

# RULES OF COMPETITION



## **NORTHWEST BERGEN SOCCER ASSOCIATION**

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Adopted July 1974

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# Table of Contents

<b>TABLE OF CONTENTS.....</b>	<b>I</b>
<b>FOREWORD .....</b>	<b>IV</b>
<b>I. GENERAL .....</b>	<b>1</b>
<b>1. Definitions.....</b>	<b>1</b>
<b>2. Miscellaneous.....</b>	<b>2</b>
2.1 IFAB Laws of the Game .....	2
2.2 Rule Interpretation .....	2
2.3 Open Admission .....	2
2.4 New Clubs.....	2
2.5 Non-League Games.....	2
2.6 Season .....	2
<b>II. Preparation for the Season .....</b>	<b>2</b>
<b>3. Club Registration.....</b>	<b>2</b>
3.1 Forms.....	3
3.2 Area Registrar.....	3
3.3 Club Registrar.....	3
3.4 Referee Coordinator .....	3
3.5 Referees .....	3
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. Referees must adhere to the proper attire for a referee as designated by the LRC and posted to the NWBSA website. Non-compliance with this rule and the LRC has the right to discipline the offending referee(s) with a possible warning or suspension of duties.....	3
3.6 Club Attendance at League Meetings .....	4
<b>4. Team, Player and Coach Registration.....</b>	<b>5</b>
4.1 Forms.....	5
4.2 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4.6 Withdrawn Teams.....	7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 .....	8
4.8 Out-of-Town Players .....	8
4.9 Select Players .....	8
4.10 Draft .....	9
4.11 Registration after Draft.....	9
4.12 Redistribution of Players.....	9
<b>III. CONDUCT OF GAMES.....</b>	<b>10</b>
<b>5. Before the Game.....</b>	<b>10</b>
5.1 Field of Play - Rules for Full Sided Games; Rules for Small Sided Fields will be addressed in Rule 5.10 Small Sided Exceptions. ....	10
5.1.1 Dimensions.....	10
5.2 Players.....	11

5.4	Officials.....	14
5.5	Home Team Responsibilities.....	16
5.6	Scheduling.....	17
<b>6.</b>	<b>During the Game.....</b>	<b>22</b>
6.1	Coin Toss.....	22
6.2	Duration of the Game.....	22
6.3	Slide Tackles & Heading.....	22
6.4	Field Position.....	22
6.4.1	Restarts by the Defending Team in the Penalty Area;.....	23
(a)	All Free Kicks including Goal Kicks are considered in play when the Ball is kicked and leaves the Penalty Area and enters the Field of Play.....	23
6.5	Substitution.....	23
6.7	Goalkeeper.....	23
6.8	Completion of Game.....	24
6.9	Coach's Responsibility.....	24
6.10	Red Cards.....	24
6.11	Yellow Cards.....	25
6.12	Behavior of Coaches and Spectators.....	25
6.13	Removing Team from Field.....	25
6.14	Smoking/Vaping.....	25
6.15	Handshake.....	25
6.16	Excessive Scoring.....	25
6.17	Code of Conduct.....	26
<b>7.</b>	<b>After the Game.....</b>	<b>28</b>
7.1	Results.....	28
7.2	Protests.....	28
7.3	Referee Reports.....	28
<b>IV.</b>	<b>DISCIPLINARY ACTION.....</b>	<b>30</b>
<b>8.</b>	<b>The Games Conduct Committee.....</b>	<b>30</b>
8.1	Duties.....	30
8.4	Time for Action.....	31
8.6	Payment of Fines.....	31
<b>9.</b>	<b>Disciplinary Action.....</b>	<b>32</b>
9.1	Players.....	32
9.1.1	Suspension.....	32
b)	The Executive Board shall review the suspension of a Player or Coach for more than three games.....	32
9.1.2	Inaction.....	32
	Inaction by Games Conduct shall not prevent a Player from playing a regularly scheduled game.....	32
9.1.3	Yellow or Red Cards.....	32
	Coaches and Spectators: Yellow Card, Red Cards, and suspensions carry over into the following season.....	32
	Players: Suspensions carry over into the following season. Cards may carry over to the next season at the discretion of Games Conduct.....	32
9.1.4	Red Cards.....	32
	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:.....	32
	the following season.....	32
9.1.5	Return of Passes.....	32
	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.....	32
9.1.6	Ineligible.....	32
	Responsibility for the Player's eligibility rests with their Club. If a player is found to be Ineligible, Games Conduct will determine whether their team will forfeit the game or games in which the Player participated.....	32

9.2	Coaches.....	33
9.3	Spectators.....	33
9.4	Clubs .....	33
<b>10.</b>	<b>Appeals.....</b>	<b>34</b>
10.1	Executive Board.....	34
10.2	Membership .....	34
10.3	Exhaustion of Remedies .....	34

## 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**. Deletions are shown as ~~striketrough~~. **Fines are listed in Appendix B.**

## **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 IFAB and the United States Soccer Association in effect on **July 1** of the season. Amendments declared by IFAB 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 2<sup>nd</sup> 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 IFAB Laws of the Game

The IFAB Laws of the Game as modified by these Rules shall govern all games sanctioned by NWBSA.

