

# **Northern New York Youth Soccer League**

## **LEAGUE RULES AND REGULATIONS**

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## **NNYYSL** GAME DAY PROCEDURES

### **Referee Fees:**

<b>Level</b>	<b>Center / AR / AR</b>
<b>U11-U12</b>	<b>\$42 / \$24 / \$24</b>
<b>U13-U14</b>	<b>\$52 / \$32 / \$32</b>
<b>U15-U16</b>	<b>\$62 / \$34 / \$34</b>
<b>U17-U18</b>	<b>\$68 / \$35 / \$35</b>

The *home team* is responsible to pay the referee fees prior to the beginning of the game, unless the game is cancelled prior to the start of the game for weather or unplayable field conditions. Only the referee, League President or sponsoring home field official can cancel a game because the field is unplayable. Only the referee can cancel or suspend a game due to the weather conditions. The referee is responsible for filing a game report explaining the situation.

### **Game Duration:**

<b>U11-U12</b>	<b>(2) 30 min. halves</b>
<b>U13-U14</b>	<b>(2) 35 min. halves</b>
<b>U15-U16</b>	<b>(2) 40 min. halves</b>
<b>U17-U18</b>	<b>(2) 45 min. halves</b>

### **Equipment:**

- The home team must have goals and regulation corner flags installed on the field ten (10) minutes prior to the scheduled start of the game.
- The goals must be anchored.
- The home team must provide the game ball subject to the referee's approval and must have at least two (2) spare balls suitable for game use.

### **Linesmen:**

- The home and visiting teams must each provide the referee with one (1) linesman. The teams shall notify the referee who these individuals are prior to his equipment check.
- No linesmen are needed where there are three (3) referees.

## **Game Scores:**

- The referee will call in the game score.

## **Rosters and Player Passes:**

1. The home and visiting teams shall provide the NYSW player passes as proof of insurance and player identification for roster verification.
  - A team failing to provide player passes shall forfeit the game and the game will be played as a friendly.
  - Players must present to the referee a valid player pass before they will be allowed to play. Under no circumstances is a player eligible to play without having a valid player pass.
  - Coaches, Assistant Coaches and Managers shall have proper passes to identify themselves. They must be listed on the certified roster in order to be on the player side of the field. In an emergency, a 24 hours' notice must be given to the League President before an alternate coach is used.
2. The home and visiting teams shall provide the officials with three (3) original certified or copies of the original certified roster.
  - One copy shall be used by the referee for player verification.
  - One copy shall be given to the opposing team coach.
  - One copy shall be kept by the home team coach.
  - If a team fails to provide an original certified roster (or copy of) to both the referee and the opposing teams coach, the game will be played as a friendly and the score recorded as a 3-0 win for the team that submitted its rosters.
3. Each coach shall be responsible to collect the NYSW certified player passes from the referee at the end of the game.

### **Red Cards:**

- The referee will keep the passes of any player/coach given a Red Card.
- ALL Red Cards given to a player/coach will be sent by the center official within 24 hours to the NNYYSL League President. The Card will be held for the appropriate suspension. The player/coach must contact the League President and arrange to pick up the card. A player cannot receive his/her card via the mail. The card must be obtained in person.

4. If the assigned referee fails to appear for a scheduled League game the game may be rescheduled by the League at no additional cost to either team, or:
  - If both coaches agree, another suitable referee may be selected, if in attendance, for the purpose of covering the game.

### **Game Cancellations:** (due to weather or field conditions)

- Only the referee, The League President or the home field sponsor may cancel or suspend a game because of unplayable field conditions. Both teams must be ready to play.
- Only the referee may cancel or suspend a game because of the weather conditions.
- **The Northern New York Youth Soccer League will abide by the New York State Public High School Athletic Association procedures regarding the HEAT INDEX. [NYSPHSAA Heat Index Procedures](#).**
- Any game that is not played in its entirety will be reported to the Referee Assignor who will communicate with the League Scheduler.
- A weather canceled game must be rescheduled by the coaches within one week.
- If no date is selected, the League Scheduler will reschedule the game.

### **Referee Payment for weather or field cancellations:**

- If the game is halted prior to halftime, the game will be rescheduled and restarted at the exact point the initial game was halted with the same score. The home team will pay ½ the referee fee for the rescheduled game.
- If halted at halftime or after, the game will count as a completed game.

