

RULES OF COMPETITION



NORTHWEST BERGEN SOCCER ASSOCIATION

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Table of Contents

Table of Contents	i
Foreword	iv
I. General	1
1. Definitions	1
2. Miscellaneous	2
2.1 FIFA Laws of the Game	2
2.2 Rule Interpretation	2
2.3 Open Admission	2
2.4 New Clubs	2
2.4.1 Application	2
2.4.2 Sponsor	2
2.4.3 Probation	2
2.4.4 Bond	2
2.5 Non-League Games	2
2.6 Season	2
3. Club Registration	3
3.1 Forms	3
3.2 Area Registrar	3
3.3 Club Registrar	3
3.4 Referee Coordinator	3
3.5 Referees	3
3.6 Club Attendance at League Meetings	4
4. Team, Player and Coach Registration	5
4.1 Forms	5
4.2 Registration	5
4.2.1 Team Registration	5
4.2.2 Player Registration	5
4.2.3 Coach Registration	5
4.3 Registration Fee and Fines	6
4.4 Divisions	6
4.5 Team Size	7
4.6 Withdrawn Teams	7
4.7 Adding Players	7
4.8 Out-of-Town Players	8
4.9 Select Players	8
4.10 Draft	8
4.11 Registration after Draft	8
4.12 Redistribution of Players	8
III. Conduct of Games	9
5. Before the Game	9
5.1 Field of Play	9
5.1.1 Dimensions	9
5.1.2 Modified	9
5.1.3 Markings	9
5.1.4 Equipment	9
5.1.5 Improper Markings or Equipment	10
5.2 Equipment	10
5.3 Complaints	10
5.4 Players	10
5.4.1 Passes	10
5.4.2 Suspension	11
5.4.3 Number (Minimum number of players on playing field)	11
5.4.4 Playing Time	11

5.5 Apparel.....	11
5.5.1 Inspection	11
5.5.2 Uniforms	12
5.5.3 Optional	12
5.5.5 Padding, Casts and Medical Devices.....	12
5.5.6 Headgear.....	13
5.5.7 Color Clash.....	13
5.6 Officials	13
5.6.1 Referees.....	13
5.6.2 Lines Persons	14
5.6.3 Referee's Failure to appear	14
5.6.4 Penalties.....	15
5.7 Home Team Responsibilities.....	15
5.8 Scheduling	15
5.8.1 Pre-Game Arrangements	15
5.8.2 Kickoff Time and Place.....	15
5.8.3 Late Arrival	16
5.8.4 Games to be Played.....	16
5.8.5 Washed Out Games	16
5.8.6 Disaster Days.....	16
5.8.7 Rescheduling	16
5.8 Failure to Play.....	16
5.9 Division 5 Small Sided Exceptions.....	18
5.9.1 Field of Play.....	18
5.9.2 Players.....	18
5.9.3 Goal Kicks- Corner Kicks.....	18
5.9.4 Roster Size	18
6. During the Game.....	19
6.1 Coin Toss.....	19
6.2 Duration of the Game	19
6.3 Slide Tackles	19
6.4 Field Position.....	19
6.5 Substitution	20
6.6 Entering the Field of Play	20
6.7 Corner Kicks.....	20
6.8 Goalkeeper	20
6.9 Completion of Game	21
6.10 Coach's Responsibility	21
6.11 Red Cards.....	21
6.12 Yellow Cards	22
6.13 Behavior of Coaches and Spectators.....	22
6.14 Removing Team from Field.....	22
6.15 Smoking.....	22
6.16 Handshake	22
6.17 Excessive Scoring.....	22
6.18 Code of Conduct	23
7. After the Game.....	25
7.1 Results.....	25
7.2 Protests.....	25
7.3 Referee Reports	25
IV. Disciplinary Action	27
8. The Games Conduct Committee.....	27
8.1 Duties	27
8.3 Sources of Information.....	27
8.4 Hearings.....	27

8.5	Organization	27
8.5.1	Membership.....	27
8.5.2	Qualification	27
8.5.3	Selection	28
8.5.4	Meetings.....	28
8.5.5	Voting	28
8.6	Time for Action.....	28
8.7	Decision.....	28
8.8	Payment of Fines	28
9.	Disciplinary Action	29
9.1	Players	29
9.1.1	Suspension.....	29
9.1.2	Inaction	29
9.1.3	Yellow or Red Cards.....	29
9.1.4	Red Cards.....	29
9.1.5	Return of Passes	29
9.1.6	Ineligible	29
9.2	Coaches	30
9.3	Spectators	30
9.4	Clubs.....	30
10.	Appeals	31
10.1	Executive Board.....	31
10.2	Membership.....	31
10.3	Exhaustion of Remedies	31

Foreword

The Northwest Bergen Soccer Association is a recreational league whose goals include the development of soccer skills and knowledge, the promotion of good sportsmanship, the cultivation of a continuing interest in soccer and the enjoyment of soccer by the children participating and the spectators watching. While keeping scores and standings makes games interesting and competitive, the competition must not override the recreational purposes of the League.

These Rules deal with the League's preparation for the season, conduct of games and disciplinary action. Club officials, referees, Coaches and players must read them. Ignorance of these Rules does not excuse a violation. The Coaches of each Club should meet before the season to review these Rules of Competition and the Laws of the Game so accidental infringements can be avoided.

The League has adopted as Rule 6.17. All Clubs, Club officials, referees, Coaches and players must adhere to the letter and spirit of the Rules of Competition and the Code of Conduct or face sanctions.

Please direct suggestions for modifications of these rules to the Rules Committee Chairman. For the name and address consult the NWBSA web site.

All updates are shown in **bold**.

NWBSA Rules of Competition

- I. General
- 1. Definitions

In connection with these Rules, these terms are defined as follows:

Club – a member of NWBSA

Coach – a Coach or assistant Coach issued a pass by NWBSA

CRC – the Club Referee Coordinator

Executive Board– the Executive Board of NWBSA consisting of the President, Vice President, Recording Secretary, Corresponding Secretary, Treasurer, Rules Chairman, Registrar, Games Chairman, LRC and Games Conduct Chairman.

Games Conduct – the Games Conduct Committee of NWBSA

Home Team – team listed in the Schedule on the website as the home team.

Laws of the Game – the edition of the Laws of the Game distributed by FIFA and the United States Soccer Association in effect on March 1 of the season. Amendments declared by FIFA on or after the first day of the season shall not apply for that season.

League – NWBSA

League Rep – a Club's Representative, Alternate or 2nd Alternate to NWBSA

LRC – the League Referee Coordinator

NWBSA – Northwest Bergen Soccer Association

President – NWBSA's President

Probation – a period during which by majority vote of NWBSA's members (1) a Club's membership in the League may be revoked without cause; and/or (2) a Club may be directed that specific individuals may not be officials of and/or associated with the Club.

Real – Hard copy, plain paper form

Registrar – NWBSA's Registrar

Rules – these Rules of Competition

Schedule – the current year's edition of the Schedule Book prepared by the Games Committee and published by NWBSA on the website.

Select Players – players who have played in a select or school league during the twelve months before team registration.

Virtual – Website based form

2. Miscellaneous

2.1 FIFA Laws of the Game

The FIFA Laws of the Game as modified by these Rules shall govern all games sanctioned by NWBSA. Deviation by consent or otherwise is prohibited.

2.2 Rule Interpretation

If these Rules do NOT deal with an incident in whole or in part, or a controversy arises about the interpretation of these Rules, the Executive Board, after consulting with the Rules Committee, shall decide such cases giving due weight to the language and spirit of these Rules.

2.3 Open Admission

All Clubs must follow an open admission policy under which ALL children shall be allowed to play on a NWBSA team who register at the proper time, and are not disqualified due to residence, health, age, or Club discipline.

2.4 New Clubs

2.4.1 Application

All prospective members of NWBSA shall submit an application for membership on a form prescribed by the Executive Board.