### 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 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. The League may extend the season for the purpose of making up games beyond Thanksgiving.

## II. Preparation for the Season

### 3. Club Registration

### 3.1 Forms

At the March 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

(a) 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.

(b) The Referee Coordinator, whenever possible, should make every effort to attend their referees' assignments to assess their referees' progress. Whenever present at a match, the Referee Coordinator possesses all the duties, powers and responsibilities of the Referee(s) regarding safety issues involving Players, Coaches, and Spectators. When appropriate, the Referee Coordinator is expected to use those powers to ensure the safety of all present at a match. Specific details will be addressed at each pre-season referee coordinators meeting. Referee Coordinators must introduce themselves to both teams and be clearly identifiable to the teams by being present in a Referee's uniform or NWBSA designated apparel or identification.

(c) The Referee Coordinator must meet the requirements of a NWBSA Referee.

### 3.5 Referees

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. Referees must adhere to the proper attire for a referee as designated by the LRC and posted to the NWBSA website. Non-compliance with this rule and the LRC has the right to discipline the offending referee(s) with a possible warning or suspension of duties.

(a) Any person certified by United States Soccer Federation (USSF), New Jersey Interscholastic Athletic Association (NJSIAA) or equivalent as a Referee is qualified to be a NWBSA Referee provided they produce valid proof of their status with the certifying organization.

- (b) The LRC shall issue to the CRC an identification card containing a photograph, Referee identification number and validation for each newly certified Referee.
- (c) All referees must adhere to all NWBSA designated requirements in order to be certified for the current season.
- (d) All Referees 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 referees are so certified and they are aware of the NWBSA policy on concussions.
- (e) 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 take additional training at the discretion of the LRC.
- (f) After a game, a Coach ~~may~~ is encouraged to submit to Games Conduct an evaluation of a Referee using the online form established by the NWBSA Executive Board.
- ~~(g)~~ Incomplete NWBSA Referee Pass applications cannot be accepted. The following constitutes an incomplete application: missing picture, picture without name and/or DOB, application form not completed (missing data).

### 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. Any club not represented at more than 2 meetings per calendar year will face a fine.
- (c) Each club shall appoint one person to serve in a League position. These positions could include, but are not limited to Area Registrar, Games Conduct or Executive Board, or any other position deemed necessary by the Executive Board. All appointments are due at the time of club registration.
- (d) There shall be at least two Referee Coordinators meeting each season. The Town Referee Coordinator or other qualified town representative (preferably a NWBSA certified Referee) must attend and non-attendance will count as part of your tally for meeting the requirements of Rule 3.6. (b).

#### 4. Team, Player and Coach Registration

##### 4.1 Forms

- (a) At the March General Meeting, the League Registrar shall issue sufficient quantities of the following forms or ask them to be completed online wherever necessary 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 a head shot of proper size, and of sufficient quality so as to easily identify the player). The Area Registrar shall validate the pass of each player registered by a Club. A player may only play on the team to which they are 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.
- (d) Registration by Gender: As stated in USSF policy, 601-5, Section B, and listed in part herein: For the purposes of registration on gender based amateur teams, a player may register with the gender team with which the player identifies, and confirmation sufficient for access shall be satisfied by documentation or evidence that shows the stated gender is sincerely held, and part of a persons' core identity. Note: If USSF adopts policy updates/changes NWBSA will mirror and adopt the USSF policy.

###### 4.2.3 Coach Registration

- (a) Each registered team must have one or more registered Adult Coaches. Each Adult Coach must be at least 18 years old. Each registered team may also use

Youth Coaches (Over 14yrs and under 18yrs of age as of August 1<sup>st</sup> of the current season ) A youth Coach must meet all of the requirements of a registered Adult Coach. There must always be at least one Adult Coach for each team at each game in order for it to be a sanctioned NWBSA game.

- (b) A Club shall present a Coach's 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 and of sufficient quality so as to easily identify the coach). Each Coach must have completed all designated NWBSA requirements which currently include; Completion of the Online concussion certification, completing the Coaches Code of Conduct online, and attending the current years PCA Class requirements before the Area registrar can validate their passes. 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 Concussion 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, or if a club fails to register an adequate number of Referees by September 1, there shall be a fine.
- (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.

