred at time of suspension.

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 approved club/team. Each club shall transmit the required data to US Club Soccer to obtain a valid pass, for each individual player and coach. Each team must have at least one coach. Each coach must have a valid pass for each club they coach/train/manage within NCSA.

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 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 NCSA roster to coach that team; a coach must be carded through an NCSA club to coach that club's teams. A coach must have a US Club pass with the NCSA club printed on each pass for each club to coach an NCSA league game.

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 US Club Soccer: All coaches must have the Registration and Medical Treatment Authorization Form (#R002) in their possession for all players playing in that game.

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 select 8 teams who may 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 (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.

3.8.1 Player or Coach Presenting Pass Not For That Person/NO Pass

As noted above, every player and coach must have a valid pass. Any player or coach who plays or coaches without a valid pass having been presented to the officials violates this rule. Any coach who presents a player without a valid pass, whether that player is permitted to play or not, violates this rule. Any player or coach who presents a pass to the officials in an attempt to play or coach, which pass is not valid for that player or coach, also violates this rule. A player or coach who violates this rule 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 (US Club Soccer). The minimum suspension for such a violation is 3 games for a player and 5 games for a coach; the minimum fine for a coach for any violation of this rule is \$300. Maximum suspension is lifetime and maximum fine is \$1000. In addition, a team will forfeit every game in which a player or coach participates in violation of this rule and will incur penalties for such forfeits in addition to the above. If the violation is for an attempt to play or coach, which is prevented by the officials, forfeit shall not apply but all other penalties shall apply.

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-sided (U13 to U19, 11 v 11) 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 US Club NCSA verified roster form. □The game day roster for a small-sided

(U11/U12, 9 v 9) team may only have 16 players. Coaches must declare the 16 players eligible for each game prior to the start of the match. This must be done on a US Club NCSA verified roster form. The game day roster for a small-sided (U9/U10, 7 v 7) 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 US Club NCSA verified roster form.

4.2 PLAYER AND COACHES PASSES

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

A COACH, WITH A VALID COACHES PASS CAN ONLY COACH WITHIN THE CLUB STATED ON THE PASS

All passes must be laminated.

No coach or player shall be allowed to participate in a game without presenting a valid pass issued through US Club Soccer for NCSA to the referee. Each club is responsible to monitor the NCSA Caution/Ejection report to insure full compliance.

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, 2017 through August 31, 2018. The term "season" refers to the Fall or Spring League Schedules during the seasonal year.

4.3.2 The Team-Player Relationship

It is the expectation of NCSA that a player should be bound to his/her team and the team to that player for the entire seasonal year and NCSA expects teams and players to honor this commitment. However, players may transfer to a team in a different Club, subject to the requirements in sections 4.3.3 and 4.3.4.

4.3.3 Transfers

- The following are the penalties for transfers during the seasonal year.
 - No penalty
 - Friendly Transfer
 -) Both teams must contact the NCSA Administrator and/or NCSA 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 as determined by NCSA.
 - 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.

4.3.4 Poaching

- Poaching is an action by a team or club to induce or attempt to induce a rostered player of any other team to leave the player's present team and play for the team or club during the current seasonal year. Poaching does not apply to inducing players to play for a team in the following seasonal year. All claims of poaching will be heard by the NCSA Appeals Committee. Penalties for poaching may include suspension up to one year and a fine up to \$500. A club is responsible for the actions of all of its teams, including coaches and anyone acting on behalf of the club and including teams playing and/or not playing in NCSA; if a non-NCSA team violates this section, the club participating in NCSA is responsible for its actions and any penalties assessed.

