

# NORTHERN COUNTIES SOCCER ASSOCIATION

## RULES OF COMPETITION

Spring 2009

### 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 call the Rules Chairman with questions, or submit change recommendations along with your name and phone number to:

**John M. Soares**

**Rules Chairman**

(973) 535-3092

Email: [jsoar22@aol.com](mailto:jsoar22@aol.com)

### Notice to Club Presidents, and Representatives

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

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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.

The Spring 2009 season will be sanctioned by US CLUB SOCCER.

### 2. ELIGIBILITY

#### 2.1 AGE GROUPS

The term "youth" as applied to these rules shall mean an amateur player who has not attained his/her 19th birthday before the first day of August preceding the seasonal year in which he/she applies for registration. A player's US CLUB/USYSA registration age is determined by his or her age on the last day of July prior to the seasonal year. For example, for the 2008-2009 seasonal year, a U-8 player must be under age 8 as of July 31, 2008 (born after July 31, 2000).

Pursuant to NJYSA rules, no child classified as U7 or younger will be allowed to play travel soccer. Any team that registers a U7 player can only participate in a recreation flight. Pursuant to US CLUB SOCCER, all children are allowed to play travel soccer.

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

#### SEASONAL YEAR

<u>AGE GROUP</u>	<u>08-09</u>	<u>09-10</u>	<u>10-11</u>	<u>11-12</u>	<u>12-13</u>	<u>13-14</u>
<u>U-19</u>	1989	1990	1991	1992	1993	1994 1995
<u>U-18</u>	1990	1991	1992	1993	1994	1995 1996
<u>U-17</u>	1991	1992	1993	1994	1995	1996 1997
<u>U-16</u>	1992	1993	1994	1995	1996	1997 1998
<u>U-15</u>	1993	1994	1995	1996	1997	1998 1999
<u>U-14</u>	1994	1995	1996	1997	1998	1999 2000
<u>U-13</u>	1995	1996	1997	1998	1999	2000 2001
<u>U-12</u>	1996	1997	1998	1999	2000	2001 2002
<u>U-11</u>	1997	1998	1999	2000	2001	2002 2003
<u>U-10</u>	1998	1999	2000	2001	2002	2003 2004

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<b><u>U-9</u></b>	1999 2000 2001 2002 2003 2004 2005
<b>U-8</b>	2000 2001 2002 2003 2004 2005 2006
<b>U-7</b>	2001 2002 2003 2004 2005 2006 2007

### 2.2 COMPETITION BY GENDER

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

### 2.3 OUT OF STATE TEAMS AND PLAYERS

#### 2.3.1 OUT OF STATE TEAMS

##### 2.3.1a US CLUB SOCCER guidelines

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

##### 2.3.1b USYSA guidelines

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

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

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

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### **2.3.2 NEW JERSEY PLAYERS ON OUT OF STATE TEAMS**

#### **2.3.2 a US CLUB SOCCER guidelines**

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

#### **2.3.2 b USYSA guidelines**

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

### **2.3.3 KEEPING NCSA RECORDS CURRENT**

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

## **3. REGISTRATION**

### **3.1 REGISTRATION ELIGIBILITY**

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

### **3.2 REGISTRATION FORMS**

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

### **3.3 TEAM REGISTRATION**

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.

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In order to encourage timely submission of all team online registrations, the following payment schedule is provided:

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

A Club's information via online registration will be considered on time if the information is submitted and payment received by the NCSA Office twenty days before the Flight Meeting.

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

Registration information and/or payment received at or after the Flight Meeting, add \$200 per team.

### **3.4 TEAM WITHDRAWAL**

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

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

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

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

### **3.5 PASSES AND TEAM ROSTERS**

#### **3.5 a US CLUB SOCCER guidelines**

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

#### **3.5 b USYSA guidelines**

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

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### **3.6 PASS VALIDATION AND ROSTER SIZE**

#### **3.5 a US CLUB SOCCER guidelines**

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

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

A valid coach's pass issued by that season's sanctioning authority is required by any individual who provides direction to players at any NCSA game or club practice.

#### **3.6 b USYSA guidelines**

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

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

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

### **3.7 PROOF OF AGE AND INDENTITY**

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

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

For USYSA: The Registrar or the District Commissioners may require submission of original proof of age documents at any time. District Commissioners will verify that each player has completed a US Soccer Medical Release to his/her team that is properly notarized. (Please Note: Medical

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Authorizations notarized by New Jersey attorneys, without a seal, although accepted in NCSA, may not be accepted for out of state games or tournaments.)

