

# ***NORTHWEST JERSEY SOCCER ASSOCIATION 2008 LEAGUE RULES***

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## 1.0 Introduction

### 1.1 The League

The Northwest Jersey Soccer Association (NWJSA) is a league devoted to the development of soccer among youth largely in the area of Morris, Sussex, Hunterdon and Warren Counties. The NWJSA is operated by volunteers to promote a high standard of soccer play in an instructional environment and in an atmosphere of friendship and sportsmanship. The league is a recreational league as defined by New Jersey Youth Soccer Association ([www.njyouthsoccer.com](http://www.njyouthsoccer.com)).

A 2/3 affirmative vote of the existing members is needed for a new town to enter into the league.

### 1.2 League Play

There is one season of play. The season shall start in September, usually the first Saturday after Labor Day and continuing until around Thanksgiving. Games are normally scheduled to be played on Saturdays.

*The NWJSA is a recreational league and it is recommended that all players should play at least 50% of each game that they attend, except for disciplinary reasons or games that may exceed the 6 goal differential rule (amendment approved November 26, 2007).*

All games shall be played under the rules of F.I.F.A ([www.FIFA.com](http://www.FIFA.com)), USSF ([www.ussoccer.com](http://www.ussoccer.com)) and as per modifications herein:

Division	Gender	Birth Date Ranges	Players on Field		Ball Size	Time of Halves	Half-Time Break
			Maximum	Minimum			
3 Full-Sided	Girls/Boys	1/1/94 - 7/31/96*	11	8	5	35 mins.	5-10 mins
3 Short-Sided	Girls/Boys	1/1/94 - 7/31/96*	7	5	5	25 mins.	5-10 mins
4	Girls/Boys	8/1/96 - 7/31/98	11	8	4	35 mins.	5-10 mins
5	Girls/Boys	8/1/98- 7/31/00	8	5	4	25 mins.	5-10 mins
6	Mixed	8/1/00 - 7/31/02	5	4	3	25 mins.	5-10 mins

\* Provided the player doesn't play for a High School team at any level (i.e., freshman, Junior Varsity, or Varsity)

No overtimes or shootouts.

Teams are allowed unlimited substitutions, which may be made with referee consent at the following times:

1. Prior to own throw-in or on the other team's throw-in if the opposing team substitutes players (see more details below)
2. Prior to goal kick by either team
3. After a goal by either team
4. After half-time by either team

A player receiving a yellow card or an injured player attended on the field must be substituted for. Such substituted players may re-enter the game with the referee's permission at the next stoppage of play as defined above.

*If an injured player has been substituted for, the opposing team is allowed one substitution (amendment approved November 26, 2007).*

The teams will be located on one side of the field and the spectators on the other. Only three (3) coaches are allowed on the sidelines and must remain in coaching area (between center line and 18 yard line). No-one is allowed behind the goal.

Home team supplies two game balls. If one is not suitable, choose the best ball between the teams

All games will start at designated times, as long as each team meets the **MINIMUM** number of players.

The keeper has 6 seconds to get rid of the ball from their hands.

If the team taking a throw-in elects to substitute prior to taking the throw-in, the opposing team will also be granted the option to substitute at that time. If the team taking the throw-in does NOT elect to substitute on its own throw-in, the opponent likewise may not substitute at that time.

In Division 5 and 6 there is **NO SLIDE TACKLING**. It is to be deemed as a dangerous play.

In Division 6, there are no direct free kicks, penalty kicks or offsides. One Coach may stand on the field, but only at the sidelines and never in the middle, or by the goal.

Coaches are to have two (2) copies of their rosters for each game (one for the referee and one for the opposing coach); **the only acceptable official roster is a copy of the**

**Final NWJSA Roster for each team as verified and transmitted to the coordinators prior to the start of the season and/or as duly amended after that time.**

Challenges on player eligibility must be made prior to the beginning of the game for Division 3, 4 & 5 games. The challenging coach must indicate to the referee the nature of the challenge and the name and number of the challenged player. The referee must inform the coach of the challenged player that the player has been challenged and must note the challenge in his game report to the league. The league will address the challenge and decide on its action prior to the next scheduled game involving the challenged player's team.