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 for that season (**Note: a player with an NCSA pass that is registered for the Fall season and playing on an NCSA team, BUT NOT registered for the Spring season and NOT playing on an NCSA team, CANNOT play up using their pass for any team during the Spring season**), 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: "10C" flight, "10CB" flight and "10CW" flight are all 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 higher flight/age team for the remainder of the season and must be removed from their original lower flight/age team US Club NCSA roster and added to the higher flight/age team US Club NCSA roster in which they played up more than the 3 times allowed. 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 be moved and added to the new team US Club NCSA roster within US Club/Kyck system as they are now considered ineligible for their previous team. Once the player has been added to his/her new higher flight/age team, you MUST submit updated US Club NCSA rosters from both the higher flight/age team and the lower flight/age team to league per section 3.5.b and once verified, print a new US Club NCSA roster and confirm player is listed with proper pass number on higher flight/age team and NOT listed on lower flight/age team. A player CANNOT move back down to his/her original lower flight/age team during the same season

- 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 (all parts of section 4) 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.

5.1.1 NCSA Cup

-) Laws of the Game:
 - All games will be played in accordance with NCSA League rules, except as specifically modified below.
-) Game Day Paperwork:
 - Watermarked US Club NCSA Rosters (2 copies)
-) Match Day Form:
 - You must bring a copy of the Match Day Form (MDF) from the NCSA website to the game
 - Note: players may not compete for more than 1 NCSA Cup team. Players may not be written in on the MDF or on the roster.
-) Extra Time:
 - There will be no extra time in any game except for the championship which will play two 5-minute overtimes (no golden goal).
-) Penalty Kick Shoot-Out:
 - In the event the score is tied after regulation, penalty kicks will be taken to determine the winner.
 - Only those players on the field at the end of the game may compete.
 - Each team will designate 5 players to take shots in an ABABABABAB pattern, until a decisive result is reached.
 - If the penalty kick score is tied at the end of five kicks, teams will continue to take penalty kicks, alternately, until there is a winner.
 - All players on the field must take a penalty kick before any player is allowed to kick a second time.

5.2 FLIGHTING

Division Commissioners will flight 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 Appeals Committee to the flight his/her team has been assigned by the Division Commissioner

- Appeals 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.

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 winner's bracket games and ODP tryouts are the only priority 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 the minimum advance time required by Section 5.3.9. 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. In addition, see Section 5.3.11 for the obligation of teams to pay referee fees for postponements which do not meet the time deadlines.

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 the deadline established by Section 5.3.9 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 NCSA. The Games Chair(s) AND Division Commissioner must be informed within 24 hours of such decision by the home team club.

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 scheduled 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 30 minutes prior or 30 minutes 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 may be requested for home team to play that game on the visiting team's field.

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 to NCSA 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.
- D. **Home team must NOT notify Games Chairs of field condemnation nor utilize any automated system for marking game as field condemned (game postponement) until it has been determined that no alternate scheduling will occur.**
- E. 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.

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. If a referee is not met at the field to be paid the travel fee for a cancelled game due to weather, then the referee may claim the entire game fee via unpaid referee fee claim, which will be paid by the home team club in addition to the fee of \$75 per referee unpaid fee claim

The procedure for notifying the league of weather related cancellations due to field condemnation will be established seasonally by the Board and notification provided to the clubs.

5.3.7 TBS Games

"To Be Scheduled" games (TBS) will be granted if they are requested online within the time frame established and published by the Board each season. 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. Additionally, all games marked as (TBS) during the season due to changes to schedule as detailed in section 5.3 must be scheduled within 2 weeks from game becoming a (TBS). All TBS games not scheduled within 2 weeks will incur a fee of \$100 per incident.** 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, submitted within 5 days to 7 days prior to the currently scheduled or rescheduled date, whichever is earlier; the fee is \$20 if submitted 8 or more days prior to the currently scheduled or rescheduled date, whichever is earlier, except as set forth above in sections 5.3.4, 5.3.5, and 5.3.6. 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 fees for the original game that was scheduled. The home team will pay the referees at the field. If the visiting team caused the reschedule, then upon request of the home team club to the division commissioner, games chairs and NCSA Treasurer, NCSA will charge the referee fee to the visiting team's club and credit the home team's club; this adjustment does NOT apply to the fees for not showing up to pay the referees at the field, which is always the home team's responsibility..