2.4.2 Sponsor

A prospective member of NWBSA shall be sponsored by a Club. During the initial year of play, the team of a new Club shall play as part of the sponsoring Club.

2.4.3 Probation

A Club who becomes a member of NWBSA shall be on Probation during the initial two years of membership.

2.4.4 Bond

A new Club while on Probation shall maintain a bond of \$100 per team not to exceed \$1,000 to assure conformance to these Rules and the play of scheduled games.

2.5 Non-League Games

NWBSA does not sanction a game if it is:

- (a) Not listed in the Schedule;
- (b) Between a NWBSA team and a non-NWBSA team; or
- (c) Officiated by a Referee not certified by NWBSA pursuant to Rule 3.5.

An unsanctioned game shall be a non-League game, not recognized by or connected with NWBSA.

2.6 Season

The season shall start on the first weekend after Labor Day, extend for a minimum of ten weeks and a maximum of twelve weeks, and end by the weekend immediately before Thanksgiving.

II. Preparation for the Season

3. Club Registration

3.1 Forms

At the February General Meeting, the Registrar shall open the online Club Registration Form to each Club. The Club Registration Form shall list the primary and alternate League Reps, the Club registration coordinator, the CRC, and any other information requested by the Registrar. All Clubs shall complete the online Club Registration Form and return a physical copy of the certificate of insurance to the Registrar at or before the March General Meeting. A Club that is late may be fined \$10 for each week late, have some or all of its teams declared ineligible to participate in the competition, or both. Only Clubs who have paid up their arrears are allowed to register.

3.2 Area Registrar

The Executive Board shall appoint on a rotating basis one or more Area Registrars to assist the Registrar.

3.3 Club Registrar

Each Club shall appoint a Club Registrar. A Club shall approach the Registrar or its Area Registrar only through its Club Registrar.

3.4 Referee Coordinator

Each Club shall appoint a Referee coordinator who is at least 21 years old. The CRC shall meet with the LRC at the latter's request to discuss policy for assigning Referees. A Club, its referees and referee candidates shall approach the LRC only through its Club Referee coordinator.

3.5 Referees

- (a) Each Club shall provide the lesser of: (1) one certified Referee for each one and one-half teams registered, or (2) one and one-half certified Referees for each field registered.
- (b) NWBSA shall provide a course for prospective Referees. The Club of each Area Registrar shall supply the location for the course on dates directed by the Executive Board. A Club may pay for the costs of a course at a location of its choice provided the course is open to all who wish to attend. After the course, the prospective Referees shall be tested about their knowledge of these Rules and the Laws of the Game.
- (c) Any person certified by United States Soccer Federation (USSF), New Jersey Interscholastic Athletic Association (NJSIAA) or equivalent as a Referee shall be certified as a NWBSA Referee without attending the NWBSA course or passing the NWBSA test provided in Rule 3.5(b) provided they produce valid proof of their status with the certifying organization.
- (d) The LRC shall issue to the CRC an identification card containing a photograph (bearing full name and DOB on back and being on printed real photographic paper and in proper size submitted by Referee), Referee identification number and validation for each newly certified Referee.

- (e) All Referees, except those newly certified by taking the NWBSA course and passing the NWBSA test pursuant to Rule 3.5(b), must attend an annual NWBSA Refresher Course. The LRC shall verify each Referee's attendance and annually validate the identification card for all Referees who have taken the Referee Refresher Course. The Club of each Area Registrar shall supply the facility for the Refresher Course (for 35 – 40 Referees) for one date as directed by the Executive Board. A Club may pay for the cost of a Refresher Course at a location of its choice provided the course is open to all Referees who wish to attend. There shall be a test.
- (f) Games Conduct may examine and determine the competency of a Referee. Games Conduct may suspend a Referee, ban a Referee from officiating in NWBSA, or require a Referee to again take the Referee's course and pass the Referee's test.
- (g) After a game, a Coach may submit to Games Conduct an evaluation of a Referee using a form established by the Executive Board.
- (h) Incomplete NWBSA Referee pass applications cannot be accepted. The following constitute an incomplete application: missing picture, computer generated picture, picture without name and/or DOB, application form not completed (missing data), CRC signature missing, no copy of birth certificate (where applicable), copy of current Referee Pass missing (where applicable), no cash for NWBSA replacement Referee Pass.

3.6 Club Attendance at League Meetings

- (a) At least one Club officer must attend an annual NWBSA Referee Refresher Course.
- (b) Each club shall appoint a club representative and up to 2 alternates. Club representatives will be responsible for attending league meetings (10 per year). Any club not represented at more than 2 meetings per calendar year will face a fine of up to \$100 for every meeting beyond 2 that are missed.**
- (c) Each club shall appoint one person to serve in a league position. These positions to include Area Registrar, Games Conduct or Executive Board. All appointments are due at the time of club registration.**

4. Team, Player and Coach Registration

4.1 Forms

- (a) At the March General Meeting, the Registrar shall issue sufficient quantities of the following forms to each Club:

Team registration forms	Field Information Forms	Player Passes
Referee Registration forms	Team Roster Forms	Coach Passes

The Executive Board shall establish the content of these forms.

- (b) By June 1, each Club shall return the completed forms to its Area Registrar. A Club may submit computerized forms substantially conforming to the forms issued pursuant to Rule 4.1(a).
- (c) A Club that submits its forms late may be assessed a fine, have some or all of its teams declared ineligible to participate in the competition, or both.

4.2 Registration

4.2.1 Team Registration

- (a) Each Club shall provide the Area Registrar with registration and roster forms for each team registered.
- (b) Nothing herein shall require a Club to register a team to remain a NWBSA member

4.2.2 Player Registration

- (a) A Club will present the Area Registrar a pass with a current picture for each player to be registered. (The picture must not be older than 2 years, be of proper size, printed on real photographic paper and bear full name and DOB of player). The Area Registrar shall validate the pass of each player registered by a Club. A player may only play on the team on which he or she is registered. Violation of this Rule carries a mandatory \$200 fine for each violation.
- (b) Each division will have its own color for passes.
- (c) Each new player shall present to a Club an original birth certificate or equivalent. The Executive Board at any time may ask a Club to produce a player's birth certificate or equivalent.

4.2.3 Coach Registration

- (a) Each registered team must have one or more registered Coaches. Each Coach must be at least 18 years old.
- (b) A Club shall present a pass with a current picture to the Area Registrar for each Coach to be registered. (The picture must not be older than 2 years, be of proper size, printed on real photographic paper and bear full name of Coach). On the back of the pass shall be the Coach's pledge in form set by the Executive Board and signed by the Coach. The Area Registrar shall validate the pass of each Coach registered by a Club.
- (c) All Coaches must be certified by a coaching safety and awareness clinic which qualifies them for the legal protection afforded by the New Jersey "Little

League Law." Each Club shall provide confirmation in a form acceptable to NWBSA that its Coaches are so certified.

- (d) All Coaches must be certified by a concussion awareness training course which satisfies the New Jersey "Youth Sports Concussion Law." Each Club shall provide confirmation in a form acceptable to NWBSA that its coaches are so certified and they are aware of the NWBSA policy on concussions.

4.3 Registration Fee and Fines

- (a) There is a registration fee for each team. This fee is NOT refundable. The General Meeting shall determine the amount of the registration fee for the upcoming season prior to the March 1, Club Registration.
- (b) If all forms required for a team have not been returned by June 1, a fine of \$1 for each day (for each and every late form) late shall accompany the required forms for that team. If a club fails to register an adequate number of Referees by September 1, there shall be a fine of \$1 per day for each unregistered Referee below the number required by Rule 3.5.
- (c) If the Schedule of Games is changed because of inaccurate or incomplete information submitted by a Club during registration, or any other request from a club, except for the withdrawal of a team (covered buy Rule 4.6), the Games Chairman or the web site administrator may fine the Club as much as \$5.00 for each and every game in that flight which must be rescheduled.