#### 4.4 Divisions

(a) The divisions of the League are:

Division II.....	14 years old by July 31 but under 19 by December 31st
Older players	16 years old by July 31 but under 19 by December 31st
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

- (b) Players may play up in an older division with the written consent of the player's parents and Club and approval by the Executive Board of NWBSA. Players may automatically move up to the Older Division as a First Year Player in that Division if their DOB puts them in the Second Year of the Younger Division, except when moving from Division III to Division II. 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 team in any Division shall be registered with less than 4 players more than the required number of field players for that Division or more than double the amount. 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 5.3.4 will be met. If a waiver is approved for more than 22 players on a team or 16 boys on a Division II team, the team may suit up no more than 22 players and 16 boys for Division II at any given game.
- (b) Division II no more than 8 male players may be fielded at any time of the match unless: **Prior to the start of the match, the Senior Referee must consult with the Home Head Coach and the Visitors Head Coach to see if either team is requesting relief from this Rule. If there is a request for relief by either Coach, the Senior Referee, Home Head Coach and Visitors Head Coach must all be in agreement to raise the Male Player Limit and ensure that all female players will be guaranteed their playing time. The agreement may be revisited at Halftime if either of the three parties feel it needs to be addressed again at that time.** ~~In 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 unless they adhere to Rule 4.5 (d). 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 eligible to play 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 but must also present a valid Players Pass. Small Sided exceptions are included in Rule 5.8.2.

#### 4.6 Withdrawn Teams

- (a) Any Club that withdraws a team once scheduling has started shall pay a fine of \$250. Any team that forfeits three consecutive games will be considered withdrawn and the Club will pay a fine.

- (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 website.

#### 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 or the League Registrar grants an exemption.
- (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 or if there is room on the roster for them. Requests for passes for such new players must include a letter or electronic communication from the Club stating the reason for the request so, if necessary, the League Registrar may grant an exemption.

#### 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) Select Players for NWBSA will be determined by the following : Towns will use their previous seasons players ratings to determine which of their players are clearly a level above the mean of the players in their Club in that year of the division (Year one separate from Year Two.)
- (b) 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.
- (c) 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 Adult Coach and the child of one Adult Assistant Coach or the sibling of one Youth Coach per each team, 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 5.3.3.

### III. Conduct of Games

#### 5. Before the Game

5.1 Field of Play - Rules for Full Sided Games; Rules for Small Sided Fields will be addressed in Rule 5.10 Small Sided Exceptions.

##### 5.1.1 Dimensions

Field dimensions and markings shall be shown as on the sketch in the appendix of these Rules. Divisions II and III teams shall play on a regulation field. Division IV and V small sided is covered under Rule 5.8

##### 5.1.2 Markings

NWBSA requests the use of “Coaching Areas” wherever field limitations are not an issue. The “Coaching Areas” will extend perpendicular from the top of the penalty area to 5 yards from the Halfway Line and 2 yds from the “Touch Line” parallel to it. Referees may use cones, provided by the Club, to designate the lines wherever permanent markings do not exist.

The minimum required field markings are:

Touch Lines	Penalty Kick Spots	Halfway Line
Goal Lines	Penalty Area Arcs	Center Circle
Goal Areas	Corner Kick Arcs	Center Mark
Penalty Areas		

##### 5.1.3 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 on a regulation sized field must be of standard size (24 feet by 8 feet) and of suitable rigid material. All other Goal Sizes are addressed in Rule 5.10 Small Sided Exceptions. 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 ensure 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 for unsecured or unsafe goals and no games are to be played on that field until the NWBSA board is satisfied that

the goals are properly secured. Repeated infringements may require the Club to appear before the Games Conduct Committee.

- (d) 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.
- (e) Water and First Aid Kit - Each team shall have water and a first aid kit available at each game. Non-compliance will be reported.

#### 5.1.4 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 Players

### 5.2.1 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 to which they are registered unless loaned under Rule 5.2.3. 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 5.2.1 (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 6.5 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. A Pass that does not

have a picture on it shall be deemed an invalid pass. The Player will be allowed to play the game and the invalid pass must be kept by the Referee and presented to the Referee Coordinator who will present said pass to Games Conduct for further review.

- (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 5.2.1 shall result in a fine.

#### 5.2.2 Suspension

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

#### 5.2.3 Number (Minimum number of players on a Full Sided 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.

#### 5.2.4 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 played the reasons why before the team leaves the field of play after the game

### 5.3 Apparel

#### 5.3.1 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.)

### 5.3.2 Uniforms

- (a) All players must wear acceptable, nominally similar 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 to fines.