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 online to the league a minimum of 5 days in advance for weekday game or by 11:00 AM on Monday for any weekend game.** Games Change Request shall be submitted online and only by a 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 reason is an automatic postponement under 5.3.1, which must be stated in the online request. 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. The Games Chair(s) will determine if the stated reason meets the criteria for automatic postponement if that is the reason claimed. If a change is requested under 5.3.8, then the Games Chair(s) will determine if the stated agreement of the opposing team is noted in the request and if all steps have been followed as detailed herein, then Games Chair(s) will approve request. If any change is rejected, the reason will be stated in the rejection comments. 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 \$75, 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, \$100, Wednesday, \$125, Thursday, \$150, Friday, \$175 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 Division Commissioner must notify the Games Chair(s) who 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.

5.3.10 Change to start time, due to field conflicts, and/or to accommodate “Cup Games”

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.

5.3.11 Late Game Cancellation or Change

If a scheduled game is cancelled late (after the deadline in 5.3.9 Monday 11:00 am for weekend games and 5 days in advance for weekday games), 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 referee fee claim with league, a **\$75 additional fee per unpaid referee is charged to home team no matter which team caused postponement**. If the visiting team caused the late cancellation or change, then the home team should submit a request to the division commissioner, games chairs and the Referee Compliance Coordinator for the visiting team to be charged the additional fee. Upon approval by the Division Commissioner, Games Chairs, and the Referee Compliance Coordinator, the NCSA Treasurer will charge the referee fee to the visiting team's club and credit the home team's club; this adjustment does NOT apply to the fees for not showing up to pay the referees at the field, which is always the home team's responsibility.

5.3.12 Added Games

Clubs may request that NCSA add to its online schedule additional games for the purpose of having referees assigned by the NCSA Referee Assignors. Examples of such games are Cup, non-NCSA other league and friendly games. All such added game scheduling and referee payments must comply with all NCSA rules or will be subject to the same fines and fees as set forth in these rules. For Cup games, the requesting club must specify online the type of Cup competition and name of opponent (for example, NJYS Cup-Marlboro or US Club Cup-Morris). For other non-NCSA league games, the requesting club must specify the league, which passes apply and name of opponent (for example, MAPS-NJYS-Howell or EDP-US Club-Hibernia). For friendly games between 2 NCSA teams, the teams must be specified. While Rules of Competition for Cup or other league games will govern the match itself, by requesting the addition of the game to the NCSA site for referee assignment, the requesting club is agreeing to all administrative rules governing NCSA game scheduling and referee assignment. The requesting club is also agreeing to pay to NCSA the cost of Referee Assignor fees plus \$1.00 per assigned referee per game.

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/SCRIMMAGES

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. Scrimmages are permitted if allowed by US Club rules; only proof of US Club registration is required for scrimmages.

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 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. 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) for 7 or 8 Team Flights

1. Groupings with 7 or 8 teams may be scheduled for Matches Based on Standings (MBOS) (this is typically only for the top flight of a U11 or older age group) or for a regular 9 or 10 game schedule, playing some teams once and some 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 Nine (9) or Ten (10) team Flights

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. Total 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, all of the Rules of Competition relating to the behavior of coaches, spectators, and players shall apply. Furthermore, 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

*** If stoppage for hydration break occurs during game, a maximum of 1 minute may be added to duration of match.**

5.10 SPECIAL RULES FOR U9/U10, 7 v 7 & U11/U12, 9 v 9 GROUP PLAY

The following revisions to the rules of the game shall apply to small sided games (violations of these dimensions must be reported to NCSA by the referee and opposing coach, but games should be played unless the violation is egregious):

1. The field of play:
 - a. U9/U10 shall be a minimum of 35 yards and a maximum of 50 yards wide. The length of field shall be a minimum of 55 yards & maximum of 65 yards in length.
 - b. U11/U12 shall be a minimum of 45 yards and a maximum of 55 yards wide. The length of field shall be a minimum of 70 yards & 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.
 - a. Build Out Line for U9/U10: The build out line shall be marked on each side of field equidistant between the penalty area line and the halfway line.
3. Goal size:
 - a. U9/U10 shall be minimum width of 12 feet and maximum width of 18 feet. The minimum height shall be 6 feet and maximum height shall be 6-1/2 to 7 feet high
 - b. U11/U12 shall be minimum width of 18 feet and maximum width of 21 feet. The minimum height shall be 6-1/2 feet and maximum height shall be 7 feet high
4. Maximum/Minimum number of players on the field at any one time:
 - a. U9/U10 shall be seven per team, including a designated goalkeeper and no less than 5 to play/continue the game.