4.4 Divisions

- (a) The divisions of the League are:

Division II.....	14 years old by July 31 but under 18
Older players	16 years old by July 31 but under 18
Younger Players	14 years old by July 31 but under 16
Division III.....	12 years old by July 31 but under 14
Older players	13 years old by July 31 but under 14
Younger Players	12 years old by July 31 but under 13
Division IV.....	10 years old by July 31 but under 12
Older players	11 years old by July 31 but under 12
Younger Players	10 years old by July 31 but under 11
Division V.....	8 years old by July 31 but under 10
Older players	9 years old by July 31 but under 10
Younger Players	8 years old by July 31 but under 9

These divisions (except for Div. II) conform to the age groups established by the United States Youth Soccer Association and the New Jersey Youth Soccer Association. Division II includes age groups U-15 through U-18 and includes what is commonly referred to as Division I and Division II.

- (b) Players may play in an older division with the written consent of the player's parents and Club. Players may NOT play in a younger division.

- (c) Division II teams may be coed. Teams of Division III, IV and V shall be divided by gender. The Executive Board upon application may waive this rule if a Club does not field a team of a player's gender within a division.

4.5 Team Size

- (a) No Division III, IV, V team shall have fewer than 13 players or more than 22 players on its roster. No Division II team shall have fewer than 4 girls or more than 16 boys on its roster. The Executive Board may waive this Rule provided it receives adequate assurance that Rule 5.4.4 will be met. If a waiver is approved for more than 22 players on a team or 16 boys on a Div II team, the team may suit up no more than 22 players and 16 boys for division 2 at any given game.
- (b) In Division II no more than 8 male players may be fielded at any time of the match UNLESS: The Senior Referee, the Home Head Coach and the Visiting Head Coach ALL agree before the game on raising the Male Player Limit and ALL of the female players will be guaranteed their playing time. Violation of this Rule will be sanctioned severely.
- (c) Teams showing up with more than the maximum number of players shall be fined \$25 per incident. Repeated infringements may require the Club to appear before the Games Conduct Committee.
- (d) Should a team arrive at the field with more than 22 players, the coach may present passes for 22 players only to the referee for the game. The additional players may not play in the game, must clearly be identified to the referee, and must cover and/or remove their jerseys before the start of the game. The additional players not playing in the game may sit on the team sideline.**

4.6 Withdrawn Teams

- (a) Any Club that withdraws a team after July 1 shall pay a fine of \$50. Any team that forfeits three consecutive games will be considered withdrawn and the Club will pay a fine of \$50.
- (b) A Club that withdraws a team after July 1 shall notify the League Reps of ALL Clubs, the Games Chairman, Games Conduct and ALL teams the withdrawn team was scheduled to play. This communication must be done by email using current addresses shown on NWBSA web-site.

4.7 Adding Players

- (a) Additional players may be added to the team roster through the fourth weekend of the competition year, if a fully completed player pass with photograph attached is provided.
- (b) Until midnight of the fourth Sunday of each year's competition, a Club may replace a player who drops off a team with 22 players on its roster provided the departing player's pass is returned to the Area Registrar.
- (c) After midnight of the fourth Sunday of each year's competition, new players may be added to a team at the discretion of the League Registrar to replace registered players who are medically incapacitated for the remainder of the season or have moved from the Club area. Requests for passes for such new players must include a letter from the Club stating the reason for the request and the pass of the departing player.

4.8 Out-of-Town Players

A club must request permission of the Registrar before registering a player residing in another town. A team using a player residing in another town without permission of the Registrar forfeits the game and the Club will be considered for disciplinary action.

4.9 Select Players

- (a) Up to 2 Select Players may play on a NWBSA team without restriction. Above that limit, Select Players must be distributed as evenly as possible by number and age among a Club's teams in any division. The Executive Board must approve any exceptions. By June 1, each Club shall provide the Registrar with a list identifying by team all Select Players and Select team for which they play or have played. This list shall be updated as additional players registered after June 1. A Club shall not register a team with more than 2 older Select Players or more than 2 younger Select Players than any other team of the same gender and division of the same Club. In addition, for Division II up to 2 varsity level players may play on a NWBSA team without restriction. Above that limit, varsity players must be distributed as evenly as possible among a Club's teams in Division II. Clubs must identify the number of varsity players on each Division II team.
- (b) There shall be no all-star or select teams within NWBSA competition. Infractions will be brought before the full membership for action.

4.10 Draft

- (a) A player, who registers with a Club and is within the ages eligible to play under Rule 4.4(a) shall be subject to a draft to determine the NWBSA team upon which he or she shall play unless the Club fields no teams of the Division playing in the League.
- (b) A Club shall notify the Executive Board a reasonable time in advance of the time and place of its draft.
- (c) Each Club must conduct its draft in a way that establishes on each team within a division a reasonably equal distribution of older and younger players. A Club shall not register a team with more than 2 older players or more than 2 younger players than any other team of the same gender and division of the same Club.
- (d) Each Club shall form all of its teams so that all players, except the child of one Coach and one assistant Coach, are subject to the draft.
- (e) Coaches may meet before the draft and agree on a ranking of all players with previous experience in the League. A draft list with all player rankings shall be provided to each Coach before the draft.
- (f) It is suggested that a Club place all players registered after the draft in a common pool to be re-drafted at a second and final draft that begins where the first draft ended.

4.11 Registration after Draft

After the draft, a Club shall maintain a reasonably equal distribution of older, younger and select players on each team within a division.

4.12 Redistribution of Players.

Games Conduct may at any time during the season order a Club to redistribute players on its team within a division if the player distribution of a team violates these Rules or a team has insufficient players to start or continue a game under Rule 5.4.3.

III. Conduct of Games

5. Before the Game

5.1 Field of Play

5.1.1 Dimensions

Field dimensions and markings shall be shown as on the sketch in the appendix of these Rules. Division IV and V teams may play on a regulation or modified field. Divisions II and III teams shall play on a regulation field.

5.1.2 Modified

The length of a modified field shall not be less than 75 yards and its width shall not be less than 50 yards. The equipment and markings for a modified field shall be the same as for a regulation field.

5.1.3 Markings

NWBSA does not use nor enforce the use of technical areas boxes. These markings are to be ignored by the Referee(s).

The minimum required field markings are:

Touch Lines	Penalty Kick Spots	Center Line
Goal Lines	Penalty Area Arcs	Center Circle
Goal Areas	Corner Kick Arcs	Center Field Spot
Penalty Areas		

5.1.4 Equipment

- (a) The field must be equipped with corner flags. Corner posts shall be made of aluminum, wood, fiberglass, or other suitable material. They may not be less than 5 feet high when in place.
- (b) Goals must be of standard size (24 feet by 8 feet) and of suitable rigid material. Portable goals must be anchored in accordance with manufacturer's instructions. Ropes, wires or cables shall not be used in place of goal posts or crossbars. Nets must be properly attached and must not interfere with the goal mouth.
- (c) The referee shall inspect goals before each game to insure they are secured and safe. The home team shall be responsible to insure the safety of the goal. No game will commence until the goal has been secured to the referee's satisfaction. Home clubs shall be fined \$25 per incident for unsecured or unsafe goals. Repeated infringements may require the Club to appear before the Games Conduct Committee.

5.1.5 Improper Markings or Equipment

Failure of the home team to mark or equip the field to the satisfaction of the Referee before kickoff time will be reported to Games Conduct. The Referee shall be the judge of proper field marking and equipment under these Rules and the Laws of the Game and whether the game may be played. Due allowance must be made by the Referee for washed out markings due to weather conditions.

5.2 Equipment

5.2.1 The Ball

Divisions II and III must use a regulation size 5 ball. Divisions IV and V must use a regulation size 4 ball. The Referee shall decide before kick-off time whether the game and substitute ball are acceptable by size, condition and inflation.

5.2.2 Water and First Aid Kit

Each team shall have water and a first aid kit available at each game. None compliance will be reported.