### **Game Changes:**

- Once the preliminary game schedules are released (on or about May 1<sup>st</sup>), coaches will have a ten (10) day period to request a schedule change for up to three (3) games.
- *Please see: Requesting a game change.*
- **No game change requests after the FINAL schedules are posted.**

### **Game Forfeits:**

- The forfeiting team's coach must first notify the opposing coach of any game forfeit. Coach's contact information is provided on the on-line game schedules.
- The forfeiting team's coach must also notify the Referee Assignor. If the assignor is not reached, contact the League Scheduler.
- The team that forfeits (*within 3 days of game time*), pays the full referee fee.
- Payments must be mailed directly to the assigned referee's.
- If forfeited *more* than 3 days in advance of game time, NO fees will be charged.

## **NNYYSL League Rules and Regulations**

### **I. TERMS AND DEFINITION'S**

1. League: The term "League" shall refer to the New York State corporate organization known as: Northern New York Youth Soccer League, NNYYSL: The term "NNYYSL" shall refer to the shortened abbreviation for the Northern New York youth Soccer League
2. Board: The term "Board" (or BOD) shall refer to the duly elected officers of the Northern New York Youth Soccer League
3. FIFA: This term refers to Federation Internationale de Football Association, the worldwide recognized organization governing national soccer organizations
4. USSF: United States Soccer Federation, the organization which has jurisdiction over all FIFA recognized soccer activities in the United States
5. USYSA: United States Youth Soccer Association, the largest parent organization recognized by USSF as governing youth soccer activities in the United States
6. NYSWYSA: New York State West Youth Soccer Association, the officially recognized USYSA state organization that has jurisdiction for governing soccer activities in the portion of New York State in which CNYJSA operates.
7. ENYYSA: Eastern New York Youth Soccer Association, the officially recognized USYSA state organization that has jurisdiction for governing soccer in portions of New York State adjacent to NYSWYSA.

### **II. CLUB ENTRY**

Qualification for club membership in the League is defined in the NNYYSL bylaws.

1. Club membership is annual and must be renewed each year by the completion of a NNYYSL Annual Club Affiliation Application form.
2. No portion of the club affiliation fee will be refunded once a club is accepted into the league
3. A club may withdraw from the league at any time after a season is completed.
4. A club will be considered to be withdrawn if the league receives written notification signed by the club president and NNYYSL representative prior to the annual AGM.

### III. TEAM ENTRY

1. Only teams from member clubs in good standing may register for NNYYSL league play.
2. The Board shall determine procedures, requirements and fees for team registration including late registration fees.
3. This information will be provided to member clubs approximately four (4) weeks prior to the first registration date.
4. January Meeting — Registration for U9 — U18
5. No teams will be registered until that club has paid the annual League Affiliation Fee and their club performance bond balance is current.
6. Each team shall complete a league supplied NNYYSL Team Application form as application for registration.
7. Teams may only apply for admittance in one division of an age bracket.
8. Any team that wishes to apply to play in more than one age bracket must obtain prior board approval.
  - a. No team may apply to play in two age brackets that play on the same day.
9. FIFA, USYSA and NYSWYSA guidelines shall be used by the Board to determine team roster sizes, player eligibility by age group and the number of rostered players that can play in a match.
10. The board reserves the right to promote or relegate teams to either division, as necessary to balance competition.
11. A Division with 10 or less teams will remain as 1 bracket. Lower Division Champions will be automatically promoted to the next higher division the following year.
  - a. Other teams will be considered for promotion or relegation on a team-by-team basis.
  - b. The coach listed on the NNYYSL Team Application form will be consulted prior to any action in this regard.
12. Teams that withdraw from the League after the schedule is finalized will be subject to possible sanctions as decided by the BOD after a hearing, and will incur a **\$100 fine and forfeit 100% of the team registration fee.**
13. Any team registering after their age division registration date will be subject to a **\$25 late fee.**
14. Teams should not expect to be able to register more than 2 weeks after the original registration date unless there is a specific need in a division.
15. Team Application registration forms are given to the club's NNYYSL REPRESENTATIVE who registers the teams at the designated times.

#### **IV. PERFORMANCE BOND AND AFFILIATION FEES**

1. Performance bond and affiliation fees as described in the by-laws must be paid prior to team registration.
2. Performance bond money less any outstanding fines or penalties will be returned to the club upon its withdrawal from the League.

