



# Rules and Regulations Northeast Freedom Youth Soccer League (NEFYSL) 2020/2021 Season



Last Updated: 03.25.21

Part 1: General	4
Rule 100.    Definitions	4
Rule 101.    Applicability of Rules and Regulations	4
Part 2: Club and Team Entry	5
Rule 200.    Club Entry	5
Section 1    Procedures for New Clubs	5
Section 2    Approved Clubs	5
Rule 201.    League Meetings	5
Rule 202.    Communications to Clubs and Teams	6
Rule 203.    Team Entry	6
Section 1    General	6
Section 2    Team Placement	7
Section 3    Teams Playing Up an Age Group	8
Part 3: Player and Rostering Requirements	9
Rule 300.    Gender of Teams	9
Rule 301.    Age Groups	9
Rule 302.    Player Registration	9
Rule 303.    NEFYSL Season Player Registration Fees	10
Rule 304.    Proof of Age	10
Rule 305.    Roster Sizes, Playing Time, and Limitations	11
Rule 306.    Assigning Players to a Team	11
Rule 307.    Multiple Rostering	11
Rule 308.    Guest Players	11

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

Rule 309.	Carded Travel Players.....	11
Part 4:	Game Play	12
Rule 400.	Rules of Play	12
Rule 401.	League Games and Game Days	19
Rule 402.	Field Dimensions	20
Rule 403.	Length of Games, Halftimes and Overtime Periods	21
Rule 404.	Ball Size	22
Rule 405.	Number of Players on Field	22
Rule 406.	Player Equipment	22
Rule 407.	Substitutions	23
Rule 408.	Playing Time	24
Rule 409.	Playing Conditions	24
Section 1	Dangerous Field Conditions	24
Section 2	Bad Weather	24
Section 3	Heat	25
Rule 410.	League Standings	25
Rule 411.	Pre-Game Procedures	25
Rule 412.	Post-Game Procedures	26
Rule 413.	Referee Payment	26
Rule 414.	Game Changes	26
Section 1	Pre-season Game Changes	26
Section 2	In-season Game Change	27
Rule 415.	Makeup of Cancelled or Suspended Games	27
Part 5:	Conduct and Behavior	28
Rule 500.	Player Misconduct and Violations	28
Section 1	Yellow Cards	28

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

Section 2	Red Cards	28
Section 3	Other	29
Rule 501.	Coaching Staff Misconduct and Violations	29
Section 1	Minor Infraction by Coaching Staff	29
Section 2	Major Coaching Staff Misconduct and Violations	29
Rule 502.	Spectator Misconduct and Violations	31
Section 1	Minor Spectator Team Misconduct and Violations	31
Section 2	Spectator Dismissal Incidents and Violation	31
Rule 503.	NEFYSL Board Member and Division Coordinator League Game Observation	31
Rule 504.	Abuse or Assault of a Referee	31
Rule 505.	Club Probation	32
Section 1	Persistent Adult Misconduct and Violations	32
Section 2	Probation Process	32
Part 6:	Protests and Appeals	33
Rule 600.	Protests and Appeals	33
Part 7:	Miscellaneous	35
Rule 700.	Coaching Ethics	35
Rule 701.	Duties of the Referee	35
Rule 702.	Matters Not Provided For in Rules and Regulations	35
Part 8:	Fees and Fines	37
Rule 800.	Applicability	37
Rule 801.	Disputing a Club or Game Fine	37
Rule 802.	Payment Responsibility	37
Rule 803.	Annual Schedule of Fees and Fines	37
Part 9:	Document History	39

## NEFYSL Procedures and Rules of Competition for Recreational Play

### **PART 1: GENERAL**

#### **Rule 100. Definitions:**

<i><b>Age Division</b></i>	A division consists of multiple age groups. The League age divisions are U9, U10, U12, U14, High School. (U10,U12,U15 for Spring)
<i><b>Age Group</b></i>	A group consists of a single age. The potential League age groups are U9, U10, U11, U12, U13, U14, U15, U16, U17, and U18.
<i><b>AGM</b></i>	Annual General Meeting
<i><b>Competitive ages</b></i>	Age groups in which standings are kept. Currently these are not kept for the recreational division.
<i><b>Eligibility to play</b></i>	The player is registered and not under suspension.
<i><b>EPYSA</b></i>	Eastern Pennsylvania Youth Soccer Association
<i><b>FIFA</b></i>	Fédération Internationale de Football Association
<i><b>Loss of Player Control (LOPC)</b></i>	Loss of Player Control (LOPC) is an act taken by a player that is outside the boundaries of the normal conduct of the game of soccer. Examples include but are not limited to: a. striking or attempting to strike an individual; b. fighting; c. intentional physical contact with an opponent during a stoppage of play; d. violent conduct.
<i><b>NEFYSL</b></i>	Northeast Freedom Youth Soccer League
<i><b>Noncompetitive ages</b></i>	Age groups in which no standings are kept.
<i><b>Registration</b></i>	The execution of intent to play the sport of soccer and the paying of fees to become a member of NEFYSL
<i><b>Rostering</b></i>	Assignment of a registered player to a team.
<i><b>Seasonal year</b></i>	The seasonal year of NEFYSL shall begin on September 1st and end on August 31 of the following calendar year.
<i><b>Site:</b></i>	Area with one or more soccer fields.
<i><b>Player add:</b></i>	A player added after the initial registration has closed for the current session (i.e. fall or spring). A player can be added if they have not been registered with another club team or a player can be added as a secondary player if they have been registered with another club where the primary team plays in another league.
<i><b>Suspension</b></i>	The temporary withdrawal of rights and privilege, such as the right to play, coach, or otherwise administer or participate (directly or indirectly) in soccer, and the suspension is for the entire term of the suspension with all rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.
<i><b>Team</b></i>	Group of soccer players playing on the same side in soccer games.
<i><b>USSF</b></i>	United States Soccer Federation
<i><b>Youth player</b></i>	An individual who has not exceeded 18 years of age by December 31 <sup>st</sup> of the seasonal year.

#### **Rule 101. Applicability of Rules and Regulations**

1. The Rules and Regulations apply to all members of the Northeast Freedom Youth Soccer League (NEFYSL).
2. NEFYSL is a member of EPYSA and USSF and as such is required to abide by their rules and regulations. While a serious effort has been made to reference appropriate rules of our governing organizations it is possible additional EPYSA and USSF rules may apply. The League will make all attempts to work within the framework of these organizations. Any occurrence not specifically

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

covered by the bylaws of the Northeast Freedom Youth Soccer League or its various rules shall be covered by the rules of the EPYSA, USYSA, USSF, or FIFA

## NEFYSL Procedures and Rules of Competition for Recreational Play

### **PART 2: CLUB and TEAM ENTRY**

#### **Rule 200. Club Entry**

##### *Section 1. Procedures for New Clubs*

- A. New Clubs must be approved by EPYSA prior to application to the League.
- B. New Clubs must apply to the League no later than July 1 (for the upcoming soccer season). Any change in Club name must be sent to the treasurer and secretary no later than August 1. Any change in Club legal entity is treated as a new Club and must follow this procedure.
- C. Letter of application is to be mailed to the League president with an email or hardcopy sent to the League secretary. The letter must contain the following information:
  - a) Club president's and other club representatives' mailing addresses, telephone numbers and email addresses.
  - b) List the town or area that your club will be servicing.
  - c) The gender and age groups of the teams
  - d) List of home field(s) with address and directions
  - e) The website address of the club, if the club maintains a site.
  - f) A copy of the Club's Constitution and Bylaws
- D. The League will notify the applicant of the Board's decision on approval no later than the November Annual General Meeting (AGM).

##### *Section 2. Approved Clubs*

- A. All new associate membership clubs will be on probation for a period of one (1) year and must enter a minimum of four (4) teams in their probationary year. One team must be entered in at least two of the available age divisions (9, 10, 12, 14, High School) or age group, if offered, during the probation period. A club that fails to meet the four (4) team minimum requirement during probation will be allowed to play that season but must reapply for membership the following year.

#### **Rule 201. League Meetings**

- A. It is mandatory clubs and associations have at least one representative at the League AGM meeting. A representative cannot act for or on behalf of more than one club or association, unless on the board of multiple clubs. Failure to have a representative at the AGM will result in a fine amount per the Annual Schedule of Fees and Fines. All other League meetings will be listed on the website calendar; day, time, place, and whether it is a mandatory meeting.