### 5.3.3 Optional – Inclement Weather exceptions

- a. Players may wear Gloves (suggested the ones with rubber bumps on them for grip)
- b. Players may wear woolen hats or ear-bands or earmuffs provided they have no hard plastic or metal on them. The hats can't have any drawstrings of any kind on them. The hat can't have a pom-pom on top.
- c. Players may wear sweatpants, tights, compression pants or thermals as long as it is worn under their uniform shorts and socks.
- d. A Player can't play if even a single one of these items is not correct NO EXCEPTIONS

### 5.3.4 Eyeglasses

The Referee shall insure that only properly secured eyeglasses 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.

### 5.3.5 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.

#### 5.3.6 Headgear

No headgear is to be worn except for the following:

- (a) A player may wear a sweatband or protective headgear designed for soccer.
- (b) The goalkeeper may wear a hat with a soft visor.

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

#### 5.3.7 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 IFAB, 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 an alternate color referee jersey.

### 5.4 Officials

#### 5.4.1 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 two years 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. 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 start of the season
DIVISION V	Referee.....	14 years by start of the season

- (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 their Referee ID to both teams before the start of the game. Only a Referee ID 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 may result in the Referee's suspension and appearance before Games Conduct and a fine.
- (j) Referees shall be strictly neutral at all times. A Referee who favors the home team defeats the recreational purposes of this League. A referee can't referee their own child's game.
- (k) Referees who are used as Guest-Super Referees for Clubs shall be required to pay those Referees these set NWBSA Referee Fees;
1. Division 5 \$50.00 per Game
  2. Division 4 \$60.00 per Game
  3. Division 3 \$70.00 per Game
  4. Division 2 \$ 80.00 per Game

#### 5.4.2 Club Lines Persons

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

#### 5.4.3 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 must 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 their Referee ID prior to the game as required by Rule 5.4.1(i); or
  - 2. Disclosure of a conflict of interest by the Referee as required by Rule 5.4.1(i).

#### 5.4.4 Penalties

- (a) A Club that sends a person who is not certified by NWBSA to Referee a game shall be fined.
- (b) A Club that continually fails to provide Referees for games shall be disciplined by Games Conduct which includes fines and/or probation
- (c) A Referee who does not present their Referee ID 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 may be fined.
- (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.

#### 5.5 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) Ensure 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 including ensuring all Goals are properly anchored;
- (c) Properly mark and equip the field prior to kickoff time;
- (d) Install -goal nets and corner flags;

- (e) Provide the game ball of specified divisional size, properly inflated, and ensure that a suitable substitute ball is available;
- (g) Remove debris from the field;
- (h) Provide a Referee or Referees certified by NWBSA;
- (i) Maintain order and provide security.

## 5.6 Scheduling

### 5.6.1 Pre-Game Arrangements

The home team Coach must contact the visiting team Coach after receiving the weekly coaches e-mail to discuss team colors, game time, field location and changes thereof. If the visiting team coach does not receive a contact call by Wednesday 6:00 pm, he or she should contact their ~~town~~ Clubs League Rep who shall contact the other Clubs League Rep to ensure the game is confirmed.

### 5.6.2 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.

### 5.6.3 Late Arrival

There shall be a 15 minutes 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.

### 5.6.4 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 can, with the Clubs permission 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.

### 5.6.5 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.

### 5.6.6 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.

#### 5.6.7 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-only with the permission and approval of their Clubs League Rep prior to the originally scheduled game.

#### 5.7 Failure to Play

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

(a) 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 hours notice to the opposing team they will be subject to a fine. 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.

#### 5.8 Small Sided Exceptions

Divisions 4 and 5 are played "small-sided". The following revisions to the rules of the game shall apply to small sided games: NWBSA, ~~does not~~ **will** recognize the "Build Out Line", as defined by USSF, for Division 5.

##### 5.8.1 Field of Play

The field of play for Division 5 shall be 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 55 yards and a maximum of 70 yards in length. The field of play for Division 4 shall be rectangular and must be a minimum of 40 yards and a maximum of 55 yards wide. The length of the field shall be a minimum of 65 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) to twenty one (21) feet wide.

##### 5.8.2 Number of Players

The maximum number of Players on the field at any one time shall be seven including a designated Goalkeeper for Division 5 and nine including a designated Goalkeeper for Division 4 small sided. Should a team arrive at the field with more than the maximum number of Players for a small sided team (14 for a Division 5 team, 18 for a Division 4 team ), the Coach may present passes for all Players eligible to play 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 but must also present a valid Players Pass. 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 their 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.

#### 5.8.3 Goal Kicks- Free Kicks inside the Penalty Area

Goal kicks may be taken from any point inside the goal area. The Ball is considered in play when it is kicked and leaves the Penalty Area and enters the Field of play.