#### **V. PLAYER AND COACH REGISTRATION**

1. A player may register to play with only one (1) team in an age division.
2. A player's eligibility, based on their age is based on and in accordance with USYSA guidelines.
3. A coach may not be registered to coach more than 2 teams whose seasons play concurrently.
4. A person may not be listed as the coach for 2 teams that play on the same day.
5. Player and coach registration procedures within member clubs shall comply with NYSWYSA requirements

#### **VI. ROSTERS**

1. Team rosters shall be completed using NYSWYSA or ENYYSA approved software and certified by the appropriate State Association.
2. Certified team rosters shall contain at least the following information:
  - a. Coaches Name
  - b. Coaches Address
  - c. Coaches home phone number
  - d. Assistant Coach Name
  - e. Assistant Coach Address
  - f. Assistant Coach home phone number
  - g. Team Manager Name
  - h. Team Manager Address
  - i. Team Manager home phone number
  - j. Players Names
  - k. Players Addresses
  - l. Players Date of Birth
  - m. Player ID Numbers
  - n. Player Uniform Numbers
  - o. This does not have to be done during the processing and certification of the roster but must be added in prior to league games.
3. Certified rosters shall bear the seal and signature of the NYSW designated authority as processed through NYS W registration software, Roster Pro.
  - a. The number of players that can dress for a match is limited based on the age division.



- b. Permanent rostered player's names shall be lined out indicating their absence from the game
1. Roster sizes: A legal team is one composed of a minimum of 7 primary players, otherwise said team is illegally rostered and not a viable team ready for play within the league.

- c. Age division min roster size max roster size dressed players guest players

Age group	Min Roster	Max Players	Max Dressed	Guest Players
U9/U10	7	14	14	3
U11/U12	7	18	18	3
U13/U14	7	22	18	3
U15/U16	7	22	18	3
U17/U18	7	22	18	3

4. At least one coach shall be, and one assistant coach and/or manager should be listed on the roster.

5. Three copies of the roster must be present for each game.

One copy is kept with the coach.

One copy is submitted to official prior to start of game.

One copy is given to opposing coach.

If rosters are not present, the game is played and recorded as 3-0 win for the team who had its roster.

If neither team has a roster, the game is played as a friendly and no make-up game will be done.

Additions to a roster are not allowed after a team's fourth (4<sup>th</sup>) League game.

- a. Roster changes must be certified by the applicable State Association, and submitted to the League prior to the game in which they become effective. If the roster being submitted is a revised roster it must be marked a "REVISED" roster.

It is solely the responsibility of each team to ensure that the League receives their certified roster

## **VII. GUEST PLAYERS**

1. Guest players will be allowed by the League for all teams as follows:

If 15 players are present for a game, zero (0) guest players are allowed.

If 14 players, one (1) guest player is allowed;

If 13 players, two (2) guest players are allowed;

If 12 players, three (3) guest players are allowed.

**A maximum of three (3) guest players will be allowed at any League game.**

2. Game time rosters cannot exceed the number of dressed players indicated in the table in VI.3.C above.
3. The purpose of guest players is to assure there are enough players to field a team when a significant number of regular rostered players may not be available for a League game.
4. Guest players must be registered with the club they are guest playing for and may not be a player on any other league team playing in the same age division.
  - a. Any other player will be considered an Ineligible Player per section VIII.
  - b. The guest player's name; club id number; team rostered with; date of birth and jersey number must be clearly added to the bottom of the roster prior to the game in which they play.
  - c. NNY Academy player passes will not be accepted as guest player passes , all players must have a local club player pass.

## **VIII. INELIGIBLE PLAYERS**

1. An Ineligible Player is defined as any player who meets one or more of the following:
  - a. Does not appear on the certified roster (guest players excluded, see section VII)
  - b. Does not have a NYSW certified pass at the field of play
  - c. Is older than the age bracket they are playing in
  - d. Is under suspension for any reason
  - e. Does not comply with NYSWYSA eligibility rules
2. The penalty for participation in a game by an ineligible player shall be as follows:
  - a. The first offense:
    1. Noncompetitive: offending team will be assessed a forfeit fine
    2. Competitive: offending team shall suffer a 3-0 forfeit loss and fine and be disqualified from the League division championship
  - b. The second offense:
    1. The offending team shall suffer a 3-0 forfeit loss and be disqualified from League division championship
    2. The coach and/or assistant coach and/or team manager shall be suspended from league participation for one (1) calendar year from the date of the final hearing.
    3. The offending team's club may be ineligible for participation in the league for a period of one (1) calendar year from a date set by the Board at a hearing
    4. Any dispute of games in which ineligible players are engaged shall be decided at a hearing by the Board, which may impose additional penalties as it sees fit.

5. The Board may check referee reports to determine if any ineligible player's names are included and shall notify the team and club if such names are found.

## **IX. LEAGUE GAMES**

1. All scheduled League games must be played.
  - a. Failure to play scheduled games other than as allowed for in these rules will result in a forfeit.
2. All game changes to the Preliminary Schedule must be agreed upon by both coaches and approved by the League Scheduler prior to the game change deadline determined by the Board.
3. Game changes or reschedules after the final schedule is printed will not be allowed except for:
  - a. NYSWYSA State Cup Conflicts
  - b. Four (4) or more players at Olympic Development Program practices, games or tryouts.
  - c. Towns or schools officially declare fields unplayable.
  - d. Inclement weather forcing the Referee to call the game prior to the completion of the first half of the match.