- b. U11/U12 shall be nine per team, including a designated goalkeeper and no less than 6 to play/continue the game.
5. NCSA will adhere to the U.S. Soccer recommendation, and US Club requirement, to eliminate heading the ball with all U11 and younger teams. When a player deliberately heads the ball in a U11 and younger game, an indirect free kick (IFK) 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 point nearest to where the infringement occurred.

5.10.1 Build Out Line for U9/U10, 7 v 7 Group Play

The build-out line as defined by US Soccer promotes playing the ball out of the back in a less pressured setting. The build out line is subject to the following rules within NCSA:

MARKING THE BUILD OUT LINE:

The build out line is to be placed halfway between the center line and the penalty area line. It may be (a) painted at the touchline or extended by a dashed line across the field (preferably in a different color than the field lines) or (b) marked by low cones, flat soft and pliable markers or flags at least one yard off the field from the touchline. If no markers are provided by the host club, then the referee shall designate the build out line in any reasonable manner other than painting.

OFFSIDE

The build out line on the attacking part of the field replaces the halfway line as the point behind which a player cannot be in an offside position.

GOAL KICKS:

The team not taking the goal kick must retreat behind the build out line on a goal kick. The team taking the goal kick may not take the goal kick until the opposing team has moved behind the build out line. The opposing team may not come past the build out line until the ball is in play, meaning the ball has left the penalty area.

KEEPER SAVES – NO QUICK RELEASE

The opposing team must retreat behind the build out line on a keeper save. The keeper is permitted to wait until the opposing team does so and the 6 second limitation on keeper possession does not start until the opposing team retreats behind the build out line. The opposing team, having moved behind the build out line, may cross the build out line once the keeper releases the ball from in hand possession.

KEEPER SAVES – QUICK RELEASE

The opposing team must always make a good faith effort to retreat behind the build out line on a keeper save. The keeper is permitted to release the ball from in hand possession before the opponents retreat behind the build out line. In such cases, the opponents may not challenge the ball until (a) the keeper has placed the ball at his or her feet or (b) the keeper has released the ball to a teammate and the teammate has had an opportunity to receive the ball without pressure. In such cases, the opponent need not retreat behind the build out line before becoming involved with play.

VIOLATIONS BY OPPOSING TEAM

If an opponent violates the prohibitions above on a goal kick or keeper release, the referee must stop play and award an IFK at the spot of the infraction to the team entitled to the protections of the build out line rule.

KEEPER SAVES – LIMITATION ON KEEPER

The goalkeeper may not punt or drop kick the ball. If the keeper does so, the referee must stop play and award an IFK to the opposing team from the spot of the infraction, subject to Law 13.

DEFENSIVE TEAM FREE KICKS WITHIN BUILD OUT LINE

Normal FK distance rules apply. The build out line is not applicable to free kicks.

5.10.2 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 (2) 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, socks and suitable footwear. The goalkeeper may wear long trousers and/or a non-dangerous 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 tucked under socks 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. 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. 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 off-field position behind either goal line. Club linesmen must be adults and perform the duties assigned to them by the referee to the extent permitted by FIFA/USSF. As match officials, they are prohibited from coaching and under NO circumstances should a coach perform duties of a referee and/or assistant referee during their game. 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 respective 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 any form of referee's apparel 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).