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

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

### **3.8 INACCURATE INFORMATION**

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

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

### **3.9 REGISTRATION OUTSIDE OF NCSA (USYSA only)**

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

## **4. PLAYER ELIGIBILITY**

### **4.1 TEAM ROSTER**

#### **4.1. a US Club Soccer Guidelines**

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

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

#### **4.1. b USYSA Guidelines**

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

- Teams can participate in State Cup play Subject to 18 player game roster
- Teams can participate in tournaments subject to each tournament's roster size.
- Only 18 players may participate on game day.
- The number of players a team can register during a seasonal year (including all transfers to a maximum of three) is restricted to 25.

#### **4.2 PLAYER PASSES**

Only US Club passes which state Northern Counties Soccer Association will be allowed.

Passes issued through other leagues are not allowed.

All passes must be laminated.

No coach or player shall be allowed to participate in a game without presenting a pass issued through an authorized District Commissioner(USYSA) or NCSA office ( US Club Soccer) (or secondary pass issued by the NJYSA) to the referee, except as provided for below:

No person shall be prevented from playing or coaching due to the tardiness of a referee's report. The Games Conduct Chairman or the President may issue a temporary authorization for a person to participate in a game pending receipt of a pass or report by the Games Conduct Chairman. This action shall not affect the subsequent decision of the Games Conduct Committee. If such temporary authorizations are not recognized by the assigned referee, the player's team may decline to play the match without penalty. However if the player's team chooses to play the match the result will be official and no protest will be accepted.

##### **4.2.1 Residents of Military or Educational Institutions in New Jersey.**

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

#### **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, 2008 through August 31, 2009. The term "season" refers to the Fall or Spring League Schedules during the seasonal year.



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### **4.3.2 The Team-Player Relationship**

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

### **4.3.3 Transfers**

- The following are the penalties for transfers during the seasonal year.
  - No penalty:
    - Friendly Transfer
      - Both teams must contact the Rules Chairman, prior to the transfer.
    - Transfer from team who has left Northern Counties Soccer Association:
    - Transfer from team that has disbanded
    - Transfer forced by circumstances beyond players, teams, or club's control
  - 3 game penalty
    - Transfer from another team in NCSA, where a transfer agreement was not reached prior to transfer.
- All transfers are subject to review by the NCSA board, or its appointee and penalties will be levied by the same, if deemed necessary.

### **4.4 NO "GUEST PLAY" WITHIN NCSA COMPETITION**

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

### **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, 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 boy's team, a boy cannot play up on a girl's team, and;
- The team from which the player temporarily transfers is not suspended and is registered with the NCSA, and;
- The player's temporary transfer status is clearly shown on the team roster and the referee's attention is drawn to the fact, and;
- The team for which the player temporarily plays up is not competing in the same flight, or lower flight than the team to which the player is registered. (This provision of the Rule shall not apply to the U8 or U7 Recreation Flights. In these age levels, flight placement is for purposes of scheduling and not based upon past performance, thus a player in any of these age groups can "play-up" on any other team from the same club at the same age level.);

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- The player may temporarily play up one Division higher than the Division that the player is registered in during the current seasonal year, except that a Division 3 age eligible player can play up temporarily in either Division 1 or 2;
- Under no circumstances may a player play for any team in an age group younger than the team in which the player is registered. For example, a player who is a true U10 player registered to a U11 team may not play in the U10 age group, in any flight, and;
- The player may not play for a team for more than three games without the player losing his/her eligibility to return to his/her original team for the balance of the season. After the fourth game, the player is bound to that team for the remainder of the season. Any player who has lost eligibility to compete within his/her own age group or lower flighted team in the same age group must immediately return his/her pass to the Register and have a new Player Pass issued.
- 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. (Please note that the number of players is not limited to the number of positions on the Team Roster form.)

#### 4.6 PERMANENT "PLAYING UP"

A player may permanently register in an age group higher than the player's correct age group. ***With the exception of Divisions 1 and 2***, no player can play up more than 1 division.

#### 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. Teams shall only be permitted 3 secondary player passes.
- There are no restrictions to US CLUB dual carding, if the primary player pass is from a team in another league.