## **X. LEAGUE STANDINGS**

1. Match points will be awarded as follows:
  - a. Three (3) points are awarded for a win
  - b. One (1) point is awarded for a tie
  - c. No points are awarded for a loss
2. League standings will not be kept for teams playing in divisions younger than U-11.
3. Tiebreakers to determine division champions for teams having the same number of total points are as follows:
  - a. 1<sup>st</sup>. Tiebreaker: Head to Head record
    1. The team with the best record against the tied opponent in direct league competition will be declared the winner.
    2. If a tie continue to the 2<sup>nd</sup> tiebreaker.
  - b. 2<sup>nd</sup> Tiebreaker: Goal Differential
    1. The team with the best goal differential for the season will be declared the winner.
      - a. Goal differential is determined by subtracting the goals allowed from the goals scored for each game of the season.
      - b. The maximum goal differential is three (3) points for each game both negative and positive.
      - c. If a tie continue to the 3<sup>rd</sup> tiebreaker.

- c. 3rd Tiebreaker: Goals Against
    - 1. The team with the fewest goals allowed over the entire League season will be declared the winner.
    - 2. If a tie continue to the 4<sup>th</sup> tiebreaker.
  - d. 4<sup>th</sup> Tiebreaker: Sportsmanship
    - 1. The team with the fewest points for yellow and red cards shall be declared the winner
      - a. 1 point shall be given for a yellow card
      - b. 3 points shall be given for a red card
      - c. 10 points shall be given for a player league suspension, 3 or more red cards in a calendar year
      - d. Total points are determined by summing the points for each card in accordance with the a above formulas
      - e. If a tie continue to the 5<sup>th</sup> tiebreaker
  - e. 5<sup>th</sup> Tiebreaker: Co-Champions
    - 1. If all of the above are equal the teams shall be League Co-Champions
4. Teams assessed forfeits as defined in Section XVI are ineligible for League Championship.

## **XI. U10 AND YOUNGER TEAMS**

In accordance with the NYSW directive regarding U-10 play, NNYSSL has adopted the following changes to our U-10 and younger divisions.

- 1. Competitive Team Definition
  - a. A competitive team is defined as a team that:
    - 1. Uses tryouts, invitations, recruiting or any like process to roster players selectively to any team on the basis of talent or ability and where that process results in a player being "cut" and/or having no other opportunity for participation within that organization.
    - 2. Limits players playing time to less than 50 percent of each game.
- 2. Registration
  - a. NNYSSL will NOT register competitive teams as defined in section XI.B in the U10 and younger divisions.
  - b. U10 players may play on higher age division teams.
- 3. Sportsmanship
  - a. The league also encourages clubs to inform all coaches and parents of teams playing in divisions below U-11 that they should make no negative comments about the opposing team, coaches or officials working the game while at the game site.
- 4. Non-competitive play: Games that do not have their scores recorded, therefore, no standings maintained. Every player is equally recognized for his or her participation. Currently the U9 and U10 age groups are noncompetitive play divisions

## **XII. COACHING ETHICS**

1. Coaches and their assistants are representatives of the USYSA, NYSWYSA and the League and must conduct themselves in accordance with the Rules, Regulations and Code of Ethics of these organizations. Within NNYSSL coaches are to conduct themselves in a responsible manner.
2. Every club is responsible for the actions of its coaches, officials, fans and players and are required to take all necessary precautions to prevent spectators from threatening or assaulting officials or players before, during and after the conclusion of all matches.
3. Coaches are responsible for the conduct of their assistant coaches, managers, players and their parents as well as their teams' spectators at all league games and tournament matches where their team represents the League. **There shall be zero tolerance of any coach, assistant, player, parent or fan verbally or physically threatening, harassing or assaulting any other person before, during or after a match with in the defined range of the field of play.**
4. All coaches, assistants, managers and other individuals with authority roles for the team shall have on file with NYSWYSA, a "Kids Safe Form".
  - a. This form shall be completed and filed biannually or as required by the applicable State Assoc.
  - b. Each coach, asst coach or manager shall have in their possession a current "coaches" pass to be allowed on the team side of the field.
5. Coaches or team officials who are ejected from a game shall be subject to **double the red card fine and suspension as the players.** See Section XIII
  - a. Verification of threatening or violent conduct, even if unreported by the referee, will result in suspension for at least the remainder of the season.
6. At any time the Board may review the conduct of any team including coaches, assistants, managers, spectators, or players to determine whether behavior warrants any disciplinary action.
  - a. If the Board determines that disciplinary action may be appropriate, those involved will be notified in writing of a hearing and given the opportunity to attend and bring counsel or witnesses in their behalf.
7. Fans shall be located on the opposite side of the field from the teams and coaching staff.
  - a. The home team shall designate the player and fan side of the field.
  - b. The referee will be instructed to not start the match until teams and fans comply with this rule.
8. Players and bench personnel shall respect the opponents' bench area and not interfere with the opposition's bench area by being behind or passing in front of this area.
9. Coaches shall remain in the area of the technical box at all times.