5.12.1 Zero Tolerance Policy

Under Law 12 of FIFA Laws of the Game, dissent or disagreement with any calls or non-calls by the officials in any manner is not only prohibited, but also results in a caution to the offending player (and under NCSA ROC, to a coach for his/her behavior and that of the team's spectators). FIFA explanations make it clear that "A player [and a coach] who is guilty of dissent by protesting (verbally or non-verbally) against a referee's decision must be cautioned. The captain [and coach] of a team has no special status or privileges under the Laws of the Game but he has a degree of responsibility for the behavior of his team." USSF guidelines make it clear that "Dissent is committed by words, actions (including gestures), or a combination of the two. The referee should evaluate dissent in terms of the extent to which it is provocative, public, and personal. The objective in dealing with dissent is to (a) support the spirit of the game, (b) maintain the authority of the officials, and (c) reduce the likelihood of such behavior becoming widespread." Any comments or demonstrations that a call should or shouldn't be made is prohibited. All coaches sign a Match Day Form which contains the following: "I have discussed at least once this season with my players their responsibilities and proper conduct and behavior towards players, coaches and officials under FIFA and NCSA rules. I have discussed at least once this season with, and given a copy of this code of conduct to, all parents and team supporters of players participating in this game concerning proper behavior as spectators at a youth sports event, including: *** Treat the officials with respect; FIFA rules prohibit dissent of any type, by word or action, **even if you are right.**"

NCSA has a ZERO TOLERANCE policy towards any displayed or verbal disagreement with any calls or non-calls and all decisions of officials by players, coaches and spectators (for whom coaches are responsible). NCSA has a mechanism for coaches to express their approval or disapproval of officiating, including detailed explanations for such opinion, which occurs AFTER

the game online. Statements and actions which do not follow this policy are prohibited and must be sanctioned by officials.

THE STATEMENT ABOVE IN 5.12.1 IS INTENDED TO EDUCATE AND REMIND COACHES OF CURRENT LAWS OF THE GAME AND NCSA RULES OF COMPETITION REQUIREMENTS AND SHOULD BE ENFORCED NO DIFFERENTLY THAN PREVIOUSLY BY OFFICIALS.

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 or 12 yard line respectively for full and small sided] to the end line on each end of the field). The spectator line shall be greater than 6 feet but need not be greater 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 plus 5 yards each side of the midfield line which is reserved for the officials and substitutes who are up and ready. All others, spectators and parents are to be on the opposite side of the field. If the game is played in a stadium style field with bleachers that are a minimum of 10 yards behind the benches and separated by a fence, then spectators are allowed to sit in the bleachers behind the team benches as long as this does not conflict with site rules and requirements.

(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 (Note: if only one copy of US Club NCSA roster is presented, still play the game and make note on the referee report) of the official US CLUB NCSA Roster; players carded to the team MUST be on the printed US Club NCSA roster. All information on roster must be current. If a player shows as EXPIRED or NO CARD or anything other than a valid expiration date, the player will not be permitted to play. 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 NCSA roster. 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, within his or her own club, who have signed the Match Day form may coach or give direction to the players in a game.

Those players not playing, if listed on the US Club NCSA 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 to list actual coaches participating and actual Players Playing Up will incur a \$25 fee per incident.

No additions shall be made to the US Club NCSA 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: (Detailed game day checklist available at: www.ncsanj.com)

- 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 NCSA roster that has been verified and watermarked per Rule 3.5.b. (Note: if only one copy of US Club NCSA roster is presented, still play the game and make note on the referee report) 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 NCSA 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 NCSA 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. **(Note: the uniform number is the ONLY item that can be handwritten on the US Club NCSA rosters)**

- 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 NCSA 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 NCSA 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 league 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 3 will be allowed fifteen minutes from the designated kick-off time to field at least 7 eligible players. Division 4 must field a minimum of 6 eligible players and Division 5 must field a minimum of 5 eligible players by the end of the 15 minute 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 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 AND/OR ASSISTANT REFEREE (AR)

All assigned officials are expected to be at the field at least 30 minutes in advance of game time, however, the referees are entitled to the same grace period as the teams. At times officials are late solely because they are assigned to successive games at different locations. In such cases, the referees should communicate to the coaches that schedule in advance and should update the coaches if they know they will arrive late. When at least one Referee and/or AR has arrived on-time, all check-in procedures are to be performed by the attending official in an effort to start the game as close to scheduled time as possible. The below only applies upon conclusion of the grace period, except for B below.