#### **5.8.4 Build Out Rule - DIVISION V ONLY**

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

##### **(a) MARKING THE BUILD OUT LINE:**

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

##### **(b) OFFSIDE**

**The build out line on the attacking part of the field replaces the Halfway Line as the point which a player cannot be in an Offside position.**

### **(c) GOAL KICKS**

The Team not taking the Goal Kick must retreat behind the Build Out Line on a Goal Kick. The Team taking the Goal Kick may not take the Goal Kick until the opposing Team has moved behind the Build Out Line. The opposing Team may not come past the Build Out Line until the Ball is in Play which will be when it is kicked and moves.

### **(d) KEEPER SAVES - NO QUICK RELEASE**

The opposing Team must retreat behind the Build Out Line on a Keeper save. The Keeper is permitted to wait until the opposing team does so and the 6 second limitation on Keeper possession does not start until the opposing Team retreats behind the Build Out Line. The opposing Team, having moved behind the Build Out Line, may cross the Build Out Line once the Keeper releases the Ball from in hand possession.

### **(e) KEEPER SAVES – QUICK RELEASE**

The opposing Team must always make a good faith effort to retreat behind the Build Out Line on a Keeper save. The Keeper is permitted to release the Ball from in hand possession before the opponents retreat behind the Build Out Line. In such cases, the opponents may not challenge the Ball until (a) the Keeper has placed the Ball at their feet or (b) the Keeper has released the Ball to a Teammate and the Teammate has had an opportunity to receive the Ball without pressure. In such cases, the Opponent need not retreat behind the Build out Line before becoming involved in play.

### **(f) VIOLATIONS BY OPPOSING TEAM**

If an Opponent violates the prohibitions above on a Goal Kick or Keeper release, the Referee must stop play and award an IFK at the spot of the infraction to the Team entitled to the protections of the Build Out Rule.

### **(g) KEEPER SAVES – LIMITATION ON KEEPER**

The Goalkeeper may not punt or Drop Kick the Ball. If the Keeper does so, the Referee must stop play and award an IFK at the spot of the infraction subject to LAW 13.

### **(h) DEFENSIVE TEAM FREE KICKS WITHIN THE BUILD OUT LINE**

Normal FK Rules apply. The Build Out Line is not applicable to free kicks.

No Small Sided Team shall have fewer than 10 Players for Division 5 or 12 for Division 4 or more than 14 players for Division 5 or 18 for Division 4 on its roster. The Executive Board may waive this rule provided it receives adequate assurance that Rule 5.8.2 will be met. If a waiver is approved for more than the maximum number of players allowed for that Division, then the team is subject to fines and possible appearances at games conduct as per rule 5.8.2.

## 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 or kick off. In quarters 3 and 4 or the second half 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 2 halves of	40 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.

### 6.3 Slide Tackles & Heading

(a) Slide tackles must be sanctioned as serious foul play (red card) in Division II since they endanger the welfare of the players. In division III, IV and V slide tackles will be sanctioned as a caution (yellow card).

(b) *NWBSA will adhere to the U.S. Soccer recommendation to eliminate heading the ball with all U11 and younger teams. When a player deliberately heads the ball in a Division IV or Division V game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.*

### 6.4 Field Position

Both Team's Coaches and Players must remain on one side of the field throughout the game. Each team shall remain on separate sides of the Halfway Line. All spectators must remain on other Touchline. No Coach, spectator or players are 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 **2 yards** away from the touch lines wherever possible so as to create a sense of detachment from the field action. At no time may any coaches or spectators take an off-field position between the Goal Line

and the top of the Penalty Area . The coaches and players should remain in the designated “Coaching Area”, except that the players may leave the area to warm up or when they are preparing to be substituted.

#### 6.4.1 Restarts by the Defending Team in the Penalty Area;

- (a) All Free Kicks including Goal Kicks are considered in play when the Ball is kicked and leaves the Penalty Area and enters the Field of Play.

#### 6.5 Substitution

Players being substituted are required to leave the Field at the Halfway Line. Players must be “up and ready” to be considered for substitution. Substitutes are required to enter at the Halfway Line after the Substituted Player has left the Field of Play and after they receive a signal from the Referee

Subject to the Referees authorization Players may be freely substituted:

- (a) After a goal is scored;
- (b) On a goal kick;
- (c) On a throw-in (either team may sub regardless of possession)
- (d) At the beginning of a quarter or half.
- (e) A Player having been issued a Yellow Card must be substituted. (The Carded Player only; no other Player). See Rule 6.11 (Carded Player must sit out at least one stoppage)
- (f) 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. If the injured Player is the Goalkeeper, the referee, at their discretion, may allow the Goalkeeper to receive treatment and remain in the Game. A team playing without substitutes may send a recovered Player into the game at the next stoppage.
- (g) 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.
- (h) 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 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.