a.If a technical area is not painted on the bench area, one shall be considered as extending from a line perpendicular to the touchline and approximately 15 yards from the centerline of the field to 25 yards from the end line.

1. For U-10 play the technical area shall be defined as the area extending from a perpendicular line from the touchline approximately 10 yards from the center line to the top of the penalty box.

10. A maximum of 3 coaches or managers shall be allowed on the player side of the field
11. Players are to remain approximately **10** feet off the field and inside the technical area unless they are warming up for or being substituted into the game.
  - a. Players may warm-up during the game in the area behind their team bench.
  - b. It is suggested that players warming up wear contrasting bibs to distinguish them from field players.
12. No players or fans are permitted behind the goal lines during the game.
13. Any coach who the Board finds to have knowingly played any ineligible player(s) may be suspended for a minimum of one (1) year from a date determined by the Board.
14. It is the responsibility of the coach, players and club to know and abide by the Rules of The Game and these League Rules and Regulations. All coaches must sign a statement to this condition prior to applying for teams to play in the League.

### **XIII. PLAYER OR COACH MISCONDUCT**

1. Penalties for player misconduct
  - a. First Red Card in Season (Player)
    1. Suspension for a minimum of one (1) game and appropriate fines as noted in the annual schedule of fines. **The player must sit out all League games until they have served the suspension for the team on which the offense was recorded. Individual serving the suspension is not allowed near the field of play while serving their suspension.**
  - b. Second Red card in Season (Player)
    1. Suspension for a minimum of three (3) games and appropriate fines as noted in the annual schedule of fines. **The player must sit out all League games until they have served the suspension for the team on which the offense was recorded. Individual serving the suspension is not allowed near the field of play while serving their suspension.**
  - c. Third Red Card in Season (Player)
    1. Suspension for a minimum of one (1) calendar year from the date of the infraction and appropriate fines as noted in the annual schedule of fines. The player must request reinstatement from the Board for play in subsequent seasons.

2. If specifically recommended by the game official on the game report, the Board may elect to impose a longer suspension.
2. Red Cards may not be appealed to the Board and will be mailed by the Game Referee to the League Secretary
3. Red Card totals for the purpose of suspension from the League are based on League games.
4. A player ordered off the field of play for misconduct cannot be replaced with another player and the team must play short for the duration of the match.
5. **Any coach, assistant coach or team manager Removal** from the game shall immediately leave the field and area of play.
  - a. Failure to do so may result in disciplinary action by the Board.
    1. **Coach, asst. or manager Removals** *receive double the red card fine* and suspension. **This includes having to sit out all League games until two of the games for the team on which the offense occurred have been sat out. Individual serving the suspension is not allowed near the field of play while serving their suspension.**
6. Assaulting Game Officials, Spectators, Players
  - a. There shall be zero tolerance of any coach, assistant, player, parent or fan verbally or physically threatening, harassing or assaulting a referee or each other before, during or after a match.
    1. Individuals displaying such behavior shall be dealt with in the most severe disciplinary measures available, up to and including criminal charges if necessary.
  - b. USSF Official Administrative Rules and Laws of the Game shall be used in arbitrating disputes arising from assaulting game officials.

#### XIV. PROTESTS

1. The referee's judgment with regard to the physical condition of the field and its acceptance of play, to the actual happenings and occurrences related to the conduct of the game, and those prerogatives granted him/her by the "Laws of The Game" as published by FIFA, shall NOT be challenged.
2. The following are the only acceptable subjects that can be considered for protest:
  - a. Violation of League Bylaws
  - b. Violations of League Rules and Regulations
  - c. Violations of the "Laws of the Game" as published by FIFA, or the misapplication of the "Laws of the Game" **not including red card violations.**
3. All game protests must be lodged in writing within fourteen (14) calendar days of the incident being protested and must be accompanied by a check for the protest fee of twenty five dollars.
  - a. This must be mailed to the League Secretary with a copy to the League President.
  - b. If the protest is upheld the protest fee will be refunded in full.