#### 4.8 PENALTY

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

### 5. THE COMPETITION

#### 5.1 REGULAR SEASON DURATION

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

- The game has no impact on award standings for these teams or any other team in their flight; and
- Both coaches mutually agree not to play the game; and

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- The Division Commissioner and the Games Chairman both approve the decision not to play the game.
- If the game is not played and the above stated criteria have not been met, a mutual forfeit will be declared.

### 5.2 Flighting

With the exception of Division 6 (fall and Spring Seasons) and Division 5 - U9 (Fall Season only) teams will be flighted each season by ability based on the judgment of the Division Commissioner. Flights will be finalized at the Flighting Meeting, which will take place approximately one month prior to the publication of the season's schedule.

Flighting will be accomplished in a two-step process over a three-week period.

- Three weeks prior to Flighting Meeting
  - First Round of Flights posted – First round of appeals open
    - Coaches have one week to communicate their flight change requests to the Division Commissioner.
- Two weeks prior to the Flighting Meeting
  - Second round flights posted – second round of appeals open
    - A Coach has the right to a final appeal to the Board the flight his/her team has been assigned by the Division Commissioner. This notification must take place at least 72 hours before the Flighting Meeting. If the coach fails to provide the necessary notification, the appeal will not be allowed. No appeals will be accepted or allowed for Division 6 teams. Only coaches of contested flights will be required to attend the Flighting Meeting and it is the responsibility of each Club Representative to notify their coaches of the Flighting Meeting. No appeals will be accepted after the flighting meeting.
- Second round appeals will only be permitted if:
  - 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 flighting, which will affect the team's ability to compete at the same level as previously requested; or
  - The proposed flighting moved the team's usual competition to another flight.

No appeals will be accepted or allowed for Division 6 (Fall and Spring Seasons) and Division 5 (U-9) Fall season teams.

If there are no pending appeals prior to the Flighting meeting, the President has the authority to cancel the Flighting meeting.

### 5.3 SCHEDULING

After the Flighting Meeting the Games Chair(s) shall present his/her proposed schedule for the season to the Board for its approval. After the schedule is approved, 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 Cup games; ODP tryouts;

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

#### **5.3.2 State Sponsored Cup Games, and ODP Tryouts**

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

#### **5.3.3 Scholastic Soccer Conflicts**

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

#### **5.3.4 Referee Decision at Game Time**

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

#### **5.3.5 League-Wide Weather Conditions**

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

#### **5.3.6 Local Field Condemnation**

Local fields may be condemned for climactic or other reasons by the entity that has custodial responsibility for the field. The visiting team must be notified by the home team immediately upon condemnation being known (no less than three hours before game time). In the spirit of sportsmanship, every effort should be made by the home team to inform 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

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within 1 hour of the scheduled game time, the game must be played at the alternate field. If the home team does not have an available field, and the away team has a field available on the same date, it is mandatory for the home team to play that game on the visiting team's field provided that the visiting team's field is available within 1 hour of the originally scheduled game time, is within a driving distance of no more than 1 hour from the originally scheduled site of the game,, and the home team field was condemned at least 24 hours before the original game.. The home team must attempt to establish an alternate local field, or must agree to play at the visiting team's field subject to the above rules. If neither of these alternatives is available, the game will not be played as scheduled. If the game is not played, the home team coach must notify the Games Chair(s) and the Division Commissioner within 24 hours.

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 can not 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 for the first game that referee was assigned on that club's fields. The club has the responsibility to determine if different referees are assigned to later games, which referees are entitled to the same fee. Only referees that appear at the condemned field are entitled to the \$25 travel fee.

#### 5.3.7 TBS Games

To Be Scheduled" games (TBS) will be granted if they are requested on the initial Team Registration Form sent to the Games Chair(s). A club will be allocated one TBS for each team they have registered with the NCSA for the season in which they are requesting a TBS. The club may divide this allocation as it sees fit. In other words, a club could distribute all of its TBS games to a single team. If a club needs more than its allocated share of TBS games, it can purchase additional games at a cost of \$50 each. **All TBS games listed in the initial NCSA Schedule are to be scheduled within 2 weeks from the first game played of the season.** All such TBS games must be played no later than 7 days before MBOS or Position Play if MBOS or Position Play is part of the schedule. If MBOS or Position play is not part of the schedule, then the TBS must be played by the end of the applicable season.