A coach is responsible for the conduct of the team's parents and other family members and spectators. Anyone receiving a RED CARD will receive an automatic additional one game suspension.

In addition to these guidelines, the results of the previous years' competition are scrutinized to ensure proper placement in setting the levels of play. Teams will be flighted by a mathematical formula based on players' ages and whether a player plays travel soccer at any age division, or has played travel soccer in the spring season immediately preceding the current fall NWJSA season. \*\*No town shall place a traveling team in the NWJSA League.

Fields may be of any reasonable size. It is recommended that Division 3 and 4 fields be a minimum of 50 yards by 100 yards, and Division 5 be approximately 50 yards by 70 yards (but should meet the requirements of the US Soccer 8v8 Program. Division 3 and 4 shall be marked per F.I.F.A. requirements and Division 5 per the US Youth Soccer 8v8 Program guide)

The following modifications to the US Youth Soccer 8v8 Official Laws shall be used by NWJSA:

**Goals:** Although it is desired that the goals be 7 feet by 21 feet, towns may use standard goals if these are available

**Footwear:** Only Soccer shoes are allowed.

**Maximum number of players on a team** is left up to the individual town, except fourteen (14) is recommended.

Slide Tackles: No slide tackles are allowed in Division 5 or 6 games. Any slide tackle in a Division 5 or 6 game shall be considered a dangerous play and the offended team shall be awarded an indirect free kick, unless a foul was committed in which case F.I.F.A. laws require a direct free kick.

### 1.3 Assignment of Referee

A referee is assigned by the Home Town for all Division 3, 4 and 5 games. Each team is expected to provide a linesman to assist the referee as requested. Major questions about officiating shall be addressed by the town representative, and brought to the league meeting if not resolved.

### 1.4 Directory of Teams

The League provides an annually updated directory of Teams, town coordinators and coaches. Towns are also provided with a schedule of games prior to the start of the season.

### 1.5 Suspension of Play

A game abandoned by a referee, due to weather, will be considered official with the score standing at the time of abandonment, if the second half of play has started. If play is abandoned in the first half, or during the half-time break, the game must be replayed, unless the coach of the losing team decides that there would be no point in re-scheduling the game. If he chooses to make the concession, he should note this to the referee and notify the town representative. (This also applies to games called for darkness)

### 1.6 Pets Prohibited at Field Side

It is the policy of the NWJSA that pets are not allowed along the field of play while there are players present. It is further the policy of the NWJSA that unleashed dogs must be kept at least 100 feet from the field during a match, and leashed dogs must be kept at least 50 feet from the field. This restriction has been imposed due to incidents involving youths being bitten. Failure to abide by this restriction may result in the abandonment of a game by the official.

## 2.0 REGISTRATION

### 2.1 Insurance

The League is a recreational soccer league and therefore has no type of insurance. Therefore, it accepts no responsibility for injuries occurring during the course of the season. Each town has the responsibility for its own insurance. Each town must be insured through the New Jersey Youth Soccer Association at a minimum, or must carry equivalent insurance purchased elsewhere. Additional insurance can be carried at the town's discretion. Proof of insurance shall be required from each member town prior to the start of the current season. New Jersey Youth Soccer will provide a Certificate of Insurance for each member town. For the mutual protection of all member towns, their players, coaches and administrators, a copy of the town's Certificate must be filed with the League prior to the first game of the season as evidence of insurance coverage or that member town's teams will NOT be permitted to play.

### 2.2 Team Registration

Teams are registered by supplying team rosters and appropriate fees (\$20 per team for Division 3, 4 and 5; no fee for Division 6) to the League President or Treasurer. The deadline for registering teams is the July League meeting.