- A. If there is only one official assigned to the game (referee without AR's), the coaches of both teams should agree upon another person or persons to act as a referee for the game who need not be officially registered. The presence of another USSF registered referee that is not assigned to that game 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 who is present at the field does commence the game by agreement of the coaches, he/she need not yield to the later arriving assigned referee. The late arriving referee shall not be paid. An agreed upon person who acts as referee but who is not USSF registered must yield to the assigned referee if the assigned referee arrives within 30 minutes of the designated game time. A registered USSF official assuming the responsibility of Referee under this section shall be paid, unless the official is affiliated (as defined by USSF) with either team.
- B. If there are 2 or more officials assigned to the game and the referee is present, the game shall begin on time with the AR who is present assuming the AR1 position. The Referee may request either team to provide a club linesman whose duties are limited to calling the ball out over a boundary line per USSF policy. If the late arriving AR arrives within 30 minutes of the designated game time, the AR may assume the duties of AR and will be paid. An AR arriving later than 30 minutes shall not be paid but may assume the duties of AR at any time without payment.
- C. If there are 2 or more officials assigned to the game and the assigned referee is not present at the conclusion of the grace period, a single AR present or AR1 if 2 AR's are present will become the referee. If a second AR is present, he/she will act as AR1. The new Referee may request either team to provide a club linesman whose duties are limited to calling the ball out over a boundary line per USSF policy. If the late arriving official arrives within 30 minutes of the designated game time, the official may assume the duties of AR2 and will be paid as an AR. An official arriving later than 30 minutes shall not be paid but may assume the duties of AR2 at any time without payment.
- D. If 2 AR's are present and one is a USSF grade 9 official, the grade 9 may not become the Referee; only a USSF grade 8 or higher official may become the Referee. If only one AR is present and that official is a USSF grade 9 referee, that official may not be the Referee. If the game is not played because there is no assigned official above grade 9 present, the assigned grade 9 shall still be paid by the teams at the field and will be reimbursed by NCSA.
- E. If, after applying B, C and D above, there is no Referee, then the coaches may agree upon a replacement according to A above. A USSF grade 9 AR may not act as AR unless the replacement official is a USSF Grade 8 or above official.
- F. In any game in which 3 officials are assigned under current NCSA policy (U11 and above), if there are fewer than 3 officials present, the coaches may agree upon a replacement AR using the same procedure identified in A above. A registered USSF official assuming the responsibility of AR under this section shall be paid, unless the official is affiliated (as defined by USSF) with either team.

6.8 COIN TOSS

Each team shall designate a team captain whose sole responsibility and right is to participate in the coin toss. 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.

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 any player up and ready at the halfway line. Referees must follow Law 5 and Advice to Referees Section 5.8 for whether the injured player must leave the field. In most cases field players must leave the field if play is stopped for the injury or assistance is waved onto the field during a stoppage. Be aware of the limited FIFA/USSF exceptions for goalkeepers and in some cases field players, where treatment may be provided on the field and players remain in the game. If the goalkeeper leaves the field for an injury, either a field player or a substitute MUST take the goalkeeper's place. If a player is not substituted, they may not re-enter until play has restarted and with the referee's permission. In cases of bleeding or head injuries, players must leave the field notwithstanding any exceptions.

There shall be NO substitutions on corner kicks, penalty kicks, direct and indirect free kicks, or drop ball (except for injury noted above).

6.9.1 New protocols & modified substitution rules regarding suspected head injuries

NCSA will adhere to the new US Club Soccer protocol requirement regarding suspected head injuries. Protocol initiative from US Club Soccer as stated on the website follows:

New protocols have been introduced and substitution rules modified regarding head injuries, per U.S. Soccer's new concussion initiatives.

These initiatives took effect on Jan. 1, 2016, Healthcare professionals are considered licensed professionals, such as an athletic trainer certified (ATC) or physician (MD/DO), with skills in emergency care, sports medicine injuries and experience related to concussion evaluation and management.