5.3 Complaints

A Coach shall make all complaints about late starts and field dimensions, markings or equipment to the Referee before the start of the game.

5.4 Players

5.4.1 Passes

- (a) Only players and Coaches who possess NWBSA passes may participate in NWBSA games. A player may NOT play on a NWBSA team other than the team named on his or her pass. A Coach may coach any NWBSA team.
- (b) The Referee will collect passes from players and Coaches during the pre-game inspection. Each player and Coach will have his or her pass in hand to present to the Referee. Except as provided in Rule 5.4.1 (c), no one may play or Coach in a game unless his or her pass is presented to the Referee. (No Pass - No Play!)
- (c) If the passes of an entire team are not available during the pre-game inspection, the game may commence. The Coach must present to the Referee a roster listing every player to be fielded. This roster must be forwarded to games Conduct via the Club Referee Coordinator. Failure to present the passes before the start of the third quarter shall result in the termination of the game. If the passes become available at the beginning of the third quarter, the Referee must check the names on the passes against the names on the roster. In case of discrepancies the Referee shall keep the Coaches' passes and the passes in question. The Coaches must appear before Games Conduct in order to retrieve the passes and explain the situation.
- (d) A player who arrives any time after a game commences can be substituted pursuant to Rule 6.4 upon presentation of his or her pass to the Referee.
- (e) Presentation of a pass that is illegible or contains an erasure, write over, white out or other alterations will be treated as **a questionable pass.**

Presentation of a pass without plastic sleeve conforming to NWBSA specifications will be treated as **a questionable pass**.

- (f) If a questionable pass is presented, the Referee must submit this pass to Games Conduct. The player shall be allowed to play that one game.
- (g) If a player or Coach pass is lost or destroyed, the Club or Coach shall get a new pass from the Area Registrar before the start of the game.
- (h) Failure to comply with any provision of Rule 5.4.1 shall result in a \$50 fine for the first infraction, \$100 for the second infraction, and \$200 for the third and succeeding infraction until the situation is remedied.

5.4.2 Suspension

A suspended player shall be regarded as temporarily ineligible to play.

5.4.3 Number (Minimum number of players on playing field)

A team will not be allowed to start a game with less than 7 players, or to continue the game if the number of players on the field, including the goalkeeper, drops below 7. The Referee will note the number of players and the Coaches presenting themselves on the Referee report.

If a team has less than 7 players, the opposing coach may agree to loan players from his team. Only properly carded players from the schedule opponent can be used. The game will be played in full accordance to the rules. The team with less than 7 players will still be subject to any applicable fines.

5.4.4 Playing Time

- (a) A player shall play at least 1/2 of a game provided the player is healthy, attends scheduled practices and is not subject to a reduction in playing time for disciplinary reasons. The Coach shall explain to any player who has not so played the reasons therefore before the team leaves the field of play after the game.
- (b) In Division II no more than 8 male players may be fielded at any time of the match UNLESS: The Senior Referee, the Home Head Coach and the Visiting Head Coach ALL agree before the game on raising the Male Player Limit and ALL of the female players will be guaranteed their playing time. Violation of this Rule will be sanctioned severely.

5.5 Apparel

5.5.1 Inspection

- (a) 10 minutes before the start of play, the Referee shall inspect all players and substitutes and collect passes.
- (b) The Referee shall examine shoes and disqualify cleats that are:
 - i. Made of metal, sharp or badly worn; or
 - ii. Longer than 1/2 of an inch or unnaturally sharp.
- (c) The Referee will direct the removal of anything dangerous, including:
 - i. All jewelry
 - ii. Caps with sharp or extra stiff visors

- iii. Metal clips on sweatbands.
 - iv. Hooded sweatshirts. (Only sweatshirts without hoods are allowed.)
- (d) Referees shall be supplied a card from the LRC highlight rules that must be covered during inspection. Referees shall inform players and coaches of all items on the card in addition to any other instructions they deem necessary and remind coaches they are responsible for knowing and adhering to all rules pertaining to the competition

5.5.2 Uniforms

- (a) All players must wear acceptable, nominally identical uniforms consisting of soccer cleats or sneakers, shin guards, socks, shorts and distinctly numbered shirts. The numbers shall be at least 4 inches high. All shorts must be acceptable soccer shorts and have inseams of at least 3 inches and shall be no lower than the top of the knee.
- (b) The goalkeeper must wear a shirt whose color is distinctively different from the uniforms of the other players on both teams. The goalkeeper's shirt need not be numbered.
- (c) Each Club shall establish a color for the uniform shirts, shorts and socks for each of its teams.
- (d) Any team not in compliance with the uniform rule shall be noted on the referee report. Repeated violations may be subject of fines up to \$20 per occurrence.

5.5.3 Optional

A Coach may allow his or her players to wear sweatshirts, sweatpants, gloves or other similar attire in cold weather. Players shall wear shirts, shorts and socks over sweatshirts and pants or other attire.

5.5.4 Eyeglasses

The Referee shall insure that only properly secured eye glasses are worn. NJ State law mandates that "protective sports goggles" be used. Clubs are responsible for notifying parents of this requirement. As per the NJ law, NWBSA cannot be held liable for failure to enforce the requirement.

5.5.5 Padding, Casts and Medical Devices

- (a) No player shall wear padding except:
 - (1) Shin guards;
 - (2) Knee pads by the goalkeeper; and
 - (3) Padding in regulation shirts and shorts worn by the goalkeeper
- (b) If a player injury requires support or protection, only properly designed support bandages (e.g. Cotton or elastic) of tubular or linear construction (e.g. ace bandage) may be used.
- (c) No player may play with any cast or splint of any type.
- (d) A medical device may be worn only with the prior written approval of the Executive Board after presentation of a physician's letter stating that the

player needs the medical device in order to play. The Executive Board must approve the use of the medical device each season.

5.5.6 Headgear

No headgear is to be worn except for the following:

- (a) A player may wear a sweatband or protective headband designed for soccer, but not a bandanna.
- (b) The goalkeeper may wear a hat with a soft visor.
- (c) Soft ear protection or woolen hats without visors, buttons or other hard objects may be worn in cold weather.

The Executive Board upon application may waive this Rule for headgear worn for religious or medical reasons upon submitting a written request.

5.5.7 Color Clash

- (a) If team uniform colors clash, the home team is responsible for playing in alternate colors. Notwithstanding the foregoing, a team that changes uniform colors to other colors than those specified in the Schedule shall be responsible for playing in alternate colors if a color clash exists. If there is a color clash and both teams appear in colors other than specified in the Schedule, the home team is responsible for playing in alternate colors.
- (b) A color clash must be removed within 15 minutes of the scheduled kickoff time, or the Referee will not allow the game to be played. The matter will be referred to Games Conduct.
- (c) NWBSA Referee Attire consists of: any color referee Jersey permissible by FIFA, black shorts and black referee knee length socks with the white stripes, soccer cleats or sneakers. In the case of a color clash with either team the Referee must resort to the traditional black referee jersey.

5.6 Officials

5.6.1 Referees

- (a) A Club shall field two Referees in Division IV and V if the Junior Referee has less than a year's officiating experience. The Senior Referee must have at least one year officiating experience. The Junior referee shall be actively officiating on the field at all times. The Senior referee should discreetly consult with the Junior Referee if an error was made. If play has not been resumed then the Junior referee should correct the error in accordance with the rules of the game and play should be restarted.
- (b) All NWBSA games shall be officiated by one or two Referees certified by NWBSA with card validated by the LRC pursuant to Rule 3.5. The home Club shall furnish and pay for the Referee.
- (c) Two Referees shall officiate Division II games. One of the Referees shall be at least 21 years old. For Divisions III, IV and V, a Club may assign one or two Referees.
- (d) If there is only one Referee available for a Division II game, the Coach of the visiting team must be called at least 3 hours prior to the game to determine whether he or she will consent thereto. If a Division II game is officiated by one Referee (with the consent of Coaches from both sides), it must be clearly noted

on the Referee report and the reason therefore must be noted on the back of the Referee report.