## NEFYSL Procedures and Rules of Competition for Recreational Play

### Rule 202. Communications to Clubs and Teams

1. Clubs are responsible for maintaining up-to-date contact information with the league. This information is to be submitted to the NEFYSL's Secretary
  - 1) Club staff members required
    - a) Club President
    - b) Club Vice-President(s) or secondary contact(s)
    - c) Club Registrar(s)
    - d) Club Referee Assignor(s)
  - 2) Required information for club staff members
    - e) US postal mailing address
    - f) Phone number(s)
    - g) Email address
      - i. Capable of receiving emails
      - ii. Capable of receiving attachments
      - iii. Checked on a daily basis
      - iv. The League is not responsible for undelivered emails.

The League uses Microsoft or WPS Office (Version 2010 or newer) for creation of Word, Excel and PowerPoint documents. Documents are also distributed with Adobe Acrobat PDF. Clubs and teams should have a compatible system with applications that can open Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Adobe Acrobat PDF. The Adobe Acrobat reader can be downloaded free at [www.adobe.com/products/acrobat](http://www.adobe.com/products/acrobat).

The League has a website with the URL of \_\_\_\_\_. Clubs and teams must have a computer with an Internet connection and web browser application.

### Rule 203. Team Entry

#### *Section 1.* General

1. The Board will determine procedures and requirements for team entry.
2. Completed team registration forms must be submitted to NEFYSL registrar to permit division placement and game scheduling. Teams that fail to complete the form before the deadline will not be allowed to play in the current season.

## NEFYSL Procedures and Rules of Competition for Recreational Play

- Teams must comply with specific requirements indicated on the team information forms supplied by the League. Teams that enter falsified information may result in the team registration form being rejected.
- Clubs must provide a regulation field for every team's home game consistent with the dimensions and markings appropriate for that age group (Rule 402). Fields must be in playable condition at the start of the season and remain in playable condition throughout the season.

### **Section 2.** Team Placement

- The League is primarily divided into five (6) Age Divisions consisting of 9U, 10U, 12U, 14U, 16U and 18U. Spring Season consists of 10U, 12U, and 15U.
- Age Divisions are divided into Age Groups:

	<b>Age Divisions</b>	<b>Age Groups</b>	<b>Birth Years for 2020/2021</b>
	Under 9 (U9)	Under 9 (U9)	2012
Small-sided Initiative	Under 10 (U10)	Under 10 (U10)	2011
	Under 12 (U12)	Under 11 & 12 (U11, U12)	2009-2010
	Under 14 (U14)	Under 13 & 14 (U13, U14)	2007-2008
High School Division	Under 16 (U16)	Under 15 & 16 (U15, U16)	2005-2006
	Under 18 (U18)	Under 17 & 18 (U17, U18)	2003-2004

- Each year the recreational division will establish protocol for team placement. The number of subdivisions within each age group will be determined each year by the Vice-president of Recreational League based on the team entries.
- Every effort will be made by the Vice-President of Recreational League and Registrar to generate a recreational age division for all of the teams requesting access to the league by placing teams in the appropriate subdivision level within their age group. This may cause the placement level to be different from the team's request.



## **NEFYSL Procedures and Rules of Competition for Recreational Play**

5. The Vice-President of Recreational League may collapse age groups if he or she determines there is an insufficient number of teams or insufficient numbers to create an appropriate level of competition for the divisions. Should the Vice-President need to merge age groups the effected teams will be notified and will have 48 hours to withdraw without a penalty.
6. A division is allowed to have multiple teams from the same club.
7. The Board has the final determination of team placement.

### ***Section 3.*** Teams Playing Up an Age Group

1. In order for a Team to be considered for playing up an age group, the following must occur:
  - a. The Club President must endorse the request and the Club accepts responsibility for any issues that may arise (such as injuries and resultant claims that they occurred due to physical differences in player size).
  - b. Teams enter their division request on the league approve form and submits it prior to the deadline.
2. Teams approved for playing up will be assigned to an appropriate subdivision at the sole discretion of the League. Team placement is final regardless if the division is not what the team desired.
3. The league can move a team to a different age group or division if the team will be more competitive with that placement. However the league cannot move a team to play below the team's true age.

## NEFYSL Procedures and Rules of Competition for Recreational Play

### **PART 3: PLAYER and ROSTERING REQUIREMENTS**

#### **Rule 300. Gender of Teams**

1. The League recognizes three types of team genders:
  - a. Teams with only females are girls' teams.
  - b. All other teams are boys' teams.
  - c. For U15, the division is set to Coed.

#### **Rule 301. Age Groups**

Age groups shall be comprised of youth players who are, *on or before December 31<sup>st</sup>* of seasonal year:

- a. Under 18 years of age.
  - b. Under 17 years of age.
  - c. Under 16 years of age.
  - d. Under 15 years of age.
  - e. Under 14 years of age.
  - f. Under 13 years of age.
  - g. Under 12 years of age.
  - h. Under 11 years of age.
  - i. Under 10 years of age.
  - j. Under 9 years of age.
2. A player may not play in an age group that is younger than his age (no "playing down").

#### **Rule 302. Player Registration**

1. A youth player must be register each seasonal year in the State Association (i.e., EPYSA) in which he or she resides with his or her parent or parents or guardian or guardians, or, for a student in residence at a boarding school, the player may register in the state in which the boarding school is located. Clubs that are accepted into the League will have the option of registering their players themselves or using the League's registrar at an additional cost. Teams must use the League's registrar and are subject to a per player registration fee as prescribed by the Board.

## NEFYSL Procedures and Rules of Competition for Recreational Play

2. Player registration procedures will comply with US Soccer, EPYSA and the League requirements.

### Rule 303. NEFYSL Season Player and Team Registration Fees

1. NEFYSL will send a registration bill to the club presidents/team coaches upon the completion of team registration. The bill must be paid before the team is eligible to play. Any adjustment for overage or shortage will be done at the end of the season.
2. NEFYSL will send a player registration bill to the club presidents (i.e., only for clubs that op for the League to register their players)/team coaches upon the completion of player registration. The bill must be paid before the player is eligible to play. Any adjustment for overage or shortage will be done at the end of the season.
3. The EPYSA player and team registration fees and fines can be found on the EPYSA website. (Fees and Fines Summary)
4. The following chart outlines the player and team registration fees for the 2020/2021 soccer season:

NEFYSL Season Player and Team Registration Fees	
Fees	Cost
Team Fee	\$39 per team
Recreational Player Fee	\$8.75 per player
Secondary Player Fee	\$3 per player
Late Filing	\$25.00 per team
NEFYSL Season Registration Fee	\$10 per team

### Rule 304. Proof of Age

1. Every player must have on file with their club or present proof of age each year. Valid forms of proof of age shall consist of:
  - a. Birth certificate
  - b. Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States
  - c. Birth registration issued by an appropriate government agency or board of health records
  - d. Passport
  - e. Alien registration card issued by the United States government
  - f. Certificate issued by the Immigration and Naturalization Service attesting to age
  - g. Driver's license

## NEFYSL Procedures and Rules of Competition for Recreational Play

- h. Certificate of a United States citizen born abroad issued by the appropriate government agency
2. Invalid forms of proof are hospital, baptismal or religious certificates.

### Rule 305. Roster Sizes, Playing Time and Limitations

1. The table below shows maximum roster sizes, players on field, minimum playing time per season:

	U9/U10	U11/U12	U13/U14	U15/U16	U17/U18
Maximum Roster	14	18	22	22	22
Players on the Field	7	9	11	11	11
Minimum Playing Time (Season)	50%	50%	50%	50%	50%

**FOR THE SPRING 2021 SEASON, THE LEAGUE HAS AGREED TO FOLLOW U10 ROSTER SIZE FOR THE U12-U15 AGE DIVISIONS.**

### Rule 306. Assigning Players to a Team

A player between the ages of 8 – 18 must be a member of a team of an equal or higher age group than the player's true age as defined in Rule 301 Age Groups.

### Rule 307. Multiple Rostering

A player may only appear on one NEFYSL recreational team roster during the season for age groups U12 and below.

### Rule 308. Guest Players

No guest players are allowed on League rosters or in League games. No tournament only players are allowed in League games.