The initiatives are included within [Recognize to Recover](#), which U.S. Soccer recently announced

as its branded, comprehensive player safety campaign. Currently, the program includes information and guidelines about concussions and heat-related illnesses.

Protocols following suspected head injuries - as of Jan. 1, 2016

US Club Soccer requires the immediate removal of any player who sustains a significant blow to the head or body, who complains about or who is showing symptoms consistent with having suffered a concussion.

If a coach attempts to allow a player who had been removed from a game for concussion assessment and who has not been cleared to return to play by the on-site healthcare professional, the referee should immediately stop play, direct the player to leave the field, instruct the coach to select a substitute and issue a warning to the coach. If a coach persists, the referee is entitled to take necessary disciplinary measures against the coach.

For events without an on-site healthcare professional, no coach can permit a player who has been removed from a game for concussion suspicion/assessment to return to play until he/she is cleared by a healthcare professional. Referee responses and actions outlined in the previous paragraph should be taken against any coach who persists in trying to re-insert the player into the game without proper clearance by a healthcare professional.

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 that would have its start delayed by 15 minutes or more, 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. Failure of a team to turn over passes will result in an added suspension of at least 1 game.

6.12 GAME SCORES

The winning team must record the score online via the NCSA website at www.ncsanj.com within 4 hours of completion of the game. In case of a tie, the home team must record the score within 4 hours. When recording the game score, the team entering the score 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, the head coach must appear before the Games Conduct Committee and shall be assessed a minimum of \$100 fine and may also be assessed a 1 game suspension. In addition, any team that wins by more than 7 goals will only be awarded 2 points for the win instead of 3.

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 NCSA GAME PROTESTS

The Games Conduct Committee shall deal with all protests arising out of games played under NCSA jurisdiction. Protests must be submitted in writing via email from the Club Rep or Club President authorizing NCSA to charge their club account the protest fee of \$100, no later than 48 hours after the game is concluded (Sundays excepted) to the Games Conduct Chairman and copy their Division Commissioner and NCSA Administrator on the email. If the protest is upheld, the fee will be credited back to their club account, 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 as shown in the on line schedule. Referees may not recheck the schedule after initial assignments. In case of changes after deadlines in Section 5.3 and following, which changes have not been confirmed to the team by the Referee, a home team representative must meet the referee at the initially 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, and NCSA. He/she is not authorized to coach or advise players other than within the Laws of the Game and official interpretations thereof and these Rules of Competition. He/she is not authorized to modify the Laws of the Game in any other. 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 and listed on the MDF. Each team will be responsible for half of the applicable fee. Each team is expected to bring exact change to pay each referee. Fees are clearly stated on MDF and each team coach should arrive with exact change or checks to be split amongst the assigned referees. (U10 and under = half of center; U11 and up = half of center + equivalent of 1 AR) If team coach does not have exact change, the referee is not under any obligation to provide change at the field. 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 contained in Rule 8.2.5. . All decisions of the Committee shall be communicated by email to the affected club, and the respective Division Commissioner.

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 or referees' fees 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 then advise Games Conduct and the Referee Compliance Coordinator that that team's club should be credited back the entire referee fee and the opposing team's club should be charged. Once approved, Games Conduct and the Referee Compliance Coordinator should advise the NCSA Treasurer who will charge the referee fee to the visiting team's club and credit the home team's club. □

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 a league official, through email or otherwise, 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, lack of light 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 Send Off/Red Card Infractions