- c. All protests will be heard at an executive meeting called by the board.
- d. A team losing a protest will lose any points earned in the game protested and the protest fee.
- e. Should a team wish to appeal the decision by the Board, the line of authority is as follows:
  - 1. New York State West Youth Soccer Association
  - 2. Regional Appeals Committee, USYSA
  - 3. National Appeals Committee, USYSA
  - 4. Executive Committee, USYSA
  - 5. USSF Board of Directors, USSF

## **XV. FIELD CONDITIONS / AVAILABILITY**

1. The Referee will make any decisions regarding field conditions for play or dangerous weather conditions.
  - a. In the case of dangerous weather conditions, both teams will wait with the referee for at least 30 minutes for a change in said conditions.
  - b. The guideline: Any presence of thunder or lightening, the teams must be removed from the field to an appropriate form of shelter. Play should remain suspended until at least 30 minutes after the last flash of lightening is witnessed or thunder is heard.
2. If the referee calls a game after it has started based on dangerous weather conditions, the following rules prevail:
  - a. If the game is at or past the halfway point at the stoppage of play, the team with the most goals shall be declared the winner. If the game is tied, the tie will stand.
  - b. If the game has not reached the halfway point at the stoppage of play, the game will be rescheduled and will be restarted from the point the game was suspended.
3. Games called on account of dangerous weather conditions or fields ruled unplayable by the referee because of weather are the only ones automatically entitled to rescheduling
4. If the home team does not have a playable field available, it must notify the opposing team, League Scheduler and League Board prior to game time to avoid unnecessary traveling.
5. All games called off due to dangerous weather conditions or playing fields not being available for any reason must be played at the earliest convenience possible, provided the League schedule permits.
  - a. If teams make no effort to reschedule or if teams cannot reach an agreement regarding the date and time of a make-up game, the League Scheduler will reschedule the game time and location.



## **XVI. FORFEITS**

1. The following actions shall result in a forfeit:
  - a. Team plays an ineligible player
  - b. Team fails to show up for a game
  - c. Team not present within thirty (15) minutes after the scheduled kickoff time
  - d. Team fails to field the minimum number of players for a game:
    1. Six (6) for U-11 and younger
    2. Seven (7) for U-12 and above
  - e. A team leaves the field during play and refuses to return when ordered to do so by the referee.
  - f. Game is called by the Referee for safety considerations.
    1. Team or Teams involved in the action of causing the forfeit.
  - g. Poor field marking causing the official to cancel the game
    1. Team providing field forfeits
  - h. Game rescheduled by both coaches without league authorization
    1. Both teams forfeit
  - i. Game not played by the agreement of both coaches
    1. Both teams forfeit
  - j. Team has no adult with a coach's pass to coach the team
  - k. The Coach is ejected and no Assistant Coach, Manager or adult coach with a valid coaching pass (see XX.E) is available to take over his duties.
2. All forfeits scores will be recorded as a 3-0 loss
3. Any team forfeiting from actions in sections XVI.1.a,b,e,h,i, or k is ineligible to be League Champion.
4. Any team forfeiting two (2) or more games in a season for any actions shall be ineligible to be awarded the League Championship
  - a. The team may be banned from League play for one (1) calendar year as decided at a Board hearing.

**XVII. DURATION OF GAMES, BALL, FIELD & GOAL SIZE**

AGE GROUP	GAME TIME (HALVES)	BALL SIZE	FIELD SIZE	GOAL SIZE	PLAYERS (ON THE FIELD)
U9 — U10	2-25 MIN	4	60 X 40	7 X 21	7
U11 — U12	2-30	4	85 X 60	8 X 24	9
U13 — U14	2-35 MIN	5	110 X 70	8 X 24	11
U15 — U16	2-40	5	120 X 80	8 X 24	11
U17 — U18	2-45	5	120 X 80	8 X 24	11

**XVIII. SUBSTITUTIONS**

1. Except as provided by USYSA or its State Associations, Substitutions shall be unlimited except where specified otherwise in the rules and regulations for a special competition.
2. Pursuant to USYSA rule 301 substitutions may be made, with the consent of the referee, at any stoppage of play:
3. Players MUST be at the half mark ready for play. Substitutions will not be allowed from the bench.
  - a. Goal (either team)
  - b. Goal Kick (either team)
  - c. Throw-in (either team) players must be ready to be substituted
  - d. Corner Kicks / Fouls
  - e. Half time
  - f. Injury- Based on Referee discretion

**XIX. GAME RESPONSIBILITIES**

1. Equipment
  - a. The home team must have nets and regulation corner flags installed on the field ten (10) minutes prior to the scheduled start of the game.
  - b. The home team must provide the game ball subject to the referee's approval and must have at least two (2) spare balls suitable for game use.