### Rule 309. Carded Travel Players

For the Spring 2021 Season, carded travel players are limited to 2 per registered team. If the players are playing up an age division, they do not count towards the teams registered travel players.

# NEFYSL Procedures and Rules of Competition for Recreational Play

## **PART 4: GAME PLAY**

### **Rule 400. Rules of Play**

1. All rules will be in accordance with FIFA and US Soccer with the following exceptions:

#### **A. Exceptions U9-U10:**

**Law I - The Field of Play** - Conform to FIFA with the following exceptions:

1. **Dimensions:** The field of play shall be rectangular. Age specific recommendations for field sizes are included in the Field Dimension Chart (Rule 403). The length in all cases shall exceed the width.
2. **Markings:** Distinctive lines not more than five (5) inches wide. A halfway line shall be marked out across the field. The center circle, goal area, penalty area, and corner arcs should be marked using the age-appropriate dimensions from the Field Dimension chart (Rule 403). Field markings may be delineated using disk cones where chalk or paint are or not feasible (e.g., artificial turf, multi-age group use of the same fields, conflicts with school district or public park field use policies, etc.).
3. **Goals:** Age specific requirements for recommended and maximum goal size are included in the Field Dimension Chart (Rule 403). In case permanent goals are not available, portable goals are acceptable but must be staked down to ensure player safety at all times.
4. **Build Out Lines:** *The build out line will be equidistant between the top of the penalty area and the halfway line and visible from touch line to touch line.* The build out line is used to promote playing the ball out of the back in an unpressured setting. Before a goal kick, the opposing team shall move behind the build out line. Once the opposing team is behind the build out line the goal kick can be taken. After the ball is put into play, the opposing team can cross the build out line and play resumes as normal.

**Law II - The Ball** - Conform to FIFA

**Law III - The Number of Players** - Conform to FIFA with the following exceptions:

1. Age specific requirements for number of players on the field at any one time and the minimum and maximum players on the roster are included in the Roster Sizes, Playing Time and Limitations section (Rule 305).
2. NEFYSL allows for free substitution on any dead-ball situation at the discretion of the referee. "At the discretion of the referee" is to be interpreted as assisting the referee in carrying out his or her mandate to "facilitate the continuous flow of the game". Therefore referees are expected to deny substitution by either team which would delay a quick restart, while allowing substitutions by either team when the flow of the game has been naturally interrupted.
3. The number of substitutes shall be unlimited unless an age specific competition superseding the jurisdiction of the NEFYSL determines otherwise.

## NEFYSL Procedures and Rules of Competition for Recreational Play

4. Permission for substitution is not required at breaks between periods.

**Law IV - The Players Equipment** - Conform to FIFA with the following exceptions:

Please refer to Player Equipment (Rule 406)

**Law V - The Referee** - Conform to FIFA with the following exceptions:

- 1 Registered Referee.
- 2 Parent/Coach or Assistant.
- 3 Referee's decision on points of fact connected with the game shall be final.
- 4 All rule infractions shall be briefly explained to the offending player.

**Law VI - The Assistant Referees** - Conform to FIFA.

1. Assistant Referees are not required in the small-sided game. Volunteer linesmen may be used at the discretion of the referee for the purpose of calling the ball in or out of play only.

**Law VII - The Duration of the Match** - Conform to FIFA with the following exceptions:

4. The game shall be divided into two (2) equal halves of twenty-five (25) minutes each.
5. Half-time break shall be five (5) minutes.
6. No Added time at the end of either half.

**Law VIII - The Start and Restart of Play** - Conform to FIFA with the following exceptions:

### ***1. Preliminaries.***

A coin is tossed and the team winning the toss decides which goal it will attack in the first half of the match.

The other team takes the kick-off to start the match.

The team winning the toss takes the kick-off to start the second half of the match.

In the second half of the match the teams change ends and attack the opposite goals.

### ***2. Start of Play***

The ball will be placed at the center of the field by the referee and the game will start with one player taking a kick, after a given signal by the referee. At the time of the kickoff, every player will be in his/her half of the field. Every player of the opposing team, to that of the kicker, shall be at a distance away from the center mark equal to the diameter of the center circle (i.e., 8 yards for U-9/U-10).

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

The ball is in play when it is kicked and moves. The kicker shall not play the ball a second time until it has been touched or played by another player.

For any infraction of the kickoff procedure, the kickoff shall be retaken.

A goal shall not be scored directly from a kickoff without the ball being touched by at least one other player on either team.

### **3. *Restart of Play***

After a goal has been scored, the game shall be restarted in like manner by a player of the team that gave up the goal.

Restarting play after temporary delay: In the case of a temporary suspension due to an injury or any unusual situation, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the point where the ball was when play was suspended. Should there not be clear possession at the time play is suspended due to an injury or any unusual situation, there will be a drop ball at the spot where the ball was declared dead. The ball shall be deemed “in play” when the ball has touched the ground.

**Law IX-The Ball In and Out of Play** - Conform to FIFA.

**Law X-The Method of Scoring** - Conform to FIFA with the following exceptions:

1. A goal is scored when the whole of the ball has crossed the whole of the goal line on the ground or in the air between the goal posts and under the cross bar.

**Law XI-Offside-** Conform to FIFA with the following exceptions:

A player can only be in an offside position if any part of the head body or feet is between the opponents build-out line and goal line.

NOTE: An attacking player would have to be between the build-out line and the opponent's goal line to possibly be in an offside position. By using the build-out line as the offside line, it's far less likely that passes over the top will be made and more space is created for movement off the ball for the second and third attackers

**Law XII-Fouls and Misconduct** - Conform to FIFA with the following exceptions:

1. The Referee should explain ALL infractions to the offending player.
2. In addition to those offenses defined in the FIFA Laws of the Game, an **INDIRECT KICK** shall be awarded to the opposing team if a player, in the opinion of the referee: Challenges an opponent for the ball by sliding, including slide tackles (**Slide tackling is not allowed for U-9 or U10.**)
3. **NO PUNTING OR DROP-KICKS WILL BE ALLOWED IN AGES U-9 and U-10.**
  1. Charging the goalkeeper:

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

No player shall make physical contact with the goalkeeper, harass the goalkeeper or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever.

Included in “having control of the ball” is, if the goalkeeper holds the ball on the ground with one or both hands.

2. Deliberate heading is not allowed in the U-9/U10 divisions. If the referee determines that a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

**Law XIII-Free Kicks** - Conform to FIFA with the following exceptions:

1. All Free Kicks, the required distance for a defending player will equal that of the age appropriate center circle (radius). 8 yards for U-9, U10.
2. Direct free kicks will be granted at U-9 and U10.

**Law XIV- The Penalty Kick** - Conform to FIFA.

**Law XV-The Throw-In** - Conform to FIFA.

**Law XVI-The Goal Kick** - Conform to FIFA.

**Law XVII-The Corner Kick** - Conform to FIFA with the following exceptions:

1. Opponents must be eight (8) yards away before kick is allowed.

### **B. *Exceptions U11-U12:***

**Law I - The Field of Play** - Conform to FIFA with the following exceptions:

1. ***Dimensions:*** The field of play shall be rectangular. Age specific recommendations for field sizes are included in the Field Dimension Chart (Rule 403). The length in all cases shall exceed the width.
3. ***Markings:*** Distinctive lines not more than five (5) inches wide. A halfway line shall be marked out across the field. The center circle, goal area, penalty area, and corner arcs should be marked using the age-appropriate dimensions from the Field Dimension chart (Rule 403). Field markings may be delineated using disk cones where chalk or paint are or not feasible (e.g., artificial turf, multi-age group use of the same fields, conflicts with school district or public park field use policies, etc.).
4. ***Goals:*** Age specific requirements for recommended goal size are included in the Field Dimension Chart (Rule 403), and the maximum size is 7 ft x 21 ft. In case permanent goals are not available, portable goals are acceptable but must be staked down to ensure player safety at all times.

**Law II - The Ball** - Conform to FIFA:

**Law III - The Number of Players** - Conform to FIFA with the following exceptions:



## **NEFYSL Procedures and Rules of Competition for Recreational Play**

1. Age specific requirements for number of players on the field at any one time and the minimum and maximum players on the roster are included in the Roster Sizes, Playing Time and Limitations section (Rule 305).
2. NEFYSL allows for free substitution on any dead-ball situation at the discretion of the referee. "At the discretion of the referee" is to be interpreted as assisting the referee in carrying out his or her mandate to "facilitate the continuous flow of the game". Therefore referees are expected to deny substitution by either team which would delay a quick restart, while allowing substitutions by either team when the flow of the game has been naturally interrupted.
3. The number of substitutes shall be unlimited unless an age specific competition superseding the jurisdiction of the NEFYSL determines otherwise.
4. Permission for substitution is not required at breaks between periods.