Teams shall register with New Jersey Youth Soccer Association as a recreational team as required by the NJYSA, but no later than the first game of the season.

Teams that withdraw after the Team Registration deadline will forfeit their registration fee. Teams that fail to fulfill their schedule during the season may face the strongest possible sanctions, including suspension of coaches from NWJSA league participation.

### 2.3 Team Placement Guidelines

The following guidelines have been developed to help Town Officials determine the level of

play for their teams. The League will give you any assistance you need in this area. Teams in each division will be assigned to a flight based on a flighting score determined by the league's Flighting Committee and revised from time to time as necessary to refine its accuracy. Beginning in 2005, flighting scores are determined as follows:

- ✓ Birthdates for each player on a team are entered into the NWJSA Roster and Flighting form.
- ✓ The form automatically calculates a League Age, expressed as a whole number plus a decimal, for each player.
- ✓ Each player is identified as a Travel Player (by entering "yes" in the appropriate column on the form) or non-Travel Player (by entering "no" in the appropriate column on the form), and the form automatically calculates the weighted League Age for each Travel Player.
- ✓ The total of the weighted League Ages of all players on a team is then automatically calculated and averaged by the form, giving an Average Weighted League Age for each team.
- ✓ The Average Weighted League Ages of all teams in a Division are ranked and grouped as required to create the various flights within that Division.
- ✓ For the purposes of determining Weighted League Age, a Travel Player is defined as one who is currently on the roster of a travel soccer team or has played on a travel soccer team as recently as the fall season immediately preceding the current NWJSA fall season.
- ✓ The deadline for submission of completed Official Roster and Flighting Workbooks by the towns will be July 31 prior to the start of the upcoming season. NO travel players may be added to any roster after that date, *except for travel players who moved into a township after the end of the previous school year. These travel players can be added to an existing roster only if approved by a two-thirds affirmative vote of the town coordinators (amendment approved November 26, 2007)* .
- ✓ *A Flighting Committee, existing of Soccer Coordinators from three (3) different townships, will review the Flighting scores prior to the final establishment of the Flights. The Flighting Committee has the authority to make changes to the draft Flights based on Flighting Scores only. Any other proposed Flight changes has to be approved by a two-thirds affirmative vote of the town coordinators (amendment approved November 26, 2007)*

In addition to these guidelines, the results of the previous year's competition are scrutinized to ensure proper placement in setting the levels of play.

## 2.4 Player Registration

At least 11 players per team must be registered by the player registration date (8 for Division 5). The following is required to complete the player registration form:

Proof of birth date: Birth Certificate, Baptismal Certification, passport, Alien Registration Card or any valid legal document. A copy of each registered player must be kept on file by the town. In addition to the player registration form, each team must complete a team roster form. One copy of each team roster shall be provided to each town prior to, or at, the July meeting of the NWJSA.

## 2.5 Roster Additions

To add a player to the roster during the season, the team copy of the roster should be updated and a copy forwarded to the League. Every such roster addition must be dated and initialed by the town representative. Rosters may not be changed after 11:59 PM on the Friday following the first Saturday of scheduled games without league approval. After that date, any additions to rosters will require a two-thirds affirmative vote of the town coordinators. The only exception to this requirement is for Division 6 (non-competitive), in which players may be added to the roster at any time during the season if confirmed in writing by submission of an updated roster to the league and to each coordinator when such additions are made.