(e) Minimum age of the Referee:

DIVISION II	Senior Referee.....	21 years by July 31
	Junior Referee.....	20 years by January 31
DIVISION III	Referee.....	16 years by January 31
DIVISION IV	Referee.....	14 years by July 31
DIVISION V	Referee.....	14 years by July 31

- (f) Candidates that are 13 years of age by July 31, may attend a NWBSA referee class. If they pass the test they can only be certified for a season when they are 14 years of age by July 31 of that year.
- (g) The Referee must at all times be 18 months older than the oldest player on the field.
- (h) A club (i.e. the home club) may utilize 2 Assistant Referees (ARs). The AR's must meet all the requirements for referees in these rules.
- (i) A Referee shall present his or her identification card to both teams before the start of the game. Only identification cards issued by NWBSA are acceptable. Before the game, a Referee must disclose any conflict of interest that may arise as a result of a relationship to a player or a Coach. This disclosure requirement includes, but is not limited to, relationships such as a daughter, son, niece, nephew, sibling, aunt, uncle, first cousin, adoption, marriage, neighbor, employer or employee. Failure of the Referee to disclose a conflict of interest before the game shall result in the Referee's suspension and appearance before Games Conduct and a \$50.00 fine.
- (j) Referees shall be strictly neutral at all times. A Referee who favors the home team defeats the recreational purposes of this League.

5.6.2 Lines Persons

If AR's are not used then each team shall provide one responsible adult or one carded Referee as a lines person. Lines person shall use flags and help the Referee to determine whether the ball is in play or out along the touch lines. Coaches must have lines persons available 5 minutes before kickoff.

5.6.3 Referee's Failure to appear

- (a) If an assigned Referee fails to appear, the team will wait 15 minutes for the assigned Referee's appearance. The Coaches may agree upon a substitute Referee, who shall be certified by NWBSA. If they do not agree upon a substitute Referee, the matter will be referred to Games Conduct.
- (b) If the Coaches agree upon a substitute Referee who is certified by NWBSA, the substitute Referee will have the full authority of any assigned Referee and shall submit a Referee game report to Games Conduct. If the assigned Referee arrives after the game has started, the assigned Referee shall immediately assume responsibility from the substitute Referee.

- (c) The following will be interpreted as the failure of a Referee to appear under this rule:
 - 1. Failure of the Referee to present his or her identification card prior to the game as required by Rule 6.6.1(f); or
 - 2. Disclosure of a conflict of interest by the Referee as required by Rule 5.6.1(g).
- (d) If a Coach permits a game to be played without obtaining proper Referee identification, the Coach shall be considered to have agreed to a substitute Referee under this Rule.

5.6.4 Penalties

- (a) A Club that sends a person who is not certified by NWBSA to Referee a game shall be fined \$50.00 per game.
- (b) A Club that continually fails to provide Referees for games shall be disciplined by Games Conduct.
- (c) A Referee who does not present his or her identification card to both teams before the start of the game shall on the first offense receive a reprimand issued by the LRC, and on the second and all subsequent offenses is fined \$20.00.
- (d) Referees that are suspended and/or fined shall be noted on the weekly Games Conduct reports, and shall be referenced by Game Number only. Neither the referee's name nor the Referee Identification Number shall be present on the report.

5.7 Home Team Responsibilities

The home team is responsible to:

- (a) Provide the field designated in the Schedule or notify the visiting team as soon as possible of any field change;
- (b) Insure that the field and its surrounding location are in a safe condition to play the game without risk of injury to any player, Coach, Referee or spectator;
- (c) Mark and equip the field prior to kickoff time;
- (d) Install and remove goal nets and corner flags;
- (e) Provide the game ball of specified divisional size, properly inflated, and insure that a suitable substitute ball is available;
- (f) Provide lines person's flags;
- (g) Remove debris from the field;
- (h) Provide a Referee or Referees certified by NWBSA;
- (i) Maintain order and provide security.

5.8 Scheduling

5.8.1 Pre-Game Arrangements

The visiting team Coach will call the home team Coach before the day of the game to discuss team colors, game time, field location and changes thereof. If the home team Coach does not receive a call, he or she should place the call.

5.8.2 Kickoff Time and Place

The kickoff time and place shall be as set forth in the Schedule. Both teams shall appear at the field of play and be prepared to check-in with the referee at least 15 minutes before the time set in the Schedule.

5.8.3 Late Arrival

There shall be a 15 minute grace period from the scheduled kickoff time. The Referee will not allow the game to be played if a team arrives after the grace period has elapsed. The matter will be referred to Games Conduct.

5.8.4 Games to be Played

Teams shall play their games at all times and fields set forth in the Schedule unless:

- (a) The field is unsuitable for play pursuant to Rule 5.8.5;
- (b) NWBSA declares a disaster day pursuant to Rule 5.8.6;
- (c) Coaches reschedule the game pursuant to Rule 5.8.7; or
- (d) A Club declares that for religious reasons some or all of its teams cannot play on a scheduled day.

5.8.5 Washed Out Games

Weather or the state of the field may cause a washout. A Club may declare a field unsuitable for play for safety reasons or to preserve good field conditions. The Referee shall be the judge of whether play should start at the scheduled time or continue after starting. There shall be no play if thunder or lightning is present. When in doubt referees should immediately suspend play and coaches move players into cars or buildings.

5.8.6 Disaster Days

The President, upon inspection of representative fields, may declare a disaster day, upon which no games shall be played. If the President declares a disaster day, every effort will be made to notify each Club's League Rep 1-1/2 hours before the first game is scheduled.

5.8.7 Rescheduling

- (a) NWBSA wants games played at times and fields set forth in the Schedule. Games that are not played when scheduled are often never played. The opposing Coaches may agree to reschedule a game provided Rule 5.8.7(b) is complied with.
- (b) By 4 p.m. of the Friday after a game is cancelled. Each Club shall submit to Games Conduct a list of cancelled games with the date and time that each game will be made up on a form established by the Executive Board. The list shall be cumulative throughout the season. (Form on website).

5.9 Failure to Play

If a game is cancelled or postponed for any reason, the canceling town will be fined \$50.00 per game if the game is not played by the end of the season unless:

- (a) The canceling team proves to the satisfaction of Games Conduct that it made a good faith effort to play the game (i.e. show record of communications between teams); or
- (b) The cancellation is pursuant to Rule 5.8.4.(a), (b), or (d). Every effort must be made to replay the game, but there will be no fine if the game is not played.

If a team fails to show for a game within the allotted time and does not give 24 hour notice to the opposing team they will be subject to a \$100 fine by NWBSA. If the team failing to show is a visiting team the home team may collect the referee fees from the visiting team. If the cancelling team does not pay the home team then for registration purposes they will be considered in arrears to the league and will not be allowed to register.

All fines for games not played when scheduled will be posted the week following the original schedule unless a rescheduled date is entered in the website. Fines will be removed once the game is played.

5.10 Division 5 Small Sided Exceptions

Division 5 may be played “small-sided”. The following revisions to the rules of the game shall apply to small sided games:

5.10.1 Field of Play

The field of play shall rectangular and must be a minimum of 35 yards and a maximum of 50 yards wide. The length of the field shall be a minimum of 45 yards and a maximum of 80 yards in length. The goal area shall be six yards from each goal post and six yards into the field of play, joined by a line drawn parallel with the goal line. The penalty area shall be marked 12 yards from each goal post and 12 yards into the field of play, joined by a line drawn parallel to the goal line. Penalty kicks are marked at 10 yards from the goal line. Goal size shall be approximately six and one-half (6 1/2) to seven (7) feet high and eighteen (18) feet wide.