### **Law IV - The Players Equipment** - Conform to FIFA with the following exceptions:

Please refer to Player Equipment (Rule 406)

### **Law V - The Referee** - Conform to FIFA with the following exceptions:

1. Registered Referee.
2. Parent/Coach or Assistant.
3. Referee's decision on points of fact connected with the game shall be final.
4. All rule infractions shall be briefly explained to the offending player.

### **Law VI - The Assistant Referees** - Conform to FIFA with the following exceptions:

1. Assistant referee will be used at the discretion of the referee for purpose of calling the ball in or out of play only.

### **Law VII - The Duration of the Match** - Conform to FIFA with the following exceptions:

1. The game shall be divided into two (2) equal halves of thirty (30) minutes each.
2. Half-time break shall be five (5) minutes.

### **Law VIII - The Start and Restart of Play** - Conform to FIFA with the following exceptions:

#### ***1. Preliminaries.***

A coin is tossed and the team winning the toss decides which goal it will attack in the first half of the match.

The other team takes the kick-off to start the match.

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

The team winning the toss takes the kick-off to start the second half of the match.

In the second half of the match the teams change ends and attack the opposite goals.

### **2. *Start of Play***

The ball will be placed at the center of the field by the referee and the game will start with one player taking a kick, after a given signal by the referee. At the time of the kickoff, every player will be in his/her half of the field. Every player of the opposing team, to that of the kicker, shall be at a distance away from the center mark equal to the diameter of the center circle (i.e., 8 yards for U11/U12).

Kick-offs for U11 and U12 shall be played per FIFA rules

### **3. *Restart of Play***

After a goal has been scored, the game shall be restarted in like manner by a player of the team that gave up the goal.

Restarting play after temporary delay: In the case of a temporary suspension due to an injury or any unusual situation, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the point where the ball was when play was suspended. Should there not be clear possession at the time play is suspended due to an injury or any unusual situation, there will be a drop ball at the spot where the ball was declared dead. The ball shall be deemed "in play" when the ball has touched the ground.

**Law IX - The Ball In and Out of Play** - Conform to FIFA.

**Law X-The Method of Scoring** - Conform to FIFA with the following exceptions:

1. A goal is scored when the whole of the ball has crossed the whole of the goal line on the ground or in the air between the goal posts and under the cross bar.

**Law XI - Offside** - Conform to FIFA.

**Law XII - Fouls and Misconduct** - Conform to FIFA with the following exceptions:

1. In U11/U12, no player shall make physical contact with the goal keeper within the penalty area, or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever. ("Having control of the ball" is the keeper touching the ball with any part of the body.) For infringements, an indirect free kick shall be awarded.
2. Deliberate heading is not allowed in the U11/U12 divisions. If the referee determines that a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
3. In addition to those offenses defined in the FIFA Laws of the Game, an **INDIRECT KICK** shall be awarded to the opposing team if a player, in the opinion of the referee: Challenges an

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

opponent for the ball by sliding, including slide tackles (**Slide tackling is not allowed for U-11/U12.**)

**Law XIII-Free Kicks** - Conform to FIFA with the following exceptions:

1. All Free Kicks, the required distance for a defending player will equal that of the age-appropriate center circle (radius). 8 yards for U11/U12.

**Law XIV- The Penalty Kick** - Conform to FIFA

**Law XV-The Throw-In** - Conform to FIFA.

**Law XVI-The Goal Kick** - Conform to FIFA.

**Law XVII-The Corner Kick** - Conform to FIFA with the following exceptions:

1. Opponents must be eight (8) yards away before kick is allowed.

### ***C. Exceptions U13-U18:***

**Law I - The Field of Play** - Conform to FIFA

**Law II - The Ball** - Conform to FIFA with the following exceptions:

1. The home team shall supply a proper (i.e. size, weight and pressure) ball.
2. The referee shall have the authority to select the best ball available from the equipment of either team.

**Law III - The Number of Players** - Conform to FIFA with the following exceptions:

Substitutions:

1. Players shall enter and leave the field at the halfway lines.
2. Permission for substitution is not required at half time break.

**Law IV-The Players Equipment** - Conform to FIFA with the following exceptions:

Please refer to Player Equipment (Rule 406)

**Law V-The Referee** - Conform to FIFA with the following exceptions:

1. The referees judgment and discretionary rulings on the field of play in all cases will be final.
2. Bleeding shall be handled as a normal injury situation. Referee shall send to the touchline a player with any bleeding to receive first aid. Player may re-enter the game after bleeding has been controlled and covered. Substitutions may be made at time of injury with Referee permission. Injured player must check in with Referee prior to re-entering the game.

**Law VI-The Assistant Referees** - Conform to FIFA with the following exceptions:

## NEFYSL Procedures and Rules of Competition for Recreational Play

If neutral assistant referees have not been assigned, the referee may referee without assistance or he may request that each coach provide a person to act as linesman. Assigned assistant referees shall be available at least five (5) minutes prior to the scheduled start of the match. Non-assigned referee appointed assistants shall be used only to call “in” or “out” of play.

**Law VII-The Duration of the Match** - Conform to FIFA with the following exceptions:

1. Match Durations:

Age Groups	Duration of Match
U13/U14	two (2) thirty-five (35) minute halves
U15/U16	two (2) forty (35) minute halves
U17/ U18	two (2) forty-five (35) minute halves

2. The referee is the only official timekeeper for the game.

**Law VIII-The Start and Restart of Play** - Conform to FIFA.

**Law IX-The Ball In and Out of Play** - Conform to FIFA.

**Law X-The Method of Scoring** - Conform to FIFA with the following exceptions:

1. A goal is scored when the whole of the ball has crossed the whole of the goal line on the ground or in the air between the goal posts and under the cross bar.

**Law XI-Offside** Conform to FIFA.

**Law XII-Fouls and Misconduct** - Conform to FIFA with the following exceptions:

1. In addition to those offenses defined in the FIFA Laws of the Game, an **INDIRECT KICK** shall be awarded to the opposing team if a player, in the opinion of the referee: Challenges an opponent for the ball by sliding, including slide tackles (**Slide tackling is not allowed for U13-U18.**)