## 2. Fields

- a. The home team is responsible for providing a mowed and properly marked field in accordance with USYSA recommended dimensions for the age group playing.
- b. Field marking shall be in accordance with FIFA regulation.

## 3. Uniforms

- a. Each team shall wear matching uniforms consisting of matching shirts or jerseys with 8" nominal numbers on the back, shorts and socks. Socks shall be the same color on each leg.
- b. Each player shall have a unique shirt or jersey number.
- c. Goaltenders must wear a jersey that contrasts with both teams' field player's uniforms. 1. The goalkeeper must be listed on the roster with a specific number that does not necessarily have to match the number on the goalkeeper jersey
- d. In the event of a uniform conflict, the home team is required to change jerseys. It is customary for the home team to wear white.
- e. Players shall keep jerseys tucked in their shorts at all times during the game.
- f. Players wearing a cast deemed unsafe by the center official will not be eligible for play
- g. Players may not wear any jewelry during the match

## 4. Linesmen and Game Reports

- a. In the event Assistant Referees are not present for the game, the home and visiting teams must provide the referee with one (1) linesman.
  1. The teams shall notify the referee who these individuals are prior to his equipment check.
- b. The referee will go on line to the NNYSSL web site and complete the official game report form.
- c. The coach will complete the coach's game report via the NNYSSL webpage and send to the League Secretary.
- d. The official game report submitted by the center referee will be used for standings

## 5. Passes and Rosters

- a. The home and visiting teams shall provide the NYSW player passes as proof of insurance and player identification for roster verification.
- b. A team failing to provide player passes shall forfeit the game.
  1. The game will not be played or made up.
- c. Players must present to the referee a valid player pass before they will be allowed to play.
  1. Under no circumstances is a player eligible to play without having a valid player pass
- d. Coaches, Assistant Coaches and Managers shall have proper passes to identify themselves.
  1. They must be listed on the certified roster in order to be on the player side of the field.
  2. In the event coaches listed on the certified roster cannot be in attendance for the game, a 24 hour notice must be given to the League President and the substitute coach must possess a valid coaching pass.
- e. The home and visiting teams shall provide the officials with two (2) original certified or completely legible photocopies of the original certified team roster.
  1. One copy shall be used by the referee for player verification and mailed with the game report.
  2. One copy shall be given to the opposing team coach.

3. If a team fails to provide an original certified roster (or completely legible photocopy thereof) to either the referee or the opposing teams coach, they shall automatically receive an improper roster fine.
- a. NOTE: Official New York State East Soccer Association rosters look significantly different than New York State West Soccer Association rosters
- f. FIFA Laws of the Game will prevail except where modified for small sided play.
  1. Main addendum is NNYSSL will not permit slide tackling in the U10 thru U12 divisions. A team warning for the first infraction followed by a loss of possession if the tackling reoccurs with a direct kick awarded to the victimized team at point of infraction.

## **XX. COACHES RESPONSIBILITIES**

1. As a courtesy, the home coach is responsible to call the visiting team coach or team representative at least three (3) days prior to the scheduled game to verify the date, time, and location and to check for uniform colors.
2. Each coach shall be responsible to collect the NYSW certified player passes from the referee at the end of the game.
  - a. The referee will keep the passes of any player or coaches ejected from the game and mail them with the game report to the Game Secretary.
3. The coach shall have in his possession medical releases for all players on the roster.
4. Each coach has the right to question the referee regarding an opposing team's player's eligibility.
5. Each team shall have an Assistant coach and/or Team Manager officially listed on the certified roster.
  - a. Should the coach be ejected, personnel listed on the certified roster, with the appropriate coach or manager pass, may continue as the Coach for the remainder of the game.
  - b. Should the coach be ejected, and no assistant coach or manager listed on the roster, possessing a proper pass is available, any adult with a current coach's pass may continue as coach for that game. That coach's name shall be penciled in onto the roster prior to recommencing the game.
  - c. Should the coach be ejected and no assistant coach, manager or other qualified adult is present; the youth team has no qualified coaching staff and may not continue in the game.
6. If the referee does not show up for the scheduled game, the home team is to call Referee Scheduler the night of the game.
  - a. See Section XXI, G. for rules for substitute referees.