5.10.2 Players

The maximum number of players on the field at any one time shall be eight per team, including a designated goalkeeper. A team will not be allowed to start a game with less than 5 players, or to continue the game if the number of players on the field, including the goalkeeper, drops below 5. If a team has less than 5 players, the opposing coach may agree to loan players from his team. Only properly carded players from the scheduled opponent can be used. The game will be played in full accordance to the rules. The team with less than 5 players will still be subject to any applicable fines.

5.10.3 Goal Kicks- Corner Kicks

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

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

5.10.4 Roster Size

No Division V small sided team shall have fewer than 11 players or more than 16 players on its roster. The Executive Board may waive this rule provided it receives adequate assurance that Rule 5.4.4 will be met. If a waiver is approved for more than 16 players on a team, the team may suit up no more than 16 players at any given game. Teams showing up with more than 16 players are subject to fines and possible appearances at games conduct as per rule 4.5c.

6. During the Game

6.1 Coin Toss

Each team shall designate not more than 3 captains. When called by the Referee, the captains shall promptly go to the center spot where the Referee shall toss the coin. The visiting team shall call the toss and the winner shall choose the goal it wants to defend. The other team shall kick off. In quarters 3 and 4 the goal each team defends and the team kicking off will be opposite from that determined by the coin toss.

6.2 Duration of the Game

Division II	games shall be four quarters of	22 minutes.
Division III	games shall be four quarters of	20 minutes.
Division IV	games shall be four quarters of	17 minutes.
Division V	games shall be four quarters of	15 minutes.

- (a) The interval between quarters 1 and 2 and between quarters 3 and 4 shall not exceed 2 minutes. The half time interval shall be 5 minutes unless the Referee authorizes additional time.
- (b) The Referee is the only person to keep official time. Stoppage time is added at the discretion of the Referee pursuant to the Laws of the Game. Any timekeeping on the sidelines is meaningless.

6.3 Slide Tackles

Slide tackles must be sanctioned as serious foul play since they endanger the welfare of the players. In division 5 slide tackles will sanctioned as a caution (yellow card).

6.4 Field Position

Both team's Coaches and player must remain on one side of the field throughout the game. Each team shall remain on separate sides of the midfield line. All spectators must remain on other sideline. No Coach, spectator or substitute player is allowed along any part of either goal line or upon their opponent's side of the field. Coaches, spectators and players shall remain at least 5 feet away from the touch lines where possible so as to create a sense of detachment from the field action. At no point may any coaches or spectators take on off field position between the goal line and the top of the penalty area box. The coaches and players should remain in the designated coaching area, except that the players may leave the area to warm up.

6.5 Substitution

Players are required to enter at the halfway line.

- (a) Players may be freely substituted when the ball is out of play, subject to the Referee's authorization:
- (b) After a goal is scored;
- (c) On a goal kick;
- (d) On a throw-in (regardless of possession);
- (e) At the beginning of a quarter.
- (f) A player having been issued a Yellow Card may be substituted. (The carded player only; no other player). See 6.12 (Carded player must sit out at least one stoppage)
- (g) If play is stopped or a Coach enters the field because a player is injured, the injured player must be substituted. (Injured player only; no other player). Upon recovery, the injured player may re-enter the field in accordance with these Rules. A recovered goalkeeper may be substituted at the next stoppage of play. A team playing without substitutes may send a recovered player into the game at the next stoppage.
- (h) The failure of a substituted goalkeeper during the interval between quarters to report to the Referee before entering the field of play shall not be treated as an illegal substitution.
- (i) An illegal substitution of a player shall not result in the stoppage of the game, a caution to the player; or an award of a free kick, but shall be treated as unsporting behavior by the Coach and a caution shall be given to the Coach.

6.6 Entering the Field of Play

A Coach or spectator may NOT enter the playing area unless invited by the Referee.

6.7 Corner Kicks

In Division V, corner kicks shall be taken from where the penalty area lines meet the goal lines.

6.8 Goalkeeper

Referees shall protect the goalkeeper from violent play. The goalkeeper is considered to be in control of the ball by touching it with any part of his hand or arm. Possession of the ball includes the goalkeeper deliberately parrying the ball, but does not include the circumstances where, in the opinion of the Referee, the ball rebounds accidentally from the goalkeeper, for example, after he has made a save.

Possession of the ball does not include the circumstances where, in the opinion of the Referee, the goalkeeper attempts to gain control of the ball.

6.9 Completion of Game

- (a) A Referee may terminate or suspend a game. Such game cannot be restarted.
- (b) If a game is terminated after the second quarter is concluded, the score at the time of the termination stands and the game shall be considered complete.
- (c) If a game is terminated due to weather after it has started, but before the completion of the second quarter, the game will be considered washed out under Rule 5.8.4.
- (d) If a game is terminated for any reason other than weather, the matter shall be referred to Games Conduct.

6.10 Coach's Responsibility

- (a) The Coach is responsible for the conduct and welfare of the players on his or her team and the conduct of the Coaches and spectators of his or her team.
- (b) If a Coach leaves his or her team during a game without having another NWBSA carded Coach present, the Referee shall terminate the game. Games Conduct shall issue the Coach a Red Card and the Coach shall be suspended for two weeks for dereliction of responsibilities.

6.11 Red Cards

- (a) When a Red Card is issued to a Coach, the Coach must leave the field. The Coach shall not be involved in any further dealings with the team, the parents, or the Referee. The coach must leave the location of the playing field. Any further interaction or attempted interaction with a team, the parents or the Referee shall be construed as a second Red Card offense. Any subsequent interaction or attempted interaction with the team, the parents or the Referee shall be construed as a blatant violation of the Code of Conduct provided by Rule 6.19.
- (b) When a Red Card is issued to a player, the player shall sit quietly on the sideline. Either the Coach or the player's parents/guardian may decide that the player should leave the location of the playing field. A Red Card does not exclude a player from participation in off-field team activities as long as the Coach agrees. A player who has been ejected may not get involved in any on-field activities. If a player commits any other offense, the player shall be sanctioned appropriately.
- (c) The Referee shall retain the pass of any player or Coach who is issued a Red Card. As soon as possible and in all cases prior to the next weekend, the Referee shall forward the retained pass through the Club Referee coordinator to Games Conduct. No substitute is permitted for a player sent off the field of play after the start of the game. The player's team must play one player short.
- (d) In the Referee's discretion, a player may be cautioned for an offense punishable by ejection under the Laws of the Game. The player shall be ejected from the game for any further breach of Law 12.
- (e) Bad language, excessive shouting on the field and unruly behavior by a player/Coach, Referee, Spectator will not be tolerated. It is sanction with a Red Card.
- (f) In Division V, a goalkeeper who deliberately handles a ball outside the penalty area denying the other team a scoring opportunity shall not be issued a Red Card for the first offense, but shall be cautioned and a direct kick awarded to the other team.

6.12 Yellow Cards

If a player is issued a Yellow Card, the player must come off the field and may be substituted (the carded player only can be substituted, no other player). The carded player may return to the field pursuant to Rule 6.4.

6.13 Behavior of Coaches and Spectators

- (a) Offensive language or behavior by Coaches or spectators will not be tolerated. Each Coach is responsible and accountable for the conduct of all persons on or supporting his or her team. The Referee may suspend play or terminate a game due to player, Coach or spectator misconduct. The Referee shall be the judge of the situation and will tell the Coaches the action that is required. The home team and Club shall take whatever action necessary to maintain order, including the use of legal methods of enforcement.
- (b) Coaches may address the Referee only at the inspection, when requesting to substitute, when called on the field for an injury or to protest a game before the Referee leaves. Any other attempted conversation with the Referee may be construed as dissent, subject to a card or rating. If a Coach wishes to disagree with the Referee's decision, the Coach shall do so only in writing submitted to the League Rep for forwarding to Games Conduct.
- (c) Spectators may not coach. Only a person who presents a Coaches card to the Referee before or during a game may coach a team.