**Law XIII-Free Kicks** - Conform to FIFA.

**Law XIV- The Penalty Kick** - Conform to FIFA.

**Law XV-The Throw-In** - Conform to FIFA.

**Law XVI-The Goal Kick** - Conform to FIFA.

**Law XVII-The Corner Kick** - Conform to FIFA.

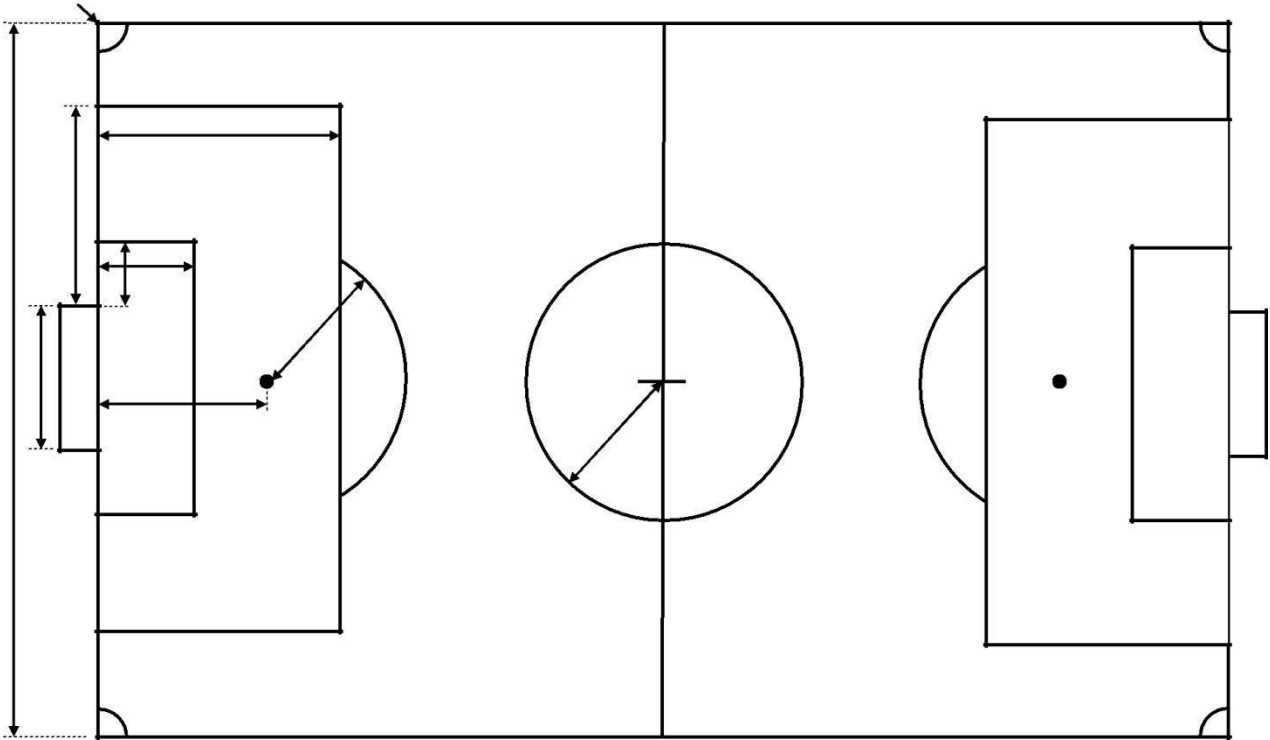
### Rule 401. League Games and Game Days

1. All League games must be played unless the Vice-President of Recreational League approves an exception.

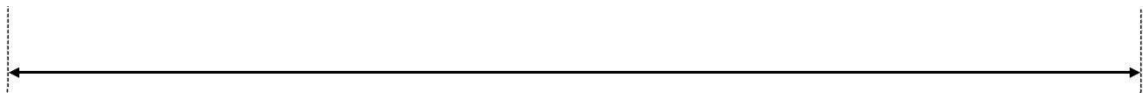
# NEFYSL Procedures and Rules of Competition for Recreational Play

2. The Board will determine regularly scheduled days of the week for games.
3. When creating a double header on the same field there must be a minimum of 15 minutes between games.

## Rule 402. Field Dimensions



C  
C  
W B  
D  
A  
E  
D



## NEFYSL Procedures and Rules of Competition for Recreational Play

Age Group	W (yds)			L (yds)			A (ft) Sizes	B (yds)	C (yds)	D (yds)	E (yds)	F (yds)
	Min	Ideal	Max	Min	Ideal	Max						
U9-U10	35	40	45	55	60	65	6.5 x 12 6.5 x 18.5	5	10	8	8	1
U11-U12	45	50	55	70	75	80	6.5 x 18.5 7 x 21	6	14	8	10	1
U13-U14	60	60	90	95	100	130	8 X 24	6	18	10	12	1
U15-U16	60	70	90	95	110	130	8 X 24	6	18	10	12	1
U17-U18	60	80	90	95	120	130	8 X 24	6	18	10	12	1

By 2020/20201 season the goal size for U9-U10 will be no larger than 6.5ft x 18.5ft, recommended 6.5ft x 12ft

By 2020/2021 season the goal size for U11-U12 will be no larger than 7ft x 21ft, recommended 6.5ft x 18.5ft

**FOR THE 2021 SPRING SEASON, THE LEAGUE HAS AGREED THAT U15 COED SHALL PLAY SMALL SIDED, ON A U12 REGULATION FIELD, USING A 7V7 PLAYER FORMAT.**

## NEFYSL Procedures and Rules of Competition for Recreational Play

### 1. Taking a Field Offline

The Board reserves the right to inspect club field dimensions and field conditions. The Board reserves the right to mandate the closure of a field due to unsafe playing conditions or inappropriate field size. The club is responsible for any associated referee and game change fees.

### 2. Bringing a Field Back Online

After a club has repaired a field that was taken offline it may ask the Board to inspect the field again. If it passes it may once again be used for League games.

### 3. Goal Requirements

Goals at each end of the field must be the same size. Goals must have a properly attached net. For player safety the goals must be anchored to the field in accordance to the US Consumer Product Safety Publication 326: Guidelines for Movable Soccer Goal Safety.

## Rule 403. Length of Games, Halftimes and Overtime Periods

### 1. The length of games, halftime and overtime for each age group is as follows:

Age Group	Game Length (minutes)	Halftime (minutes)	Overtime (minutes)
U9 – U10	Two 25 minute halves	5	0
U11 – U12	Two 30 minute halves	5	0
U13 – U14	Two 35 minute halves	10	0
U15 – U16	Two 35 minute halves	10	0
U17 – U18	Two 35 minute halves	10	0

### 2. Under normal circumstances the game length may not be changed. Below are the only exceptions that allow the length to be changed:

- a. Lightening and weather related events per Rule 409
- b. High heat and humidity per Rule 409
- c. Team falls below minimum number of players per Rule 405
- d. The acting head coach for each team may mutually agree to terminate a match at or after halftime without the game being declared a forfeit. The score will be final and any disciplinary actions will stand consistent with any match played to normal duration. Only a member of the coaching staff for that match as designated on the Game Day Roster may agree to exercise this rule. The game cannot be rescheduled after being terminated.

### 3. There are no overtime periods. For all competitive age groups ties will stand. This rule does not apply to noncompetitive age groups since they do not keep score.

## NEFYSL Procedures and Rules of Competition for Recreational Play

### Rule 404. Ball Size

1. The ball size for each age group is as follows:

Age Group	Size	Circumference (inches)	Weight (ounces)
U9 – U10	#4	25” – 26”	11-13
U11 – U12	#4	25” – 26”	11-13
U13 – U14	#5	27” – 28”	14-16
U15 – U16	#5	27” – 28”	14-16
U17 – U18	#5	27” – 28”	14-16

### Rule 405. Minimum and Maximum Number of Players on Field

1. The number of players on the field includes the goalkeeper. The minimum number of players is required to start and continue a game. A team that drops below the minimum number of players during the game due to injury will cause the game to end.

Age Groups	Maximum Number of Players on the Field	Minimum Number of Players on the Field
U9 – U10	7	5
U11 – U12	9	6
U13 – U18	11	7

**FOR THE SPRING 2021 SEASON, THE LEAGUE HAS AGREED TO FOLLOW U10 ROSTER/PLAYERS ON THE FIELD NUMBERS OF U10 TEAMS FOR THE U13-U15 AGE DIVISIONS.**

### Rule 406. Player Equipment

1. Field players on the same team must have the same color and style of jerseys. Goalkeepers must have a different color jersey from their team and the opponent jersey color. Goalkeeper jerseys do not require a number. If the home team jersey colors conflicts with the opponent jersey color the home team must change.
2. Jersey numbers must be unique and must match the game day roster.
3. All players must be attired in matching uniforms of jersey, shorts, socks, and approved shin guards and soccer shoes or gym shoes; to the satisfaction of the Referee.
4. ALL PLAYERS MUST WEAR SHINGUARDS. Socks must be worn up and over the shin guards.
5. Players may wear prescription glasses, provided they have no sharp edges or points.
6. A player shall not wear anything for personal adornment or that may be dangerous to other players or to themselves (i.e., jewelry, watches, earrings and all body piercing, barrettes, buckles, pins, medals, etc.). **Only** Medical ID bracelets may be covered with tape; all other jewelry **must** be removed.



## NEFYSL Procedures and Rules of Competition for Recreational Play

7. For protection, players may wear knee pads or elbow pads, provided they are not being used for unfair advantage, and do not contain any wood, metal or plastic; at the discretion of the Referee.
8. No player wearing a cast or splint of any kind shall be permitted to play in any regularly scheduled game.
9. All or any member(s) of a team may wear extra protective clothing against the cold, including gloves, without dangerous, protruding or hard objects, providing that:
  - a. The proper team Jersey is worn outermost; and
  - b. Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft-billed hat; and
  - c. Referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.
10. Protective orthopedic devices, prosthetic devices, and any equipment, gear, appliance, or apparatus that is protective for a known permanent medical condition may be worn during a regularly scheduled game provided that:
  - a. The equipment, gear, device, appliance, or apparatus has been approved by a licensed physician, prosthetists, therapist, or other practitioner trained or licensed to prescribe, design, select, and/or fit such devices;
  - b. A letter is on file at the WYS office from a licensed physician, prosthetists, therapist, or other practitioner trained or licensed to prescribe, design, select, and/or fit such devices, stating that:
    - i. he or she is licensed to prescribe, design, select, and/or fit such devices; and
    - ii. the device is properly fitted; and
    - iii. the device is suitable for use in youth soccer competition; and
    - iv. The player, coach, or team manager who is present, has with him or her written confirmation from the NEFYSL that the required letter has been received; and
    - v. The Referee determines the device conforms to Law 4 of the Laws of the Game.