#### 5.3.8 Changes to Original Schedule

There will be a \$50 dollar fee charged to the requesting team for changes in the predefined scheduled game date and time except as set forth above and except that games moved from a later date to an earlier date shall incur only a \$10 fee. A schedule change will only be granted if both coaches agree to the change and a re-scheduled date with the time and field location accompanies the request. If a re-scheduled match creates a "hole" in the schedule for referee assignment purposes, then the team initiating the change will be responsible for the Referee fee for the original game that was scheduled. If the visiting team caused the reschedule, the home team will pay the referee at the field and the visiting team will pay the referee on the rescheduled date.

#### 5.3.9 Rescheduling Games

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

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All reasonable efforts should be made to reschedule the game at the time of postponement. If the postponement of a game is for any other reason, the rescheduled date and reason for postponement must be set forth in the comment box in the online Game Change Request in the Administrative section of the League Website. The Games Chair(s) will determine if the reason is acceptable; if not acceptable, the change will be rejected and the reason stated in the rejection listing. In all cases, the person submitting the online Games Change Request is certifying to the league that: (a) if a postponement is not automatic, the opponent coach has agreed to the request; (b) if a postponement is automatic, the opponent coach has already been notified; and (c) if a rescheduled date is set forth, such date, time and location has been agreed upon with the opponent coach before submission of the form. Any violation of this rule will result in a fine to the offending club of \$100, non-acceptance by the Games Chair(s) of future online Games Change Requests for all teams in that Club, and a forfeit given to the offending team. If the request is received after the above deadline, then a \$25 increase in fine per day will be levied. (E.g. Tuesday, \$125, Wednesday, \$150, Thursday, \$175, Friday, \$200 for Saturday game schedule). The two teams in a postponed game must attempt to agree upon a mutually acceptable game time. If the teams cannot agree, then the Division Commissioner will intervene and attempt to arbitrate an agreement. If the arbitration described above is not successful, the Games Chair(s) will schedule the game at a site and time of his/her choice. In flights where MBOS or position play occurs, makeup games that are not played at least 5 days before MBOS or position play begins will be declared as forfeits, at the discretion of the Games Chair(s), subject to review by the Board. Games not scheduled timely by the teams will be scheduled by the Games Chair(s) on as little as 48 hours notice. Failure to comply with any part of this rule other than the sliding scale timeliness fees set forth above will result in a \$100 fine to the offending team.

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

- If a club has a field conflict, a club may move the scheduled games on that field, or to another field up to an hour time change, without consent of the opposing team, however the following requirements must be met:
  - Opposing team must be communicated with by email, by 3 full calendar days prior to the game. (I.e. If Saturday game, email must be sent by Tuesday; if Sunday game, email must be sent by Wednesday).
  - Email must be sent to opposing coach, Club rep, and division commissioner listed on NCSA website.

#### **5.4 OFFICIAL GAMES**

Only games officially scheduled by the Games Chair(s) and played at the dates and times scheduled shall be recognized by the NCSA. Games may be postponed or otherwise delayed only for reasons described in these rules. Under no circumstances may Clubs or teams assign referees to games at scheduled or unscheduled times. There will be a \$100 fine and potential disciplinary action taken against the club and coach who schedules and/or plays a game, or schedules and/or uses a referee other than as assigned by the NCSA. In the event a referee scheduled by NCSA does not arrive at a properly scheduled game, refer to Rule 5.8.

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.

#### **5.5 FRIENDLY GAMES**

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

### **5.6 WITHDRAWAL FROM COMPETITION**

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

### **5.7 STANDINGS**

NCSA sanctioned games only will be recognized in determining points for league play. All Matches Based on Standings and Position Play will be determined by the Games Chair(s) with the approval of the Board before the beginning of the season. Such format will be published as part of the schedule. If a team is assessed a forfeit during the season it will not be eligible for awards or inclusion in the top four seeding in any MBOS playoff tournament or the top two seeds in any Position Play. At the discretion of the Games Chair(s), and the appropriate Division Commissioner, the team may still be flighted where appropriate for the level of competition. The team however will remain ineligible for an award. There will be no standings nor results posted for the Division 6 age groups.