## 6.8 Completion of Game

- (a) A Referee may terminate or suspend a Game. A terminated Game cannot be restarted.
- (b) If a Game is terminated after the Second Quarter or First Half 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 or First Half, the Game will be considered washed out under Rule 5.6.5.
- (d) If a game is terminated for any reason other than weather, the matter shall be referred to Games Conduct.

## 6.9 Coach's Responsibility

- (a) The Coach is responsible for the conduct and welfare of the Players on their team and the conduct of the Coaches and Spectators of their team.
- (b) If a Coach leaves their team during a game without having another NWBSA Carded Adult Coach present, the Referee shall terminate the game. Games Conduct shall issue the offending Adult Coach a Red Card and the Coach shall be suspended for a minimum of two games for dereliction of responsibilities.

## 6.10 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 Spectators, or the Referee. The Coach must leave the location of the Playing Field. Any further interaction or attempted interaction with a Team, the Spectators or the Referee shall be construed as a second Red Card Offense. Any subsequent interaction or attempted interaction with the Team, the Spectators or the Referee shall be construed as a blatant violation of the Code of Conduct provided by Rule 6.17.
- (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 sent off 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. The Clubs Referee Coordinator must submit the retained pass either by mail (via self-addressed, stamped envelope) to Games Conduct or arrange the delivery prior to the next games. 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) Bad language, excessive shouting on the field and unruly behavior by a Player, Coach, Referee, Spectator will not be tolerated. It shall be sanctioned with a Red Card.
- (e) In Division V, a goalkeeper who deliberately handles a ball outside the penalty area denying the other team an obvious goal 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.

#### 6.11 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 6.5.

#### 6.12 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 Pre-game check in or when requesting to substitute. 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's only permitted course of action shall be for the Coach to submit a Referee Evaluation via the website to Games Conduct.
- (c) Coaching from the Parents/Spectators side of the field is not permitted. Only a person who presents a valid Coach's card to the Referee before or during a game may Coach a Team.

#### 6.13 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.

#### 6.14 Smoking/Vaping

There shall be no smoking/vaping near the Field of Play before, during or after the game. Coaches, Players and Spectators shall not smoke/vape whenever they are in the presence of their Team.

#### 6.15 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 and participate in the handshake.

#### 6.16 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 goals differential at the end of the game, Games Conduct will issue the Coach of the winning team a Red Card and a penalty of a

minimum 1 game suspension and fine shall result. 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) Referee shall issue a Yellow Card to any Coach who instructs their team to play in an unsporting manner.

(d) If a Team goes up by 5 goals they must remove a Player from the Field provided they maintain the minimum number of Players required for that Division. If the Team then goes up by six goals they must remove a second Player provided they maintain the minimum number of players for that Division. If the goal differential becomes 4 or less the Team may replace the second removed Player. If the goal differential becomes 3 or less the Team may replace the first removed Player.

## 6.17 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, a Coach 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 **IFAB** Laws of the Game and the NWBSA Rules of Competition.
2. The Referee must always be courteous and impartial.
3. A Referee shall not smoke/vape or consume alcoholic beverages in the presence of the players.
4. The Referee shall be thoroughly familiar with the NWBSA Rules of Competition and the IFAB 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/vape or consume alcoholic beverages in the presence of the players.
4. The Coach shall be thoroughly familiar with these Rules and the **IFAB** 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 be 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 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/vape 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

Results are compiled using Referee reports. 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 the Club League Representative within 48 hours of the -conclusion of the Game.
- (b) A judgment call by the Referee may not be protested if it is within NWBSA 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 enter information 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 transmit electronically all 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 considered 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 considered complete when the following information is included:

- |                                      |  |
|--------------------------------------|--|
| (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 which Player or Coach by name. |
| (3) Number of players of each team   | (7) Ratings issued for each team   |
| (4) Number of Coaches for each team. | (8)  |

- (d) Referee Reports are late if they are not delivered as required by Rules 7.3(a), 7.3 (b) and 7.3(c) and are subject to fines.

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 Referee Game Report or on an accompanying document must explain Player or Coach Cautions (Yellow Cards), send-offs (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 send-off 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 be submitted to GCC. The Club Referee Coordinator must submit the retained pass either by mail (via self-addressed stamped envelope) to Games Conduct or arrange the delivery prior to the next games.
- (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 **Game** 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 **Game** Protests

- (a) Provided Rule 7.2(a) has been followed, a written protest stating all the facts shall be delivered to the Games Conduct Chairman within 72 hours of the conclusion of the game with a non-refundable fee for the protest. In lieu of hand delivery, the protest may be electronically delivered to the Games Conduct Chairman provided the protest fee is mailed simultaneously.
- (b) A protest, once filed, cannot be withdrawn.

##### 8.2.1 Sources of Information

Games Conduct normally uses Referee Game Reports and written game 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.