### Rule 407. Substitutions

1. NEFYSL allows for free substitution on any dead-ball situation at the discretion of the referee. "At the discretion of the referee" is to be interpreted as assisting the referee in

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

carrying out his or her mandate to “facilitate the continuous flow of the game”. Therefore referees are expected to deny substitution by either team which would delay a quick restart, while allowing substitutions by either team when the flow of the game has been naturally interrupted.

2. The number of substitutes shall be unlimited unless an age specific competition superseding the jurisdiction of the NEFYSL determines otherwise.
3. Permission for substitution is not required at breaks between periods.
4. A player who is identified by the center referee to have received a potential head injury is not allowed to return to match under any circumstances.

### **Rule 408. Playing Time**

1. NEFYSL rules require that each player in a recreational league division shall play a minimum of 50% of the total game time (as determined by the entire season).

### **Rule 409. Playing Conditions**

#### ***Section 1. Dangerous Field Conditions***

1. The home team is responsible for a suitable and safe field, goals and sideline area.
2. If, in the discretion of the referee, a field surface or goal is deemed unsafe the game can be moved to a nearby suitable field if each team agrees. If no alternate field can be found then the game will be rescheduled.
3. The Board or its designee(s) may visit a field and make a decision regarding the size, safety, and condition of the field. If a field is deemed unplayable during the season, the field must be repaired prior to another game or taken offline and all games scheduled on the field moved. The home team is responsible for any fees that occur to move the games. A field remains offline forever or until the problem has been corrected. Once the problem is corrected the home team or club may petition the League to have the field brought back online.

#### ***Section 2. Bad Weather***

1. If the home team does not have a playable field available due to recent weather, it must try to notify the Vice-President of Recreational League, or his or her designated representative, two hours prior to game time to avoid unnecessary traveling.
2. The referee will make any necessary decisions at the field regarding dangerous weather conditions. If thunder and/or lightning are observed, the game will be suspended immediately and the field will be cleared allowing people to seek safe shelter. The following steps apply:

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

- a. A 30 minute wait period will be started. This wait period will be reset to 30 minutes in the event any additional thunder or lightning are observed. Both teams and referee will wait this time before resuming the game.
  - b. Once there is 30 minutes of clear weather the referee shall make every reasonable effort to resume the game with full consideration of site conditions as they affect safety and playing conditions.
  - c. If lightning and/or thunder is observed prior to the start of the game the game will not begin until a 30 minute wait period of clear weather has been observed.
  - d. If both teams and referee have waited 60 minutes for clear weather but are still in a wait period the game can be abandoned if both coaches agree. A game can be abandoned during a wait period if it will be too dark to resume the game when the period ends.
3. If a game is abandoned by a referee due to weather conditions after the game has started, the following prevails:
    - a. If the game is at or beyond the halfway mark, the game will end and will not be rescheduled.
    - b. If a game has not reached the halfway mark, it will be rescheduled and played in its entirety. However, all infractions will stand.

### ***Section 3. Heat***

1. Coaches and referees are expected to use common sense in the event of high heat and/or humidity. Player safety must be the prime consideration.
2. In the event of high heat (over 90°F) and/or humidity, the referee should allow a water break approximately halfway through each half of the game. Consent of the coaches is not required. The referee will pick the appropriate time for the stoppage. The minimum duration of the break will be 4 minutes. The 4 minute break time will be added to the end of each half. Players may leave the field to get their water. Unlimited substitutions are allowed at this time.
3. The coaches and referee may mutually agree to shorten the halves of the game.

### **Rule 410. League Standings**

No league standings will be kept. Scores may only be kept in order to evaluate fair playing environments and not for any competitive purpose.

### **Rule 411. Pre-Game Procedures**

Home team:

- a. In the event of a uniform conflict, the home team must change.

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

- b. Must have nets up and secured and corner flags in position 10 minutes prior to the scheduled start of a game.
- c. The home team shall be responsible for policing the game field for holes, glass, rocks or foreign objects that might be dangerous to a participant.
- d. Must provide the game ball (subject to the referee's approval) and must have at least 1 spare ball suitable for game use.

### **Rule 412. Post-Game Procedures**

- a. Home team
  - a. In the event of a referee no show a home team representative must contact their Referee Assignor within 24 hours to notify them of the referee no-show and mail a signed home and visitor game report to the Game Commissioner.
- b. Each team:
  - a. If players choose to shake the opponent's hands it must be done in a calm and orderly fashion. There shall be no punching, hitting, spitting, or verbal abuse.
  - b. Both teams shall be responsible for cleaning debris from field after every game. (Coaches are encouraged to bring garbage bags)
  - c. Should any player on your team be severely injured during the game and require medical attention contact your Game Commissioner that day.
  - d. In the event of fights or police during the game contact your Vice-President of Recreational League and Game Commissioner that day.

### **Rule 413. Referee Payment**

The home team is responsible for making payment to the referee.

### **Rule 414. Game Changes**

#### ***Section 1.*** Pre-season Game Changes

- 1. After the preliminary schedule is available there will be a short period for pre-season game changes. Any game can be changed but both coaches must agree to all changes. If both coaches do not agree to the change, the original date, time, and field will stand. Request must be in writing (with the new date, time, and field included), contain the approval of both coaches (e.g., signature, email confirmation), and be received prior to the deadline for the pre-season game changes.
- 2. Changes are limited to date, time and field.

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

3. The start and end dates for the pre-season game changes are determined by the Vice-President of the Recreational League and will be communicated to the clubs and teams
4. No games may be changed by a team to before or after the published season dates.
5. Coaches are expected to accommodate reasonable requests for pre-season game changes and to respond to such requests in a timely manner. The League's Game Commissioner will arbitrate disputes between coaches.

### ***Section 2.*** In-season Game Change

1. After the pre-season game change period ends, game changes will be approved by the League as follows:
  - a. No Charge Changes
    - i. Tournament conflicts (e.g., EPYSA State Cup Tournament)
    - ii. Official cancelation by League or Referee (e.g. heat, weather)
    - iii. Field owner officially declares the field unplayable or unsafe.
  - b. Chargeable Changes
    - i. The site for a game can be changed. The team requesting the change will be assessed the referee assignor's fee (if the service is provided by the League or if the visiting team is requesting the change). The amount is included in the Referee Assignor Service Contract.
    - ii. The time for a game can be changed upon agreement by the opposing coach. The team requesting the change will be assessed the referee assignor's fee (if the service is provided by the League or if the visiting team is requesting the change). The amount is included in the Assignor Service Contract.
    - iii. The date for a game can be changed upon agreement by the opposing coach. The team requesting the change will be assessed the in season game change fee which can be found in the NEFYSL annual schedule of fines. The in season fee must be paid prior to the game change being completed by the league. A date change must be initiated with the at least 48 hours prior to kickoff.
2. Coaches are expected to accommodate reasonable requests for in-season game changes and to respond to such requests in a timely manner. The League Division Coordinator will arbitrate disputes between coaches.
3. Any game rescheduled without following proper procedures will be considered invalid and will result in a double forfeit.

### **Rule 415. Makeup of Cancelled or Suspended Games**

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

All League games must be rescheduled and reported to the Division Coordinator within 7 days of the cancelled games. The rescheduled games must be played no later than 3 days after the end of the League season. If teams are unable to mutually reach an agreement within the required time, the League will reschedule the makeup game, which will be binding to both teams.