## 2.6 Player Eligibility

League divisional age groupings are as defined by the USYSA and the NJYSA, with August 1<sup>st</sup> of the competition year being regarded as the cut-off date for Divisions 4, 5 and 6 (see chart on first page of this document). With permission of the town in which they play, players may play up in a higher division. **Under no circumstances may a player who is too old to be eligible to play in Division 3, the oldest age division in the league, be granted an exception to play in the NWJSA. No team may submit a roster containing any player whose birth date falls earlier than the oldest permissible birth date for that division. This rule is for the protection of the players, coaches and administrators of the member towns and to maintain compliance with insurance requirements.**

## 2.7 Co-rostering of players

In order to make it possible for towns to field teams in divisions where player registrations

are insufficient, the practice of Co-Rostering will be permitted on a limited basis. Players may only co-roster to a team in an older age division in their town. Co-rostered players may only be used as substitutes to supplement team rosters, up to a maximum of 2 substitutes over the full complement of players for that division. For example, only enough co-rostered players may be used on game day to bring team strength up to a maximum of 13 for 11v11 divisions, 10 for 8v8 divisions, and 9 for 7v7 divisions. Any number of co-rostered players may be carried on a team's roster, but only the above maximum numbers of players, including co-rostered players, will be eligible to play on a given game day. If a team has sufficient primary rostered players available on game day to meet these numbers, no co-rostered players may play that day, but all primary rostered players are eligible to play in any game. Co-rostered players (including Date of Birth and Travel Status) must appear on the rosters of both their primary team (lower age division) and their secondary team (higher age division) as of the roster closing deadline to be eligible to play. Co-rostered players must be listed below the Flighting Score calculation line of their secondary team's roster and flighting worksheet so as not to influence the team's flighting score; they must be listed above the calculation line of their primary team's roster and flighting worksheet so that their weighted flighting score is included in that team's calculation.

### 3.0 TOWN RESPONSIBILITIES

#### 3.1 Fields

The home town will provide suitable fields, marked and cleared of debris. Goalposts, nets and corner flags must be provided. For the safety of our players, all goal posts must be secured to the ground in order to avoid potential injury. Each town will have choice of which touchline is to be designated for the teams and which for the spectators.

The day of the game the home team delegate will check the conditions of the field. If it is unplayable, the opposing coach should be called at least two (2) hours before the game. In the event of cancellation of a game the re-scheduling shall be done per paragraph 5.5 below

#### 3.2 Referees

The home team is responsible for arranging for a referee and for payment of any fees to the referee.

*Referees will have a minimum Grade 9 Certification for all games Division 5 and higher (amendment approved November 26, 2007).*

If the referee does not show within 15 minutes after the scheduled game time, *or is not have a minimum Grade 9 Certification*, the coaches of the participating teams shall select a referee by mutual agreement. If no agreement can be reached between the two coaches,

the Home Team Coach (or designate) will referee the first half of the game, and the Visiting Coach (or delegate) will referee the second half of the game. In any case, the game must be played.

If any coach has any question about the eligibility of an opposing player, it is best to raise it with the referee before the start of play, challenging if necessary. Protests may be filed with the League regarding events during the game, and reported to the referee.

### 3.3 Roster Size

There is no maximum roster size; however teams of 24 or more should be divided into two teams.

### 3.4 Coaches

Each team shall have a head coach who has, minimally, achieved an "F" License through a F.I.F.A. approved program. It is recommended that all coaches be certified, although this is not mandatory. If a certified coach is not available on game day, the game can be played with an uncertified coach. However, if no responsible adult will agree to serve as interim coach, that team will not be permitted to play, and the game will be recorded as a forfeit (1-0) in favor of the opposing team.

Teams in NWJSA are permitted a maximum of three (3) coaches and/or medical or other training staff to be in the technical area ("bench" area) on the team's sideline during a game.

## 4.0 GAME DAY

### 4.1 Starting Time

The visiting team will be allowed 15 minutes starting time grace period.

The home team shall have no grace period. Any team not showing up for a game shall automatically forfeit the game 0-1 and may be subject to League sanctions.

To start a game each team must have the minimum numbers of players on the field (see table in 1.2 above). As long as each team has the required minimum numbers of players, the game will start at the scheduled time. As additional players arrive, they will be allowed to enter

the game during any legal substitution time until the maximum number of players is on the field playing. If at any time a team drops below the minimum allowed number of players on the field, the game shall be immediately stopped and that team will forfeit the game 0-1.