#### **5.7.1 Points**

Points will accumulate as follows:

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

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

#### **5.7.2 Match Based On Standings (MBOS)**

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

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

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

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

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

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

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

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

### 5.7.3 Position Play

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

### 5.7.4 Ties at End of Season

1. In the event of a tie in points for First Place in Divisions 1 through 4, the following tiebreakers will apply to determine the First Place team
  - a. Head to head competition
  - b. Most wins
  - c. Least goals against (average per game)
  - d. Draw lots
2. In the event of a tie for first place in Division 5, all first place teams will be awarded first place awards.
3. In the event of a tie by points for any other place all teams will be presented with awards - the tie breaker system will not be used.

### 5.7.5 Cross Flight Play

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

## 5.8 AWARDS

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

## 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 (U-13 & U-14)	80 minutes (Two 40 minute halves)	No. 5 ball
4 (U-11 & U-12)	70 minutes (Two 35 minute halves)	No.4 ball
5 (U9 & U10)	60 minutes (Two 30 minute halves)	No. 4 ball
6 (U8)	60 minutes (Two 30 minute halves)	No. 3 ball

## 5.10 SPECIAL RULES FOR SMALL SIDED GROUP PLAY



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

1. The field of play shall be a minimum of 35 yards and a maximum of 50 yards wide.  
The length of the field shall be a minimum of 55 yards and a maximum of 80 yards in length.
2. The goal area shall be six yards from each goal post and six yards into the field of play, joined by a line drawn parallel with the goal line. The penalty area shall be marked 12 yards from each goal post and 12 yards into the field of play, joined by a line drawn parallel to the goal line.  
Penalty kicks are marked at 10 yards from the goal line.
3. Goal size shall be approximately six and one-half (61/2) to seven (7) feet high and eighteen (18) feet wide.
4. The maximum number of players on the field at any one time shall be eight per team, including a designated goalkeeper. For all small-sided games, a minimum of five players must be fielded to start a game. If five eligible players cannot be fielded, a forfeit will be declared and the win will be awarded to the other team.
5. Goal kicks may be taken from any point inside the goal area. Opponents must be 10 yards away from the ball.
6. Corner kicks shall be taken from the corners of the field. Opponents must be 10 yards from the ball.
7. Foul throw-ins shall be identified by the referee and the referee shall allow one retake per throw at the Division 6 level.
8. Substitutions can be made on throw-ins for either team at the Division 6 level. Normal possession rules apply at the Division 5 level.

### **5.11 APPAREL**

#### **5.11.1 Mandatory Apparel**

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

#### **5.11.2 Illegal Apparel**

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

#### **5.11.3 Eyeglasses and Jewelry**

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

### **5.11.4 Protective Padding**

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

### **5.12 BEHAVIOR OF COACHES AND SPECTATORS**

Coaches are expected to stay within 10 yards of the halfway line on their half of the field, and are not to travel up and down the length of their side. Spectators cannot move into the penalty area or take an off-field position behind either goal line. Club linesmen must be adults and perform the duties assigned to them by the referee. As match officials, they are prohibited from coaching. Offensive language or unruly behavior by coaches, players, and spectators will not be tolerated. Both the visiting and home coaches are responsible for the conduct of all persons on their teams and their related spectators. Proper sportsmanship is expected throughout all NCSA activities. No person is permitted to smoke or consume alcoholic beverages during a practice or game when players are present. Failure to comply with this requirement will result in a \$50 fine per incident. Under no circumstances may coaches wear a referee's shirt on the sidelines to coach a team. Referees assigned to games where this occurs should report this to the Games Conduct Chairman and disciplinary action may be taken. In the event of disorderly conduct, the referee shall be the sole judge of the situation. The referee will indicate to the respective coaches the action that is required. The referee may at his/her discretion suspend play or abandon the game. If the referee abandons the game because of misconduct of players, coaches, or spectators, the Games Conduct Committee shall determine the result of the game (score stands, replay, or forfeit).

## **6. GAME PROCEDURES**

### **6.1 PRE-GAME ARRANGEMENTS**

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

#### **6.1.1 Team Colors**

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

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the conflict within the allowed grace period. If a conflict results because the home team is not wearing its registered colors, the home team shall resolve the conflict within the allowed grace period.