### **PART 5: CONDUCT and BEHAVIOR**

#### **Rule 500. Player Misconduct and Violations**

##### ***Section 1. Yellow Cards***

1. Coaches are responsible for maintaining a count of the number of yellow cards a player accumulates during League games and ensuring any resulting sanctions are observed.
2. Any player accumulating 2 yellow cards in one game will be assessed an immediate red card violation. This results in a player send-off from the current game.
3. Any player accumulating 3 yellow cards over multiple games will be assessed a suspension to be served at the next League game. The player is allowed to finish the game in which the third yellow card is received (unless they would receive two yellow cards in one game). These 3 yellow cards are not the equivalent of a red card violation (unless two of them occur in the same game). If the 3rd yellow card is received in the last game of the season, the suspension does not carry over to the next season.

##### ***Section 2. Red Cards***

1. Red cards may not be appealed to the Board.
2. Red cards are divided into the categories of non-LOPC and LOPC. The definitions of Loss of Player Control (LOPC) can be found in Rule 100. Penalties are as follows:
  - a. Non-LOPC Red Cards
    - i. First red card: suspension for one game (or more depending on referee and Board decision).
    - ii. Second red card: suspension for two game (or more depending on referee and Board decision).
  - b. LOPC Red Cards
    - i. First red card: suspension for the number of games (the number of games suspended for is dependent on the Board's review and decision).
    - ii. Second red card: suspension for the number of games decided by the Board's Review and the appropriate fines as noted on the annual schedule of fines. Player must request reinstatement by the Board after suspension is served.

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

3. Any game suspensions must be served at the next League games unless otherwise dictated by the Board.
4. Any suspension attributed to loss of player control which is not completed by the end of the season will carry over to the next season. A suspension not attributed to a loss of player control will not carry over to the next season.

### ***Section 3.*** Other

1. A player ordered off the field of play for misconduct cannot be replaced with another player and the team must play short for each player sent off.
2. A player ordered off the field may stay on the team's player bench for safety reasons providing they change to a unique color jersey or wear a pinnie. An example of safety concern would be no parent or guardian at the game for the ejected player.
3. If a game has not reached the half way mark, all infractions received are considered valid and penalties enforced.
4. If the referee terminates a game, all infractions received are considered valid and penalties enforced.
5. If the referee suspends a game, all infractions received are considered valid and penalties enforced.
6. A suspended player that attends a game is expected to sit on the bench and not wear their uniform or shirt coloring similar to uniform.

## **Rule 501. Coaching Staff Misconduct and Violations**

### ***Section 1.*** Minor Infractions by Coaching Staff (i.e., misconduct and violations)

1. A minor infraction is when the referee indicates unacceptable coaches (or coaching staff) conduct on the game report. The referee must document the violation in detail on the game report.
2. Repeated misconduct may warrant an investigation by the Board and call for additional fines, suspensions or actions.

### ***Section 2.*** Major Coaching Staff Misconduct and Violations

1. Send-off during the Match
  - a. Coaching staff member ejected from the game must leave the field of play and are not permitted to watch the game. They must stay away the remainder of the match. Additionally, coaching staff members are not permitted to communicate with their team staff or players during the remainder of the game. The type of communication prohibited would include but not limited to: cellular, 2-way radios, electronic/digital, written or verbal. Coaching staff members returning to the field of play during the match are subject to additional sanctions.

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

- b. At the completion of the game any coach or spectator who is dismissed or ejected may return to the general area of the field to retrieve equipment or players as required. The dismissed/ejected individual(s) may have no verbal or physical contact of any sort with the referee(s) from this match and may not make any audible comments about the match while in the process of such retrieval.
2. Coaching Staff Suspension and Restrictions
  - a. Any manager, coach, assistant coach, trainer or other official bench personnel is prohibited from assuming any official duty at or near the team bench while serving a suspension. Any infringement of this rule may result in the termination of the game and will include discipline for each infraction.
  - b. Suspended coaching staff members may not communicate with the team. The type of communication prohibited would include but not limited to: cellular, 2-way radios, electronic/digital, written or verbal.
  - c. Coaching staff members serving a suspension may not attend a League game in any capacity including spectator.
3. Penalties
  - a. First offense: suspension for the number of games
  - b. Second offense: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines. Coaching staff member must request reinstatement by the Board after suspension is served.
  - c. Any game suspensions must be served at the next League games unless otherwise dictated by the Board.
  - d. Any suspension that is not completed by the end of the season will carry over to the next season.
4. Special Conditions Regarding Misconduct
  - a. Verification of violent conduct, even if unreported by the referee, will result in immediate suspension of the coach for at least the remainder of the season after review of the Board.
  - b. At any time, the Board can review the conduct of any coach, player, team spectator, or club to determine whether any disciplinary action is necessary. If any disciplinary action should be taken, those involved will be notified in writing of a hearing and given the opportunity to attend the hearing and bring witnesses on their behalf.
  - c. Any coach or club staff members, who in the opinion of the Board rosters or plays an illegal player(s), will be suspended for a minimum of one year from the date of the infraction.



## **NEFYSL Procedures and Rules of Competition for Recreational Play**

### **Rule 502. Spectator Misconduct and Violations**

Spectator misconduct includes but is not limited to verbal abuse (of referee, opposing coach, player or another spectator), unauthorized entry to the field of play, fighting or threats. A team and club are responsible for the conduct of their spectators.

#### ***Section 1.*** Minor Spectator Team Misconduct and Violations

1. A minor infraction is when the referee indicates unacceptable spectator misconduct on the game report.
2. The Board reserves the right to impose additional sanctions on a club for repeated spectator misconduct.

#### ***Section 2.*** Spectator Dismissal Incidents and Violation

1. Spectators ejected from the game must leave the field of play and are not permitted to watch the game. They must stay away the remainder of the match.
2. The referee must document the violation on the game report.

### **Rule 503. NEFYSL Board Member and Division Coordinator League Game Observation**

1. Any NEFYSL Board Member, Referee Assignor, or Recreational Division Coordinator attending an NEYSL game may file an observation report with the Game Commissioner
2. The observer must not be connected with any division in the age group being observed including but not limited to being a coach, assistant coach, manager, or parent of a player. The Board member must also have no affiliation with either club involved in the game.
3. The observations may be on any actions by either of the two teams, players, coaches or spectators that do not pertain to the FIFA rules of the game.
4. The Game Commissioner may use this observation to issue fines, suspensions or sanctions.

### **Rule 504. Abuse or Assault of a Referee**

Any misconduct or violations towards a referee will not be tolerated. The following applies to a player, coach, club staff member or spectator:

1. Abuse (including foul language) or physical threats toward the referee will result in fines and suspension. These are outlined in the USSF Policy Manual.

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

### **Rule 505. Club Probation**

Clubs with persistent adult misconduct and violations are expected to take actions to improve or face probation and removal from the League.

#### ***Section 1.*** Persistent Adult Misconduct and Violations

1. A club's coach, staff, and spectator dismissals and coach, staff, and spectator minor offenses for the season are taken into account to determine a need for action by the League.
2. If the sum of dismissals and minor offenses exceeds the limits as prescribed by the Board at the AGM then the club probation process takes effect.

#### ***Section 2.*** Probation Process

1. If a club exceeds the allowable number of dismissals and minor offenses as described in Section 1, that club will be issued a warning to improve for the following season and placed on probation.
2. If a probationary club exceeds the allowable number of ejections, dismissals, and minor offenses for a second consecutive season, the club will be required to pay a \$500 bond to League. Failure to pay such bond will result in the club not being allowed to register teams for the upcoming season.
3. If a probationary club exceeds the allowable number of ejections, dismissals, and minor offenses for a third consecutive season, the club will be removed as a member of the League for the following season, and the League will keep the bond. A club removed in this fashion may reapply for membership in the League after one year of nonparticipation.
4. If a probationary club is below the allowable number of ejections, dismissals, and minor offenses for the current season, the club will be returned to good standing and the bond will be returned.