#### 4.2 During the Game

Coaches shall coach only on the team sideline in the area between the 18 yard line and the center line. Assistant coaches or fans are not allowed to coach in a similar fashion on the opposite side of the field.

Prior to the game each coach shall provide a copy of his team roster to the referee and opposing coach. The team roster shall contain as a minimum, player's name, uniform number and date of birth.

**Maintain discipline:** A coach may remove a player to calm him down, but the team must play short. The player may go back on a stoppage of play, as outlined above under rules of substitution, on a referee's signal. Under no circumstances may a player or group of players enter or leave the field without the referee's permission. The referee is in absolute charge from the time he or she arrives at the playing field until he or she leaves. This includes actions before and after the game upon which League actions can be taken. A coach shall not remove a team from the playing field during a game. **Violations of this fundamental Law of the Game will be subject to the maximum sanctions permitted by the League.**

**Game Discipline and Sportsmanship:** Coaches **MUST** take appropriate actions to prevent winning by large goal differences. If and when it becomes apparent that an opponent is not competitive, it shall be the coaches' duty to prevent the goal differential from exceeding six (6) goals. Among the options available to coaches are: switching superior players from offense to defense; reducing the number of players on the field down to the minimum allowed for that division; instructing players to shoot only with their weaker foot ("off-foot"); requiring a large number of consecutive successful passes before a player can shoot; shooting only headers; shooting only from outside the penalty area; playing few players forward; using inexperienced goalkeepers; etc. **In no case should a coach permit the final margin of victory to exceed six (6) goals.** *Margins of victory exceeding six (6) goals will result in a written warning from the League. A Repeat incident of running up the score will result in an automatic inquiry by the NWJSA disciplinary committee, and may result in the coach's suspension for one or more games (amended approved November 26, 2007).* Player and team discipline is ultimately the responsibility of the coaches.

**Players who resist following directions pertaining to sportsmanship should be relegated to the bench as necessary.**

Coaches should instruct their players that when a player is injured and a referee has not stopped the game, they should kick the ball out of bounds to stop play. When a player is injured other players should not gather around the injured player, but instead shall move away from the injured player and gather at their respective sidelines until the referee indicates that it is time to re-start the game.

Coaches must maintain discipline of their team's parents and spectators. It is the coaches' responsibility to set an example to players, parents and spectators. The League expects each club to do its utmost to prevent incidents of misconduct or abuse of officials, players and other spectators and will deal with such incidents as severely as necessary to maintain the highest possible standards of sportsmanship. Where the home team has ground rules pertaining to spectators, these should be explained prior to the game and should be adhered to by the visiting team. If possible, fans, coaches and substitute players should be located at least ten (10) feet from the touch line. No-one shall be permitted closer to either goal than the line extending across the width of the field from the top of the penalty area ("eighteen" or "fourteen").

Coaches are allowed to coach from the sidelines. In the spirit of teaching the players, however, coaches should refrain from trying to coach every play. Only coaches from each team will be allowed on the sidelines. The referee will make a judgment on whether comments from the sideline are interfering with the conduct of the game and will advise the coaches accordingly. After due warning from the referee, continued violation of these rules may result in the coach receiving a yellow card, and should he/she persist, ultimately a red card.

Home teams shall be responsible for supplying two game balls acceptable to the referee.

Spectators should be controlled by the respective teams' organization, and the coach has the responsibility to control the spectators on the side. This includes keeping spectator cheering on a positive tasteful level. No loud devices shall be used to cheer (e.g. sirens, whistles, bells, boom boxes, loud speakers etc). Use of foul language and verbal abuse of referees or players will not be tolerated. Violators will be subject to removal from the field and adjacent areas for the remainder of the game by the referee. Coaches are obligated to support the referee in such cases.