### 6.2 HOME CLUB RESPONSIBILITIES

It is always the responsibility of the Club who provides the playing field to ensure that the field and surrounding location is safe to play the game without any risk of injury to any player, coach, referee, or spectator. The field shall be marked and equipped in accordance with FIFA and NCSA Rules including a spectator line that must be parallel to the touchline and extending from end line to end line. (Note that Rules of Competition provide that no spectators are allowed from the top of the penalty area [18 yard line] to the end line on each end of the field). The spectator line shall be greater than three feet and less than 10 feet from the touchline. The home club is responsible for providing and installing the goal, goal nets, and corner flags. All goals must be anchored in accordance with the instructions of the manufacturer. The home club shall also provide a game ball of specified size, properly inflated, and must also ensure that a suitable substitute ball is available. The home club shall remove all debris from the field before the game. The referee may at his/her discretion allow the game to be played in spite of marginal noncompliance of the field, and will report to the Games Conduct Chairman accordingly. If the degree of noncompliance is such that the referee refuses to officiate the game, he/she will file a report with the Games Conduct Chairman, which is empowered to declare the game a forfeit.

### 6.3 LOCATION OF BENCHES, TEAM PERSONNEL, AND SPECTATORS

Before the game, teams (including their players and carded coaches) shall take positions on the same side of the field. The teams and the coaches are separated by the "halfway" or "midfield" line. All others, spectators and parents are to be on the opposite side of the field. (Spectators are not allowed within the 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 CODE OF CONDUCT FORM

Each team shall present their player and coach passes and two copies of the official US CLUB SOCCER Roster. No team may have more than 4 coaches listed on the Game Day Form. Only carded coaches who have signed the form may coach or give direction to the players in a game. Those players not playing if listed must be crossed out. Players who are playing up must be specifically identified on the roster by the coach as "playing up." No additions shall be made to the roster after the start of the game, although a player whose name is on the roster may be checked in.

#### GAME DAY PROCEDURE:

- Home Team prepares Match Day Form (available for download in league Website) including all game info at top, home team coaches' names printed where indicated and all home team coaches' signatures where indicated.
- Home team coach presents completed form to Visiting team coach at the field for completion of coach information (printed names and signatures) before referee check in of teams. Suggestion - upon weekly confirmation of game as required by Rule 6.1, home

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team can provide the Word document for completion by the Visiting team of coach names in advance.

- Home team coach will present completed form to referee along with two copies of a current US Club roster at time of team check in.
- Visiting team coach will present two copies of a current US club roster at time of team check in. If the Match Day Form has not yet been completed by the visiting coaches, it must be done now.
- Any players playing up from other NCSA registered teams within that club per NCSA Rule 4.5 must be listed on the US Club roster where space is provided for "guest" players. Only players meeting the requirements of Rule 4.5 may play up in an NCSA league game - there are no other "guest" players.
- The US Club rosters must include the uniform number of the players so be certain they are accurate. - these can be handwritten if not on the printed form.
- Referee will give one copy of roster to opposing team. Teams may ask Referee to write his/her name on top of that form.
- If a copy of US Club roster is not presented, 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, game will not be played. Referee will report what occurred; referee is still entitled to his/her fee from both teams.

### **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. The referee's responsibility is to permit the challenged player or coach to participate in the game and to inform the Games Conduct Chairman of the particulars of the challenge. Any player arriving after the kick-off must present a player's pass to the referee before being allowed to enter the game. Such player must be listed on the roster originally presented. Any player or coach who is ejected from the game will have his/her pass retained by the referee who will forward it to the Games Conduct Chairman with a full report of the incident.

### **6.6 GRACE PERIOD**

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

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### **6.7 NON-APPEARANCE BY REFEREE**

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

### **6.8 COIN TOSS**

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

### **6.9 SUBSTITUTION**

Unlimited substitution shall be permitted at the following times, subject to approval by the referee, except as modified by Rule 4.10 for small-sided play.

1. Throw-in on your possession. Division 6 may substitute on either team's possession.
2. Goal kick by either team.
3. After goal by either team.
4. At half time, after regulation time and between extra periods by either team.
5. During stoppage of play for an injured player, either team may substitute the like number of players.

If a coach is summoned on the field to attend to an injured field player, this player must leave the field. The player does not have to be substituted for, however he can only step on the field again when given permission by the referee.