Infraction	Penalty
Violent Conduct	Up to 3 games
Serious Foul Play	Up to 3 games
Abuse of Officials	Up to 3 games
Persistent misconduct	Up to 2 games
Denying goal scoring opportunity	Up to 2 games
Abusive, Offensive or Insulting language	Up to 2 games
Any other red card offense	Up to 2 games
Misconduct after Send Off	Up to 2 additional games
Participate in NCSA game as suspended Player or Coach	5 additional 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 in 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 information, where/when available, to make a determination of penalty that is issued. **Suspension of player or coach is for all on-field NCSA sanctioned activities until the suspension has been satisfied for the team which they were carded or the team they were coaching/playing or misconduct occurred at time of suspension. (FOR EXAMPLE: IF A COACH IS RED CARDED DURING HIS/HER U12 GIRLS 10AM GAME AND HE/SHE HAS 3 OTHER GAMES TO COACH ON SAME DAY, HE/SHE IS NOT ALLOWED TO COACH, OR REFEREE, UNTIL HE/SHE SERVES THE**

SUSPENSION FOR THE U12 GIRLS TEAM HE/SHE WAS COACHING AT 10AM WHEN RED CARD WAS 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. Clubs are responsible to monitor the online report of cautions and to comply with the suspensions despite lack of notice from the league. Clubs shall send passes of suspended players to the league as soon as known from online reports. Failure to send the card of the suspended player to the league shall result in the forfeit of any games played after notification of the suspension.

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 an additional \$100. Three yellow cards to a coach will be reviewed by the Games Conduct Committee for appropriate additional sanctions including suspension and fines.

If a suspension other than an automatic suspension noted above is issued, the Games Conduct Chairman shall notify the Club representative to send the player pass of the suspended individual or coach to the league. Failure to send the card of the suspended player or coach to the league 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.

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	\$90	\$50
2	U15-U16	45 minute halves	\$90	\$50
3	U13-U14	40 minute halves	\$80	\$45
4	U11-U12	35 minute halves	\$70	\$40
5	U9-U10	30 minute halves	\$60	\$35 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.

If any payment to an official is made by any form other than cash and the payment is not honored for any reason, the club must arrange to and actually make payment to the official within 5 days of notice to the club of the amount of the referee fee and all costs for the payment not being honored. Failure of the club to do so will result in the referee fee and costs being paid to the referee by NCSA, which will charge all such amounts plus \$75 for each instance of dishonored payment to the club.

9.2.1 Bonds

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
Late or incomplete team registration / Late payment (Rule 3.3)	Various
Team withdrawal (Rule 3.4)	Loss of registration fee, plus additional penalties
Participation in NCSA game by suspended player or coach (Rule 3.5.b)	\$250
Inaccurate player or coach information (Rule 3.8)	Various
Failure to attend President's meeting / Annual General Meeting(AGM)	\$200
Failure to play game as originally scheduled (Rule 5.3)	\$100
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 am – there will be a \$25 increase in fine (e.g. Tuesday \$100, Wednesday \$125, Thursday \$150, Friday \$175 for Saturday reschedule	\$100 to \$175 based on number of days
Schedule/Re-schedule game request with 5 days to 7 days' notice (Rule 5.3.8)	\$50
Schedule/Re-schedule game request with minimum of 8 days' notice (Rule 5.3.8)	\$20
Failure to timely reschedule a game (Rule 5.3.9)	\$75
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 5.3.7/5.3.9)	\$100
Wasting Games Chairs Time	\$150
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 24 hours (Rule 6.12)	\$25
Reporting an incorrect score (Rule 6.12)	\$25
Excessive Scoring (Rule 6.12)	\$100
Failure to notify Division Commissioner and Games Chair(s) of an incomplete game (Rule 6.13)	\$50
Filing protest (Rule 6.14)	\$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 per official
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
Dishonored Payment to League or Officials	\$75 per payment

9.4 PAYMENT OF FEES AND FINES

The Bond Fee must be paid before the start of the seasonal year. All fines and fees must be paid in for clubs to receive team packets or passes. **Important: Payment/Appeal of any fines must be submitted within 30 days from the fine date, invoice date, or date posted online, whichever is earlier. Any appeal received after the 30 days from fine date will NOT be heard and is considered invalid.**

9.5 FAILURE TO PAY FEES AND FINES

Any club or team that fails to pay any of the fees and/or fines, as required by the due date, may be suspended from competition and NOT issued approved Rosters for the current seasonal year. 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 conference call vote, as long as the following requirements are met:

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

End of Rules of Competition!