6.14 Removing Team from Field

Games Conduct will review for misconduct all games in which a Coach refuses to continue play and removes a team from the field. The Coaches must appear before Games Conduct to explain the circumstances of such an action within 2 weeks of the game. A Coach who fails to appear within 2 weeks shall be suspended until appearance.

6.15 Smoking

There shall be no smoking near the field of play before, during or after the game. Coaches shall not smoke whenever they are in the presence of their team.

6.16 Handshake

NWBSA wishes to encourage good sportsmanship. Players should shake hands with the opposing team after the game at the halfway line. The Coaches of both teams shall supervise any handshaking.

6.17 Excessive Scoring

- (a) A team that is winning by a wide margin shall discreetly and quietly refrain from scoring. If there is more than a 7 goal differential at the end of the game, Games Conduct will issue the Coach of the winning team a Red Card. The winning Coach shall appear within 2 weeks of the game before Games Conduct for a hearing about the excessive scoring. Games Conduct may require the losing Coach to appear before it. A Coach who fails to appear within 2 weeks shall be suspended until appearance.
- (b) The Referee shall issue a Red Card to the Coach of any team that stops playing in good faith during a game.
- (c) Referee shall issue a yellow card to any coach who plays in an unsporting manner.

(d) If a team goes up by 5 goals they shall remove a player from the field provided they maintain the minimum number of players required for that division. If the goal differential becomes 4 or less the team may replace the player.

6.18 Code of Conduct

Pursuant to N.J.S. 5:17-1 et seq. NWBSA adopts the following code of conduct for players, Coaches, spectators and Referees:

(a) Behavior of Coaches, Players, Referees and Spectators

Any threats against an official, the side line or a player shall be punished with an automatic suspension.

(b) Players

1. Players shall play in accordance with the letter and spirit of these Rules.
2. Players shall perform to the best of their abilities. Winning is secondary.
3. While competition is important, it is secondary to having fun, learning the game and preparing for the future.
4. Poor sportsmanship, loss of temper, fighting, abusive language or gestures shall not be tolerated during a game.

(c) Referees

1. Referees shall conduct themselves as positive role models for Coaches, players, spectators. Referees shall maintain the highest standards of personal conduct and support principles of fair play by adhering and enforcing all of the FIFA LAWS and the NWBSA Rules of Competition.
2. The Referee must always be courteous and attempt to be 100% impartial.
3. A Referee shall not smoke or consume alcoholic beverages in the presence of the players.
4. The Referee shall be thoroughly familiar with ALL Rules and the FIFA Laws of the Game. The spirit and the letter of these Rules shall be followed at all times and communicated to the players. A Referee shall not attempt to circumvent the spirit or the letter of these Rules.
5. Referees must respect the Coaches. The Referee shall not indulge in conduct that will incite the Coaches, players or spectators. Referee shall not publicly criticize the Coaches, spectators or players of either team.
6. A Referee must state at inspection time his/her standards of language tolerated on the pitch.
7. A Referee, at inspection, shall present his/her credentials prior to any other actions.
8. A Referee must always attempt to avoid any conflict of interest. If not avoidable it must be disclosed prior to inspection in the presence of ALL coaches from both teams.

9. A Referee will always limit his/her communications with either team to a minimum to avoid any appearance of partiality.

(d) Coaches

1. Coaches shall conduct themselves as positive role models for players. Coaches shall maintain the highest standards of personal conduct and support principles of fair play.
2. The Coach must always be aware that he or she has a tremendous influence, either good or bad, in the development and education of the players.
3. A Coach shall not smoke or consume alcoholic beverages in the presence of the players.
4. The Coach shall be thoroughly familiar with these Rules and the FIFA Laws of the Game. The spirit and the letter of these Rules shall be followed at all times and communicated to the players. A Coach shall not attempt to circumvent the spirit or the letter of these Rules.
5. Coaches must respect and support the Referee. The Coach shall not indulge in conduct that will incite the players or spectators against the Referee. A Coach shall not publicly criticize the Referee or players of either team.
6. A coach shall be deemed unfit to being a Coach any longer if he/she threatens a referee in public verbally or physically.

(e) Spectators

1. Spectators are to appreciate and give proper recognition to all players.
2. Spectators are to cheer positively. They shall not boo or use abusive or vulgar language.
3. Spectators are not permitted to engage in any kind of intentional display of rude behavior.
4. Spectators are NOT permitted on the field of play.
5. Spectators shall respect the Referee. The decision of the Referee is final.
6. Spectators shall not smoke or possess or use drugs or alcoholic beverages.

Games Conduct may suspend or ban any player, Referee, Coach, or spectator from any game or games held pursuant to these Rules for violation of this Code of Conduct.

7. After the Game

7.1 Results

Games Conduct will compile game results using Referee reports and will make a report available after the season. The Executive Board may make interim reports available at its discretion. Clubs are reminded that competitive attitudes should not override the recreational goal of the League.

7.2 Protests

- (a) Any team protesting a game must make the protest through a Coach to the Referee before leaving the field of play.
- (b) A judgment call or decision by the Referee may not be protested if it is within these Rules.
- (c) A protest need not concern the outcome of the game, but may concern a perceived conflict between the Referee's decision and these Rules.

7.3 Referee Reports

- (a) After a game the Referee shall promptly submit a Referee's report to the CRC on the form prescribed by the LRC. Only the Referee shall write on the Referee's report. Entries made by a party other than the Referee will render the Referee report invalid. The CRC may complete the Referee's report by adding an addendum on a separate page.
- (b) A Club's CRC must fax, messenger, transmit electronically or deliver a weekly report and all games Referee games reports to Games Conduct Chairman by 4:00 PM of the Wednesday following the weekend that games were scheduled. If a game is not played, a Referee report, which includes the reason why the game was not played, MUST be submitted.
- (c) Incomplete Referee reports are late. Referee reports are incomplete if the Referee issues cards or ratings and there is no explanation on the back of the report for the cards or the ratings, the report is illegible or if any information required on the report is not provided.

Referee reports are incomplete, if the following is missing:

- | | |
|--------------------------------------|--|
| (1) Game number | (5) Score |
| (2) Town and team name for each team | (6) Number of red and Yellow Cards for each team and to whom |
| (3) Number of players of each team | (7) Ratings issued for each team |
| (4) Number of Coaches for each team. | (8) Division II only: Male player limit raised. |

- (d) Referee reports are late if they are not delivered as required by Rules 7.3(a) and 7.3(c). The fines for Referee reports that are late are as follows:

<u>Week Late</u>	<u>Fine</u>	<u>Week Late</u>	<u>Fine</u>	<u>Week Late</u>	<u>Fine</u>	<u>Week Late</u>	<u>Fine</u>
1 st	\$10	4 th	\$80	7 th	\$100	10 th	\$100
2 nd	\$20	5 th	\$100	8 th	\$100	11 th	\$100
3 rd	\$40	6 th	100	9 th	\$100	12 th	\$100

The fines are for any and all reports that are late, shall be cumulative and do not abate until all reports are current.

- (e) The back of the Referee game report or on an accompanying document must explain player or Coach cautions (Yellow Cards), ejections (Red Cards), Coach or spectator “D” ratings (Yellow Cards) or “F” ratings (Red Cards), and the failure of a Referee to display a card at the game for the infractions.
- (f) Any caution or ejection reported in a Referee game report must identify the offending party by name and team. When a Red Card is issued, the offending party's NWBSA pass must accompany the Referee game report.
- (g) If a Referee's game report fails to adhere to this Rule, Games Conduct may in its discretion overrule the Referee's decision.

IV. Disciplinary Action

8. The Games Conduct Committee

8.1 Duties

Games Conduct administers these Rules and decides protests. It has the power to act on its own initiative and impose penalties concerning player safety and welfare; respect for the Referee; behavior of Clubs, players, Coaches or spectators; respect for or violation of these Rules; and Referee judgment. Penalties can include suspension, fines, assessment of cards and probation. Games Conduct can change a score, declare a forfeit or order the replay of a game.