##### 8.2.2 Hearings

1. At its discretion, Games Conduct may conduct a hearing with 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.

### 8.3 Organization

#### 8.3.1 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.

#### 8.3.2 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.

#### 8.3.3 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.

#### 8.3.4 Meetings

By each Thursday during the playing season or whenever required, the Chairman shall convene either in person or by telephone or electronically 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.

#### 8.3.5 Voting

The 3 regular members and chairman shall vote on all items before Games Conduct. The Chairman shall be the deciding vote.

### 8.4 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 Game Protest. There is no specific time for action on matters governed by any other Rule

### 8.5 Decision

Games Conduct shall provide a written or electronic decision to the League Rep of each Club involved and the President of NWBSA

### 8.6 Payment of Fines

All fines assessed against a Club are due by December 31<sup>st</sup> and must be paid at or before the January meeting. 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 an 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, and suspensions carry over into the following season.

Players: Suspensions carry over into the following season. Cards may carry over to the next season at the discretion of Games Conduct.

#### 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 Infringement - A suspension of a minimum of one Game

(b) Second Infringement - A suspension of a minimum of 3 Games.

(c) Third Infringement - A suspension for a minimum of 4 Games.

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 their Club. If a player is found to be ineligible, Games Conduct will determine whether their 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 Yellow Card or a "D" rating as a result of their Game and may be disciplined by not being allowed to Coach for their next game.
- (b) Games Conduct may penalize a Coach who receives a Red Card or an "F" rating according to the fines in Appendix B.
- (c) Games Conduct shall specify the game or games for which a Coach is suspended.
- (d) 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).
- (e) 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.
- (f) Any disciplinary action against a Coach involving a referee or assistant referee under the age of 18 years old which results in a fine or suspension may result in said fines or suspensions doubling at the discretion of Games Conduct.

## 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. 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).

- (a) Any disciplinary action against a Spectator involving a referee or assistant referee under the age of 18 years old which results in a fine or suspension may result in said fines or suspensions doubling at the discretion of Games Conduct.

## 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 Infringement - 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 Infringement - A severe reprimand will be issued, and the Club will be advised about the consequences of a third offense.
  3. Third Infringement - 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 Goals or Goal nets, missing or illegal corner flags, missing lines person 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 electronically to the President and a nonrefundable payment 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.