### 4.3 Uniforms

Teams shall be in uniform for games, consisting of shirts, shorts, socks, shin-guards and soccer shoes (sneakers are not permitted). When two teams have similar color uniforms, the home team must have alternate uniforms available (T-shirts, vests, etc will be acceptable).

### 4.4 Linesmen

At the referee's request each team shall designate a linesman to assist the referee by signaling when the ball is in touch and in whose possession it should be, if requested.

### 4.5 After the Game

At the end of the game, both opposing coaches must meet with the referee to confirm the accurate final score of the game. *The referee will return to each coach their roster with the referee's signature, date and final game score (amendment approved November 26, 2007).* Each coach shall report the score to their respective town coordinator by the evening of the game. Each town coordinator shall report all of its teams' scores to the webmaster no later than Sunday evening after the completion of that weekend's games.

The post-game hand-shake on the centerline by opposing teams and coaches is a soccer tradition. In the interest of fostering good sportsmanship, it should always be observed in the NWJSA. Hopefully the game will have been conducted in such a way that the hand-shake will be a meaningful exercise. If it is not, then we have all failed a little, and all parties need to re-think their motives for participating in this activity.

## 5.0 LEAGUE DISCIPLINE

### 5.1 Game Discipline

Referees use the standard red and yellow card system for administering discipline at the game. A yellow card is issued by the referee for a number of reasons. For example, for persistent infringements of the laws of the game, or for dissent of a referee's decision. A red card is issued for more serious infringements of the laws of the game such as violent conduct or a second yellow card. Any game in which a player is sent off, the referee is required to file a game report. Additionally, game reports are required for any game where improper behavior, protest, or other unusual instances occur. When a player is red-carded, that team must play a player short for the remainder of the game per F.I.F.A. rules. Players

and coaches who are sent off are automatically suspended for the entirety of the next scheduled league game.

In cases where the offense warrants, this penalty may be extended by the League disciplinary committee. Any further offense will compel a disciplinary review that may result in more severe action, up to and including expulsion from NWJSA. These procedures similarly apply to coaches, managers, and town officials.

Referees have the authority to caution and send off coaches and town officials, although cards are not shown for this purpose to assure dignity is maintained.

**Any player or coach who is sent off for a second time during a season will be suspended from participating in NWJSA for the remainder of that season.**

The League disciplinary committee shall consist of a rotating group of three commissioners appointed by the League president to oversee sanctions. The three commissioners will normally consist of town coordinators from towns that are not involved in the dispute. The committee will rotate membership on a case-by-case basis. The disciplinary committee at the start of each season shall comprise the next three town coordinators in alphabetical order who have not served in that capacity the previous season. The League disciplinary committee will review and pass judgment on all complaints, problems, and disputes raised by individual town coordinators, coaches or referees, with the exception of player eligibility issues that are brought to the attention of the league prior to the start of each season or during the current season. Such player eligibility issues shall continue to be resolved by a vote of the NWJSA member towns as represented by their designated coordinators.

It is the objective of the NWJSA to conduct its games in the spirit of friendly competition governed by generally recognized standards of good sportsmanship and fair play. In assessing penalties, it is not the intention of the League to be punitive, but simply to encourage behavior on the part of players, coaches and fans more in line with this objective. Where individuals indicate by repeated actions in violation of these standards, that they have a different view of the game, then it becomes the duty of the League to separate individuals from League activities for the benefit of the remaining players, coaches and fans.

## 5.2 Player Challenges

Should a team wish to challenge the eligibility of a player, the coach must register his

challenge with the Referee prior to the start of the game, and must provide reason for the challenge. The referee should so record the challenge and the reason for the challenge on the game report.