### **6.10 STOPPAGE OF GAME DUE TO LIGHTNING**

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

Apply the 30-30 rule, as recommended by US Soccer in their memo of April 6, 2005 to all referees, in dealing with Severe Weather:

- Recognizing the threat
  - When you see lightning, count the time until you hear thunder. If this time is 30 seconds or less, seek proper shelter. If you can't see the lightning, just hearing the thunder is a good back-up rule. Wait 30 minutes or more after hearing the last thunder before leaving shelter.

If there is a game scheduled to follow at the same field immediately after the paused game, the paused game will be stopped at that time due to weather and not resume. Players and coaches

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from the stopped game are free to go home & NCSA Rules regarding games stopped by an official due to weather will be followed.

If during the 30 minutes waiting time, another strike of lightning is noticed by the referee, and 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 wait time exceeds past an hour of the expected completion of the game, then the game will not be resumed.

#### 6.11 POST GAME

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

#### 6.11 GAME SCORES

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

#### 6.12 Incomplete Games

If a game is not played for any reason, the home team must call the Division Commissioner **AND** the Games Chair(s) within 24 hours. Failure to do so will result in a \$50 fine.

#### 6.13 PROTESTS

The Games Conduct Committee shall deal with all protests arising out of games played under NCSA jurisdiction. Protests must be submitted in writing, accompanied by a protest fee of \$100, and postmarked no later than 48 hours after the game is concluded (Sundays excepted) to the Games Conduct Chairman with a copy to the Division Commissioner. If the protest is upheld, the fee will be returned, if denied it will be retained by NCSA. With regard to referees, protests based on perceived referee bias or questions as to judgement 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.

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

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

### **7. REFEREES**

#### **7.1 FIELD CHANGES**

Referees are always assigned to fields in the on line schedule or as changed 5 days in advance in accordance with Rule 4.4. In case of last minute changes, do not call the Games Chair(s) (who has no information about assignment of referees) nor the referee or Referee Assignor. A home team representative must meet the referee at the designated field and direct or take him to the alternate field. Failure to do so will result in a fine of \$75.

#### **7.2 RULES**

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

#### **7.3 FEES**

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

### **8. GAMES CONDUCT COMMITTEE**

#### **8.1 MEETINGS**

The Games Conduct Chairman shall convene, either in person or by phone, a meeting that shall consist of a minimum of two members of the Committee. Whenever possible, action by the Committee will be taken within one week of any infraction. Penalties for Player Infractions are contained in Rule 7.2.5.. No player shall be prevented from playing due to inaction by the referee or the Games Conduct Committee. All decisions of the Committee that go beyond the minimum penalties set forth in Rule 7.2.5 shall be communicated to the affected club, and the respective Division Commissioner, and shall be confirmed in writing which may include notification by e-mail.

#### **8.2 DISCIPLINARY ACTION**

##### **8.2.1 Fields and Equipment**

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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
- Missing Goal Nets
- Missing Corner Flags
- Dangerous Field Conditions
- No Game Ball and/or Substitute Game Ball
- Goals not secure
- 

### 8.2.2 Forfeited Games

A team that forfeits a game will no longer be eligible for awards. The team forfeiting shall also be responsible for the entire referee's fee and shall be fined \$250 for each forfeit. After three forfeits, the team shall be suspended from play, pending action taken by the Games Conduct Committee.

### 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, 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.

### 8.2.4 Abandoned Games

If a game is abandoned for reasons other than weather, 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 reasons, the game shall be replayed if the



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abandonment occurs before the completion of the first half. If the game is abandoned due to weather after the completion of the first half, then the score at the time of abandonment shall stand.

### 8.2.5 Player Infractions

Infraction	Penalty
Violent conduct	Up to 3 games
Serious foul play	Up to 3 games
Abuse	Up to 3 games
Persistent misconduct	Up to 2 games
Denying goal scoring opportunity	Up to 2 games
Abusive language	Up to 2 games
Any other red card offense	Up to 2 games

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

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 two games. Any player who has received 4 yellow cards in a season shall be suspended for an additional game (3 games in total), 6 yellow cards in any season shall be an additional 2 games (5 games in total), and 8 yellow cards in a season shall be an additional 3 games (8 total games). 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 is required to appear before the Games Conduct Committee. Any coach, who has received two yellow cards during the seasonal year shall be fined \$100. Three yellow cards will be reviewed by the Games Conduct Committee for appropriate sanctions.