## **XXI. REFEREE: AUTHORITY AND RESPONSIBILITIES**

1. The referee will be the sole judge on the field of play and the decisions of the referee on the laws of the game will be final. a The league will entertain no protests whatsoever on a referee decision.
2. The referee must supply verification of a player's eligibility to coaches upon request.
  - a. If a coach requests to see a player pass of a member of the opposing team, the referee shall allow the coach to look at the pass.
3. Upon arrival the referee will:
  - a. Inspect the field and will be the sole judge as to its fitness for play.
  - b. If the Referee finds the field to be unplayable the game will be postponed and rescheduled by the League.
  - c. Inspect Teams rosters, player passes, and player equipment
4. The scheduled referee shall wear the official uniform at all games they officiate.
5. The referee shall complete the Referee's Game Report on the NNYSSL website within 24 hours of the completion of the game and mail any passes of players or coaches who were ejected to the League Secretary
6. If the referee is assaulted or harmed due to a team neglecting to provide adequate protection, that team will be fined and civil and/or criminal proceedings could be brought at the discretion of the League.
  - a. The team will be liable to the Referee upon proven evidence for any damages resulting from such assault beyond any civil or criminal penalties.
7. If the assigned referee fails to appear for a scheduled League game the game may be rescheduled by the League at no additional cost to either team, or.
  - a. If both coaches agree, another suitable registered referee may be selected, if in attendance, for the purpose of covering the game.
  - b. Once agreed upon, the call of the Replacement Referee and final score will be binding on both teams.
  - c. The Replacement Referee must complete the Official Game Report on the NNYSSL website.
    1. The referee must provide their address and phone number on the game report.
  - d. The replacement referee is eligible for the refereeing fee provided the home coach phones the Referee Scheduler and includes the replacement referee name in the Coach's Game Report on the NNYSSL website.
8. If the referee becomes physically unable to continue in his/her role during the game to complete the remainder of the game, the referee may turn the game over to any other registered referee present.

## **XXII. PLAYER / SPECTATOR RESPONSIBILITIES**

1. All players must be aware of and comply with the rules.
2. Each player must have a valid NYSW/NYSE pass which is presented to the Referee at each game.
3. No jewelry may be worn during the games.
4. All team Players must wear matching numbered jerseys, except the goalkeeper, who will wear a jersey that distinguishes him or her from other players and the referees.
5. Shin Guards must be worn during the games and fully covered by socks.
6. Soccer cleats will be regulation FIFA approved.
7. A cast may be worn by a player only if deemed safe and appropriate by the center referee.
8. All spectators must remain off the field, and must watch the match from the side of the field opposite the players. If a spectator is abusive in actions or language they will be asked to leave or escorted off the premises. Failure to leave will result in the forfeiture of the game by their team and other disciplinary action as determined by the BOARD. Spectators will be held to the standard of the "Coaches Code of Ethics".
9. All other rules not otherwise mentioned herein shall be the same as those which govern FIFA unless otherwise modified by NNYSSL. In particular, please note the following:
  - a. Throw-ins are done with two hands over the head and both feet on the ground. Also, the thrower's feet must not be on the playing field when the throw-in is made.
  - b. Offsides will be called if an attacking player without the ball does not have 1 defender or the ball between himself/herself and the goal while his/her team is in possession of the ball and advancing on the goal. Offside will be called only if this attacking player is involved in the play.
  - c. Goalies may not touch the ball with their hands if the ball is intentionally played back to them by the foot of a teammate. Should the ball be played back to the goalie by the body or head, or inadvertently by the foot, then it can be handled by the goalie.
  - d. Goalies may not possess the ball in their hands for more than six seconds once standing.
  - e. Referees are in complete charge of the game. ALL DECISIONS OF THE REFEREES ARE FINAL.
  - f. The referee reserves the right to use yellow or red cards when he/she feels it is necessary.
  - g. Awarding of Direct kicks
    1. The awarding of a direct free kick or penalty kick (which is called at the discretion of the official), should the offense occur in the penalty area, shall be given to the opposing team if a player:
      2. Kicks an opponent.
      3. Trips an opponent.
      4. Jumps into an opponent.

5. Charges.
  6. Charges from behind.
  7. Strikes, hits, or elbows.
  8. Holds or pushes.
  9. Touches the ball with his/her hands.
- h. An indirect free kick shall be awarded when an opponent:
1. Plays in a dangerous manner
  2. Charges fairly, but when the ball is not in playing distance
  3. Obstruction
  4. Charges the goalkeeper
  5. A goalkeeper takes more than 6 seconds
  6. Delays the game
  7. Illegal substitution
  8. Persistent infringing of the rules of the game
  9. Dissent by action or word
  10. Unsportsmanlike conduct
  11. Misconduct

### **XXIII. MATTERS NOT PROVIDED FOR**

1. All matters not specifically provided for in these Rules and Regulations will be reviewed and evaluated by the Board and their determination and decisions shall be final and binding upon all affected parties of the League.