The other team may choose to hold the challenged player out of the game, in which case the game is official. Or, the other team may choose to play the challenged player, in which case the player's eligibility will be reviewed by the league. If the player's eligibility is upheld, the game result stands. If the player is ruled ineligible the game result will be overturned with a 0-1 forfeit loss being recorded against the team with the ineligible player. Once a player has been successfully challenged, and the league rules that player ineligible, said player may not play in any further games for the remainder of the season. Teams that attempt to play an ineligible player after said player is ruled ineligible by the league will be subject to the most severe sanctions, including suspension of coaches and coordinators individually and suspension of the team as an entity from league play. Further sanctions against the town organization will result if such actions are found to be in flagrant disregard of NWJSA rules and standards of fair play and sportsmanship.

Player challenges not raised with the referee prior to the game will not be subject to League consideration if raised at a later time, except as it may pertain to that player being suspended from further participation in league play for the remainder of the season if said player is determined to be ineligible.

### *5.3 Coaches Allowing Ineligible Players to Participate in Games*

*Any coach that allows an Ineligible Player to play in a game (a player that is not on the official NWJSA Roster) will be suspended for one (1) game. A second offense by a coach will result in a suspension for the remainder of the season (amended approved November 26, 2007).*

### 5.4 Players Arriving Late

Players who have been listed on the game roster and who arrive during the game are allowed to play in the game. Late arriving players may be challenged after the game since the opposing team will not have had an opportunity to do so prior to the start of the game.

### 5.5 Re-Scheduling Games

Games may be re-scheduled for two reasons:

- 1) For foul weather or poor field conditions, and
- 2) At the request of one of the teams.

Games postponed due to inclement weather or field conditions shall be re-scheduled by agreement of the two coaches within one week of the scheduled game, and played within one month. Failure to meet this criteria may result in the League setting a date and time for the make-up. This schedule will be made using the same procedures as for disciplinary actions in paragraph 5.1 above.

A team may request re-scheduling of a game for any reason, but the opposing team is under no obligation to re-schedule. If an opposing team chooses not to re-schedule, it shall be granted a 1-0 forfeit win should the other team not appear for the game on the regularly scheduled date. However, it should be remembered that the purpose of the league is play games and thus efforts to accommodate reasonable requests for re-scheduling are encouraged. If a team wishes to accommodate a request for re-scheduling, the re-scheduled date shall be set prior to the time of the regularly scheduled date. This re-scheduled game shall be played within one month of the original date. Once re-scheduled, the game cannot be re-scheduled again for reasons other than bad weather. If agreement is not reached before the originally scheduled date, then the game shall be played on that original date. Failure of either team to show up will simply result in a forfeit as defined herein.

*Any coach that forfeits a game will result in an automatic inquiry by the NWJSA disciplinary committee, and may result in the coach's suspension for one or more games if the reason for the forfeit is deemed to be inappropriate (amended approved November 26, 2007).*

## 6.0 INSTRUCTIONS TO REFEREES

### SUMMARY:

- Arrive at the field 20 minutes before the kick-off
- Inspect the field conditions, goals, and markings
- Check game rosters and equipment. Give your name to the coaches
- Advise participants and linesmen of how you intend to control the game

- Enforce F.I.F.A. laws of the game, as modified by NWJSA

## 6.1 Field Conditions, weather and player equipment

The home team may cancel the game two (2) hours prior to the game time due to poor weather or field conditions. Thereafter, when the teams reach the playing field, the referee shall exercise sole judgment and authority in deciding that:

- a. The field is fit for play
- b. The weather conditions are acceptable
- c. The equipment of a player is acceptable

When conditions are poor, the referee is urged to consider the option of the team responsible for the field in deciding whether or not a field is playable. However, the referee's decision is final. With regard to player equipment, NWJSA requires players (except goalkeepers) to wear only the usual outer clothing prescribed by F.I.F.A. - Jersey or shirt, shorts, stockings, shin-guards and footwear. When team colors are similar, the home club shall be required to change colors. In case of extreme weather conditions, long underclothes may be worn. These underclothes shall be the same color scheme as the uniforms.