## NEFYSL Procedures and Rules of Competition for Recreational Play

### **PART 6: PROTEST and APPEALS**

#### **Rule 600. Protests and Appeals**

1. Acceptable subjects for protest consideration:
  - a. Only violations of the By-Laws and playing rules (which shall be the “Laws of The Game”) shall be subject to consider for protest.
  - b. Only violation of the League and playing rules and misapplication of the “Laws of the Game”, as published by FIFA, will be subject to consider for protest.
  - c. Any person, team, or club that receives a sanction of three (or more) League games suspension, a one (or more) calendar year suspension or a fine of \$100 or more may apply to the League by filing a protest to reduce the term and/or amount of the sanction.
2. Unacceptable subjects for protest consideration:
  - a. 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 to him by the “Laws of the Game” as published by FIFA, shall not be challenged.
  - b. Player ejections, coach, club staff members or spectator dismissals cannot be appealed but the sanction may be appealed if it exceeds the minimum amount and the amount meets the requirement above.
3. Procedure
  - a. All protests must be lodged in writing within 7 days of the decision being posted on the website or email being received by a club member and must be accompanied by a \$50 protest fee. The protest letter must describe the date, game number, gender, age, team names and a statement to the basis of the protest including specific reference to any rules, regulations, bylaws and constitution. This material must be sent to the League President direct. The President can be contacted for appropriate location to forward the appeal. A protest cannot be sent via email.
  - b. Protests will be heard by the NEFYSL Recreational Appeals Committee consisting of three NEFYSL Board members designated by the NEFYSL President. The president or a designee will act as chairperson of the NEFYSL Recreational Appeals Committee. No person can serve on the NEFYSL Appeals Committee if there is a conflict of interest (see Constitution and Bylaws).
  - c. A protest may be heard upon written submissions unless the appeal chairman calls for an evidentiary hearing. A hearing is not guaranteed.
  - d. If a hearing is necessary the Recreational Appeals Committee will schedule the hearing in a timely manner. All parties will be notified of the date, time and place

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

of the hearing and be provided with a copy of the appeal and any related documents. You are entitled to a copy of the referee game report during your appeal. Any party notified will be responsible for bringing their witnesses to the hearing.

- e. All parties involved will be given a reasonable opportunity to be heard.
  - f. The person(s), Club, or Team filing the appeal or protest will be responsible for the expenses incurred. If the Recreational Appeals Committee rules in favor of the claimant, the League will assume the costs.
  - g. At the conclusion of the hearing the NEFYSL Recreational Appeals Committee will take any action deemed appropriate including increasing or decreasing the sanction if so warranted. The NEFYSL Recreational Appeals Committee may depart from the minimum sanction as stated in the NEFYSL Rules if circumstances deem it is in the best interest of the League.
  - h. If the protest is upheld, the protest fee will be refunded. An upheld protest is one where the sanction is reduced or eliminated.
  - i. A suspension remains in effect during the appeal process.
  - j. Should any team wish to appeal the decision of the NEFYSL Recreational Appeals Committee, the line of authority is as follows:
    - i. Eastern Pennsylvania Youth Soccer Association
    - ii. US Soccer Appeals Committee
4. Video or Picture Evidence
- a. Video or picture evidence submitted by the team or club may or may not be used at the Boards discretion.

## NEFYSL Procedures and Rules of Competition for Recreational Play

### **PART 7: MISCELLANEOUS**

#### **Rule 700. Coaching Ethics**

1. Coaches and their assistants are representatives of their individual Clubs, teams, EPYSA, US Soccer, and the League. They must conduct themselves in accordance with the Rules and Regulations of this organization and the adopted NEFYSL Coach Code of Conduct.
2. Every team, club or association is responsible for the action of its players, officials, and spectators and is required to take all necessary precautions to prevent spectators threatening or assaulting officials or players before, during or after all games.
3. It is the responsibility of the club, coaches, club staff members and players to know and abide by the NEFYSL Rules and Regulations and the FIFA Laws of the Game.
4. Coaches and their assistants must remain in the technical area or coaching box at all times during the game. The coaching area is defined as 10 yards to either side of the center line and may be marked by a cone or pinnie provided by the team.

#### **Rule 701. Duties of the Referee**

1. The referee will be the sole judge on the field and the decisions of the referee on the laws of the game will be final. Complaints about referees may be directed to the Referee Assignors or Game Commissioner using the Referee Evaluation Form.
2. The referee, upon arrival at the playing grounds, will inspect the field of play and will be the sole judge as to its fitness. If the referee finds the field to be unplayable, the game will be postponed.
3. In case the appointed referee fails to appear, a registered referee present at the grounds will conduct the game. If a registered referee is not present, any other person capable of conducting the game will be appointed by mutual consent and agreement of the teams concerned. The substitute referee is entitled to the regular fee. The substitute referee must complete the game reports and mail it to the Club's Referee Coordinator. Any ejected players, coaches or spectators should also be mailed to the Referee Coordinator or Game Commissioner if a referee fails to appear.
4. Should a referee become incapacitated during the progress of the game from any cause that would prevent their officiating, the referee will turn control of the game over to any registered referee present, or to another person mutually agreed upon, who will conduct the game to its conclusion.
5. If a referee is assaulted or caused bodily harm due to the neglect of a team to provide adequate protection, that team will be fined at the discretion of the League. Said team will be liable to the referee, upon proven evidence, for any consequences of such an assault.

## **NEFYSL Procedures and Rules of Competition for Recreational Play**

6. The referee must wear the official uniform at all games they officiate.
7. The referee must complete the official League paperwork as follows:
  - a. The referee's game report must be completed and sent to the Club Referee Assignor within 48 hours (or sooner if requested by the League or the Assignor).

### **Rule 702. Matters Not Provided For in Rules and Regulations**

All matters not provided for in these Rules and Regulations shall be determined by the Board and decisions shall be final and binding.

# NEFYSL Procedures and Rules of Competition for Recreational Play

## **PART 8: FEES and FINES**

### **Rule 800. Applicability**

Fees and fines apply to all the recreational division age groups.

### **Rule 801. Disputing a Club or Game Fine**

The last day for a team or club to dispute a fine that has been assessed is one month from the date of notification of the fine.

### **Rule 802. Payment Responsibility**

The club (or team, if not associated with a club) is responsible for the payment of all fees and fines generated by the club, teams, coaching staff, players and spectators. Failure to do so will put the club (or team) in bad standing with the League.

1. Clubs or teams in bad standing with the League will be unable to register teams in the upcoming League season until they are placed back in good standings.
2. A club will have a one month grace period from the published payment due date. If the League fails to receive payment before the end of the grace period a 5% late payment penalty will be added every month or partial month (5% is based on original bill) until the payment is received.
3. Checks returned for non-sufficient funds (NSF) will be assessed a bounced check fee. The fee is listed in the annual schedule of fees and fines.

### **Rule 803. Annual Schedule of Fees and Fines**

The suspensions and fines listed for the infractions below are minimum values. If the severity of the infraction warrants the Board may impose higher values.

<b>INFRACTION</b>	<b>MINIMUM DOLLAR FINE</b>
<b>Withdrawal of team from League (refer to the calendar of events for specific dates):</b>	
A. Between Team Registration and Team Placement	<b>\$0</b>
B. After Team Placement but Before Preliminary Schedule	<b>\$5</b>
C. After Preliminary Schedule but Before Final Schedule	<b>\$5</b>
D. After Final Schedule	<b>\$10</b>
<b>Player red card infraction</b>	
<b>NON-LOPC</b>	
A. First card non-LOPC (minimum 1 league game suspension)	<b>\$0</b>
C. Second card non-LOPC (minimum 2 league games suspension)	<b>\$0</b>
<b>LOPC (violent conduct)</b>	
A. First card (minimum 2 league game suspension)	<b>\$20.00</b>
B. Second card (minimum 4 league game suspension)	<b>\$40.00</b>

## NEFYSL Procedures and Rules of Competition for Recreational Play

Coaching staff, manager and club staff member misconduct	
First dismissal (minimum 1 league game suspension)	<b>\$25.00</b>
Second dismissal (minimum 3 league game suspension)	<b>\$50.00</b>
Miscellaneous	
In season game date change fee	<b>\$5.00</b>
Club not having representative at League meeting	<b>\$25.00</b>
Late Payment Fee	<b>5% per month</b>
Bounced check (NSF)	<b>\$40.00</b>
Probationary League Bond	<b>\$500.00</b>
Protest Fee	<b>\$50.00</b>



## NEFYSL Procedures and Rules of Competition for Recreational Play

### **PART 9: DOCUMENT HISTORY**

04-14-2019	Creation of Initial Recreational Division Rules and Regulations
06-14-2020	Entered Rule 309 for Carded Travel Players as Voted on by NEFYSL
06-29-2020	Removed rule stating that players of League age year 7 and down are not allowed.
10-11-2020	Max roster size adjusted to be double allowable players on the field for all age divisions.
03-25-2021	Spring 2021 Season Addendums inputted so league has reference.