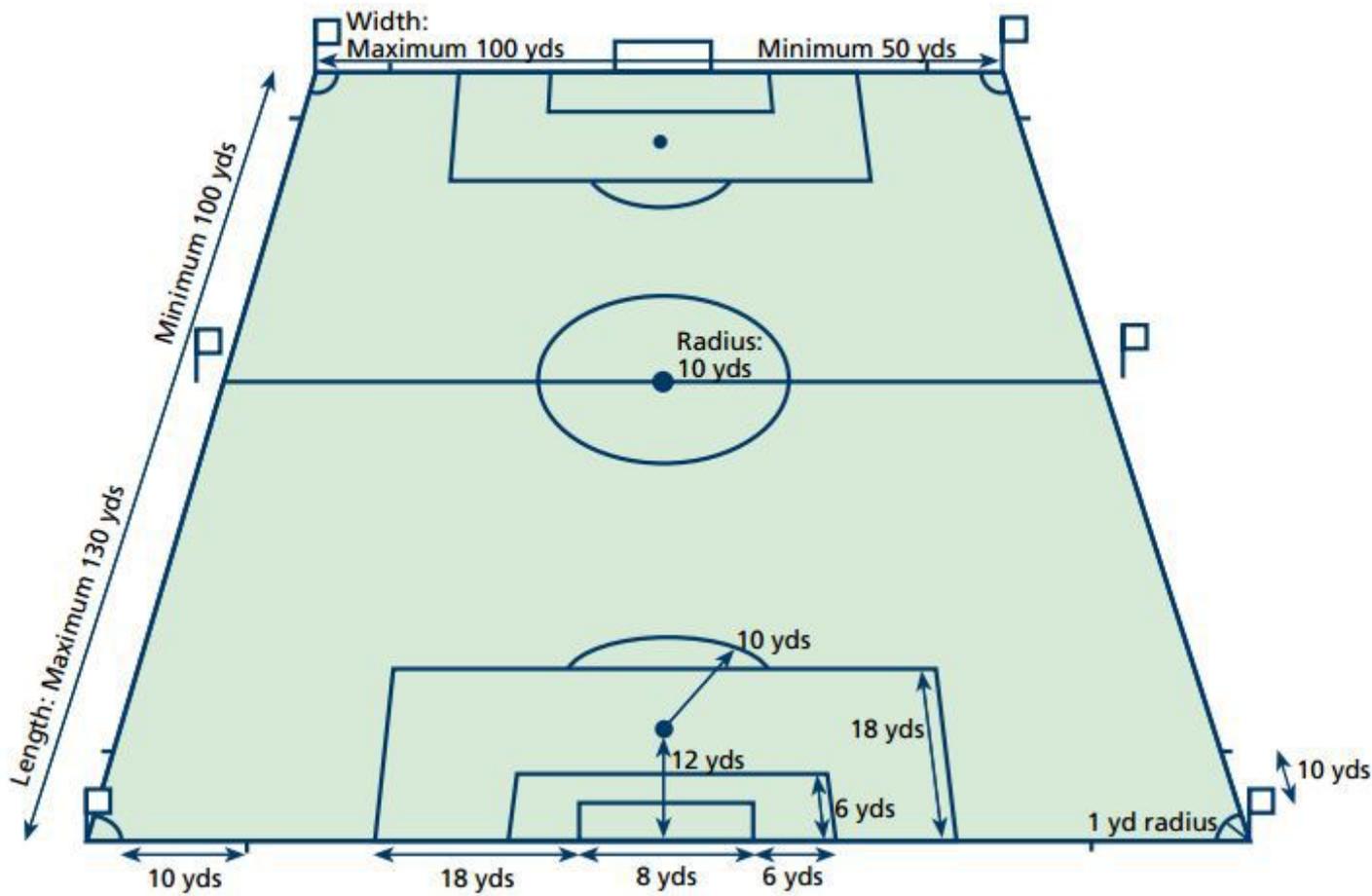
### 10.2 Membership

Any decision of Executive Board may appeal to the NWBSA membership. There shall be a nonrefundable payment 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.





Soccer Field Dimension ( Imperial Units )

## Appendix B Schedule of Fines

<b>Infraction</b>	<b>Fine</b>
Club missing more than 2 meetings per calendar years (3.6b and d)	\$100 per meeting after 2 meetings
Late Registration (4.1.b & 4.3.b)	Club Registration \$10 per week Team Registration \$1 per day per form Referee Registration \$1 per day for each referee less than minimum
Schedule Changes due to inaccurate or incomplete information (4.3.c)	\$5 for every game in the flight which must be rescheduled
Playing for a team that a player is not registered for (5.3.1 h)	\$200 for each violation and Coach suspension for 3 games
Teams showing up with more than the maximum number of players (4.5. c)	\$25
Withdraw team after July 1(including 3 consecutive forfeits (4.6)	\$250
Unsecured goals (5.1.4 c)	\$50 per game and no games are to be played on that field until NWBSA board is satisfied that the goals are properly secured
Failure to provide valid passes (5.3.1)	\$50 first offense \$100 second offense \$200 for each subsequent offense
Repeated violation of uniform rules (5.5.2d)	\$20 per occurrence
Uncertified ref at game (5.6.4 a)	\$100
Referee failure to show pass (5.6.3 c)	1 <sup>st</sup> offense -reprimand 2 <sup>nd</sup> offense 2-week suspension 3 <sup>rd</sup> offense, suspension for remainder of season
Failure to play a postponed or cancelled game (5.9)	\$100 by cancelling club
Referee failure to report conflict of interest (5.6.1 I)	1st Infraction Appearance at GCC and possible 2-week suspension 2nd Infraction Appearance at GCC, up to \$50 fine 2-week suspension
Failure to show at game without 24 hours notice (5.9 a)	\$150
Change of games (4.3.c)	\$5 per occurrence
Late Referee reports(7.3d)	\$10 1 <sup>st</sup> week, \$20 add'l for 2 <sup>nd</sup> week \$40 add'l for 3 <sup>rd</sup> week, \$80 add'l for 4 <sup>th</sup> week \$100 per week each subsequent week
Filing protest (8.2 a)	\$25
Fines not paid by January Meeting (8.6)	5% penalty per month
Excessive Scoring (6.16)	\$100

<p>Coach or Individual Spectator Red card (9.2 &amp; 9.3)</p>	<p>First Infraction: suspension for one or more games in the role of Coach, Referee or spectator, a minimum fine of \$100 or any combination thereof; and  Second Infraction: mandatory appearance before Games Conduct and suspension of two or more games as a Coach, Referee or spectator, a minimum fine of \$200. The Coach's participation in the role of Coach, Referee or Spectator during the following season will be allowed only with the approval of Games Conduct. Any disciplinary action against a Coach or Spectator involving a referee or assistant referee under the age of 18 years old which results in a fine or suspension may result in said fines or suspensions doubling at the discretion of Games Conduct.</p>
<p>Team Spectators behavior deemed intolerable (9.3)</p>	<p>A minimum of \$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.</p>
<p>Games Conduct Appeal (10.1 &amp; 10.2)</p>	<p>Appeal to Executive Board \$25  Appeal to General Membership \$25</p>