## 6.2 Start of Play

All games shall begin promptly at the time scheduled. For play to begin:

The home team shall provide a field fit to play.

The team rosters shall be provided to the referee and opposing coach.

Each team will have at least the minimum allowable number of players on the field.

A home team shall be considered a "no show" team and so reported by the referee, if it fails to meet the requirements for the start of play at the scheduled start time.

A visiting team shall be considered a "no show" team and so reported by the referee, if it fails to meet the requirements for the start of play within 15 minutes of the scheduled start time.

### 6.3 Referee Guidelines

**Inspection of Field:** Inspection should include examination of all the markings and the dimensions of all the areas. Special attention should be given to the critical markings: the penalty areas, penalty marks, and goal lines. The dimensions of the goals should be checked, and care should be taken to ensure that the posts and goal lines are the same width. All other appurtenances (nets, corner flags) should be inspected, and the field should be examined for dangerous objects such as rocks, loose glass, and deep ruts.

**Personal Equipment:** Have all necessary equipment. This would include two (2) watches, two (2) pencils, notebook, linesman's flags, coin, red and yellow misconduct cards, and two (2) whistles. Useful but supplementary equipment: measuring tape, inflation needle, bicycle pump, and inflation gauge.

**Instructions to Linesmen:** These will differ according to the referee. For most linesmen, instruction will be little more than to a request for assistance in indicating the ball out of play over the touch line or goal line.

**Players Equipment:** An informal check (on the field) should be made of team colors (especially the goalkeepers) and the players' equipment. Nothing dangerous should be permitted, including all jewelry or unprotected casts. Footwear should conform to the laws of the game. Shoes shall have rounded cleats and be of a plastic or rubber. Sneakers are not allowed. It is recommended that glasses be secured with a headband. It should be noted that the referee has the final decision on whether a cast can be worn in a game after his inspection.

**Game Ball:** The game ball must be inspected.

*Conclusion of Game: The referee will sign, date and indicate the final score on each copy of the teams' rosters (that the referee received prior to the game). Each team will receive their original roster with the referee's signature, date and final game score (amendment approved November 26, 2007).*

### 6.4 Referee's Report

In the case where the referee determines that a game not be played or finished, or where a challenge or protest is made, or when any special circumstances warrant, a Game Report shall be made. Referees shall provide a game report to the NWJSA immediately after the game, containing the following information:

- 1 Team Names, complete rosters and the Division of play
- 2 Place, date and time of game
- 3 Final score, showing clearly the team name of the winner
- 4 Comments, if necessary, of the conduct of the players and coaches
- 5 Names of players cautioned or ejected and the reason
- 6 Other matters to be noted regarding the events of the game
- 7 The referee's signature

The League now keeps detailed statistics of discipline and the league may take disciplinary action based on information contained in the Referee's Game Report

## 6.5 Protests

A referee is assured of the League's full support when he enforces these regulations and the Laws of the Game. Each coach has been given a copy of the "Instructions to Referees". Referees are urged to have a copy of the rules at each game so that in the event of disputes it can be used to support the referee's decision. Regardless of the rules, the referee's decision is final and shall be accepted by all participants, although it may be challenged to the league if considered improper.

Disputes do arise and occasionally cannot be resolved at the field of play. Events prior to the start of a game may be the basis of the challenge; those occurring during the game may lead to a protest. A challenge shall be brought to the referee's attention immediately and either resolved or recorded in a referee's report to the League. Should a coach wish to protest to the League events which occurred during the game, he shall advise the referee at the end of the game of his intention and ask for the referee to record this in his Game Report. Further discussion of the dispute should be avoided.

Referees may be asked to appear before the NWJSA Disciplinary Committee or Board of Directors during hearings on a protest or challenge.

## 7.0 LAST UPDATED

These NWJSA by-laws, rules and regulations were amended and transcribed on December 1, 2007, by David Clampitt, President of NWJSA, and are effective for all league business and competition starting with the 2008 season.