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

### 8.2.7 Game Monitoring

If at the discretion of the Games Conduct Committee, a particular game and/or team needs to be monitored as a result of prior conduct or incident(s), then the team which has triggered the monitoring oversight shall reimburse the League for the fee paid to the monitor. The monitoring fee shall be equal to the fee which would be paid to the referee assigned the game.

### 8.2.8 OTHER

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

### 8.2.9 Board Action

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

### 8.3 APPEALS

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

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

## 9. FEE AND FINE SCHEDULE

### 9.1 REGISTRATION FEES:

#### 9.1.a US Club Soccer Guidelines

Team Registration fees for 2008/2009 up to September 30<sup>th</sup> (April 30<sup>th</sup> for spring-only teams)

- U8 to U10 \$275 per team
- U11 to U16 \$305 per team
- U17 to U19 \$355 per team

Only 2 coach/admin passes per team are included are included in the team registration fees. Additional passes are charged at \$10.

Effective October 1<sup>st</sup> – paid directly to US Club Soccer (May 1<sup>st</sup> for spring-only teams):

- Players to U11: \$12 per player/per pass
- Players over U12: \$16 per player/per pass
- Staff: \$10 per staff member/pass

#### 9.1. b USYSA Guidelines

Full-sided team packets for U-17 teams and older will cost \$355, full-sided team packets for U-16 and younger will cost \$305, small-sided team packets will cost \$275. Out of State Teams and New Jersey Teams that have purchased the NJYSA team packet elsewhere will pay a League Fee of \$200.

### 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	Center Referee	Assistant
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		Length	Fee	Referee Fee
1	U-17 through U-19	45 minute halves	\$70	\$40
2	U15 & U16	45 minute halves	\$70	\$40
3	U13 & U14	40 minute halves	\$60	\$35
4	U11 & U12	35 minute halves	\$54	\$30
5	U9 & U10	30 minute halves	\$44	N/A
6	U8	30 minute halves	\$44	N/A

### 9.3 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.

### 9.4 Fees and Fines

Offense	Fine
Failure to meet NCSA documentation requirements. (Rule 2.3)	\$25/team/week
Failure to timely notify the NCSA of roster changes. (Rule 2.3)	\$25/team/week
Late or incomplete team registration. (Rule 3.3)	Various
Team withdrawal. (Rules 3.4)	Loss of registration fee, plus additional penalties.
Inaccurate player or coach information. (Rule 3.8)	Various
Failure to attend Presidents' Meeting.	\$200
Postponing a game without NCSA approval. (Rule 5.4.)	\$100
Noncompliance with game rescheduling rules – less than 5 days (Rule 5.3.9) after Monday 11 pm ---, there will be a \$25 increase in fine (e.g. Tuesday, \$125, Wednesday, \$150, Thursday, \$175, Friday, \$200 for Saturday game schedule).	\$100 minimum
Schedule change request. (Rule 5.3.8)	\$ 50
Moving up games on the schedule (Rule 5.3.8)	\$10
Failure to timely reschedule a game. (Rule 5.3.9)	\$100
Scheduling a game or referee without Games Chair(s) approval. Rule (5.4)	\$100
Failure to Reschedule TBS/Postponed game within 2 week period (Rule 6.3.7/6.3.9)	\$100
Smoking or Consuming Alcoholic Beverages. (Rule 512)	\$50
Failure to call in score within 4 hours. (Rule 6.11)	\$25/game
Reporting an incorrect score. (Rule 6.11) -	\$25

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Excessive scoring. (Rule 6.11)	\$25/goal
Failure to notify Division Commissioner and Games Chair(s) of an incomplete game. (Rule 6.12)	\$50
Filing protest. (Rule 6.13)	\$100
Coach not meeting referee at the field to pay for a cancellation or notify of a field change. (Rule 7.1)	\$75
Field and equipment infringement. (Rule 8.2.1)	\$25, minimum
Forfeited Game. (Rule 8.2.2)	\$250
Coach's Yellow or Red cards. (Rules 8.2.3.1)	\$25 to \$500
Abandoned games. (Rule 8.2.4)	\$100
Coach's failure to attend Schedule Distribution Meeting	\$50
Returned check fee	\$75

### 9.5 PAYMENT OF FEES

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

### 9.6 FAILURE TO PAY FEES

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

## 10. MODIFICATIONS TO THE RULES

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

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

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

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

**End of Rules of Competition!**