8.2 Protests

- (a) Provided Rule 5.3 or 7.2(a) have been followed, a written protest stating all the facts shall be hand delivered to the Games Conduct Chairman within 48 hours after the game with a non-refundable fee of \$15 for the protest. In lieu of hand delivery, the protest may be faxed to the Games Conduct Chairman provided the \$15 protest fee is mailed simultaneously.
- (b) A protest, once filed, cannot be withdrawn.
- (c) Games Conduct shall notify the opposing Coach in writing or by telephone of a protest filing.

8.3 Sources of Information

Games Conduct normally uses Referee game reports and written protests to make its decisions. It may also get information from the League Rep of each Club involved, from the LRC or CRC if a Referee is involved, and from any other source that it believes is reliable. Games Conduct may keep any material submitted to it or after review return the material to its source.

8.4 Hearings

At its discretion, Games Conduct may conduct a hearing on reasonable notice to all interested parties. At such a hearing, an officer of the Club involved may represent interested parties. Games Conduct may make a decision if an interested party does not attend a hearing.

8.5 Organization

8.5.1 Membership

Games Conduct is composed of a Chairman, 3 Regular Members and 2 or more Alternate Members. The Chairman may call upon Emergency Members to act in the absence or disqualification of Regular or Alternate Members.

8.5.2 Qualification

Regular, Alternate and Emergency Members must have an extensive knowledge of soccer, the Laws of the Game and these Rules. Each shall be disqualified from reviewing matters involving his or her own Club.

8.5.3 Selection

The Executive Board shall appoint the Chairman of Games Conduct. The Chairman shall select 3 Regular, 2 or more Alternate Members and 1 or more Emergency Members.

8.5.4 Meetings

By each Thursday during the playing season or whenever required, the Chairman shall convene either in person or by telephone a meeting of the **3** Regular Members or, in their absence or disqualification, a mixture of Regular, Alternate or Emergency Members. The Chairman shall set the agenda and preside over all meetings.

8.5.5 Voting

The 3 regular members and chairman shall vote on all items before Games Conduct. The Chairman shall decide if there is a tie.

8.6 Time for Action

Games Conduct shall act on matters governed by Rule 9.1 and 9.2 at least 36 hours before the next scheduled game, Rules 9.3. and 9.4 within 1 week of the game, and Rule 8.2 within 2 weeks of receipt of the protest. There is no specific time for action on matters governed by any other Rule.

8.7 Decision

Games Conduct shall provide a written decision to the affected Coaches, the League Rep of each Club involved and the President.

8.8 Payment of Fines

All fines assessed against a Club must be paid before December 31. A Club that has not settled its arrears will not be allowed to register for the new season. For all fines not paid by the January meeting, there will be a 5% interest charge per month.

9. Disciplinary Action

9.1 Players

9.1.1 Suspension

- (a) Games Conduct shall have the power to consider and dispose of all suspensions of players or Coaches. Games Conduct is the sole judge of what game(s) a player is not allowed to play or a Coach is not allowed to play. Games NOT played or canceled CANNOT satisfy a suspension.
- (b) The Executive Board shall review the suspension of a player or Coach for more than three games.

9.1.2 Inaction

Inaction by Games Conduct shall not prevent a player from playing a regularly scheduled game.

9.1.3 Yellow or Red Cards

Coaches and Spectators: Yellow Card, Red Cards, suspensions carry over into the following season.

Players: Suspensions NOT cards carry over into the following season.

9.1.4 Red Cards

If a Referee sends a player off the field of play and Games Conduct upon review upholds the ejection, the player will be suspended as follows:

- (a) First Infraction - A possible suspension of up to 2 games.
- (b) Second Infraction - A suspension of 3 games.
- (c) Third Infraction - A suspension for 3 or more games as determined by Games Conduct.

Two Yellow Cards in a game or three Yellow Cards in a season shall be considered a Red Card. Any player's suspension not completed by the end of season shall be served the following season.

9.1.5 Return of Passes

The Coach of a player under consideration is responsible to determine the action taken by Games Conduct and, if necessary, retrieve the pass of the player.

9.1.6 Ineligible

Responsibility for the player's eligibility rests with his Club. If a player is found to be ineligible, Games Conduct will determine whether his team will forfeit the game or games in which the player participated.

9.2 Coaches

- (a) Games Conduct may penalize a Coach who receives a Red Card or an "F" rating as follows:

First Infraction: suspension for one or more games as a Coach, Referee or spectator, fine of up to \$100 or any combination thereof; and

Second Infraction: mandatory appearance before Games Conduct for suspension of one or more games as a Coach, Referee or spectator, a fine of up to \$200. The Coach's participation as a Coach during the following season will be allowed only with the approval of Games Conduct.

- (b) Games Conduct shall specify the game or games for which a Coach is suspended.
- (c) A Coach who receives 2 Yellow Cards, 2 "D" ratings, or a combination of the 2 during a season shall be treated as having received a Red Card and disciplined under Rule 9.2(a).
- (d) Any Coach's suspension not completed by the end of the current season shall be served the following season. Yellow Cards for Coaches and Spectators carry over to the next season.

9.3 Spectators

In addition to the penalties provided to a coach under Rule 9.2, if in the judgment of Games Conduct the behavior of a team's spectators in a game was intolerable, the Club to which the team belongs will be fined up to \$200 for the first offense, and up to \$500 for all subsequent offenses and spectators may be banned by GCC from attending one or more NWBSA games. Individual spectators who receive a Red card, "F" rating, Yellow Card or D Rating are subject to the same fines and suspensions as a coach (see section 9.2).

9.4 Clubs

- (a) If a Club violates these Rules, Games Conduct may place the Club on probation.
- (b) Games Conduct shall impose the following sanctions for organizational infringements.
 1. First Infraction - A caution will be issued, and the Club will be requested to correct the matter so as to avoid a repetition of the offense.
 2. Second Infraction - A severe reprimand will be issued, and the Club will be advised about the consequences of a third offense.
 3. Third Infraction - The Club must appear before a full Games Conduct hearing to explain why the situation has not been corrected. If the situation is not immediately corrected, the matter will be referred to the full membership for action.

Organizational infringements shall include inadequate field markings, missing goal nets, missing or illegal corner flags, missing linesmen flags, incorrect game ball size and other similar infringements.

10. Appeals

10.1 Executive Board

The entire appeal's process is a document process. A person may only appeal the decision of the Games Conduct Committee. There is no hearing, there is no trial, there are no witnesses.

The actions of the Referee may be upheld or modified by the Games Conduct Committee.

All documentation in the hands of the League shall remain confidential. No one has a right to any of the documentation.

Only the actions of the Games Conduct Committee may be appealed.

- (a) Any decision of Games Conduct may be appealed to the Executive Board. An appeal may **ONLY** challenge Games Conduct's process, or its interpretation of the information or a rule. It **CANNOT** challenge a Referee's action.
- (b) An appeal of a decision of Games Conduct must be made within 16 days from the date that the Committee's determination is mailed.
- (c) The appeal shall be delivered in writing (faxed or e-mailed) to the President and a nonrefundable payment of \$25 to NWBSA must be delivered to the League Treasurer. The Club representative or one of the Alternate League Representatives must endorse the appeal to evidence the Club's approval.
- (d) On appeal, the Executive Board will consider all facts that have been provided to Games Conduct. If it concludes that all pertinent information was not provided to Games Conduct, it may seek additional information.
- (e) The Executive Board may grant the appeal, deny the appeal or modify the Games Conduct decision. All decisions will be in writing with copies to all appropriate persons.

10.2 Membership

Any decision of Executive Board may appeal to the NWBSA membership. There shall be a nonrefundable payment of \$25 to NWBSA for any such appeal.

10.3 Exhaustion of Remedies

No NWBSA officer, Club, team, Referee, Coach, player or their representative may seek the aid of the courts or administrative agencies of any state or of the United States without first exhausting all remedies available within NWBSA and their Club.

