

500. OPERATIONAL PROCEDURES

501. League Regulations

Except as provided herein, FIFA "Laws of the Game" shall apply to each and every league game played under the jurisdiction of the NISL.

501a. Scoring Method

Points shall determine the standings of teams in the respective divisions.

(3) Three points for a win

(2) Two points for a forfeit win

(1) One point for a tie

(0) Zero points for a regular loss

* (2) Two points for a shoot-out win - (1) One point for a shoot-out loss

***NOTE:** Please see regulations for Classic League shoot-out regulations

501b. Game Day Delays, Postponements, and Rescheduling

501b.1 Grace Period

It is imperative that games start on time. It is the responsibility for team coaches to communicate if they are going to arrive late at a venue or if games are going to start later than the scheduled time. With that in mind, teams starting games thirty minutes or later than designated start time will be fined (\$50.00) fifty dollars. It is not the intention of the N.I.S.L. to forfeit games through tardiness. Fines and other sanctions will be used.

501b.2 Authority to Delay or Postpone a Game

A match may be delayed or postponed due to:

1. A lack readiness of one or both teams to begin or continue playing the game
2. Unfavorable weather and/or other adverse conditions beyond the control of the participating teams which would make the playing of the game impractical or dangerous for players, other participants, or spectators.

501b.3 Postponing a Game Prior to Start

A game may be called off or postponed no earlier than two hours prior to kick-off because of inclement of weather or situations considered "acts of God" unless agreed to by both teams and the league office.

Exception: In a case where a third party (Park District official or facility manager) close the fields, a game cancelled more than two hours before kick-off, as long as the league and both teams are notified by the managing authority.

501b.4 Grace Period Before Abandoning a Game

Unless both teams and the referee agree to an alternate plan, teams must wait thirty minutes before abandoning a game that has been started. Given the difficulty and cost of rescheduling, every attempt should be made to play the game irrespective of the length of the delay.

501b.5 Game Cancellation Criteria

NISL game cancellation should occur only in the most serious circumstances. However, the personnel safety of the participants, personal and spectators shall always be the highest priority.

501b.6 Incomplete Game/Standings

If a game is delayed due to inclement weather or some other extenuating circumstance, and one half of the game has been completed, the game will be considered complete. If one half

of the game is not completed, the game is to be rescheduled.

501b.7 Rescheduling a Postponed Game

Any postponed game must be rescheduled within seventy-two hours of the game and must be replayed no later than the last day of the regular season.

501b.8 Rescheduling Considerations

When both teams cannot agree on a re-schedule date, the NISL administrative office has the authority to review all the facts and determine whether the game should be re-scheduled, forfeited, or cancelled permanently and whether fines should be given. The integrity of the league shall be given considerable weight in the resolution of these matters. The NISL administrative office shall decide what action to take and its decision shall be final.

501c. No Show/Forfeit

A No Show occurs when a team willfully does not show up at a game and there has been no league-approved written agreement for a change of the scheduled game.

501c.1 NISL Notification

Any team unable to attend a schedule game because of an accident, weather or an 'act of God' should immediately notify the opponent and the league office. Each situation will be reviewed by the league office, which shall render a decision, which shall be final.

501c.2 Penalties

Penalties for No Shows are as follows:

1. If a team fails to meet game schedule obligation and fails to attend a match, a \$100 fine for that game will be given, and the possibility of withdrawal from the league will be investigated
2. A forfeit will result in a 2-0 win to the team not at fault

501d. Non-Performance by the Home Team

In the event that the visiting team is present and ready to play and the home team is unable to provide a field or fails to show at the scheduled field and time, sanctions listed under No Shows/Forfeits shall apply.

501e. Non-Performance by Both Teams

In the event neither team is prepared to play at the scheduled field and time and the game is not played before the end of the season, the league office will decide the game to have been forfeited by both teams and sanctions listed under No Shows/Forfeits shall apply.

502. Player Passes/Rosters/Game Cards

It is the responsibility of each team to assure that the proper and correct game card is filled out and handed to the referee 15 minutes prior to kick-off. All passes must be given to the referee in order for proper check-in to be completed.

503. The Technical Area

503a. Dimensions and Placement

The Technical Area shall be provided so that there are two separate areas that do not overlap, and in no case will they be closer than twenty-five (25) yards from the goal line. The Technical Area extends one yard on either side of the designated seated area and extends forward up to a distance of one yard from the touchline. The Technical Areas for each team shall be located on the same side of the field.

503b. Allowable Staff

There shall be no more than three (3) registered coaches and eighteen (18) players allowed in the Technical Area. There shall be no encroachment of the Technical Area by coaches or players from the opposite team.

The occupants of the Technical Area are identified before the beginning of the match and must have NISL-approved passes.

503c. Regulations

Only one person at a time is authorized to convey tactical instructions, and must return to their position after giving such instructions.

The coach and other officials must remain within the confines of the technical area except in special circumstances (i.e. entering the field of play with referee's permission to assess and injured player).

The coach, players, and other occupants of the Technical Area must behave in a responsible manner. Smoking of any tobacco-related product and the consumption of alcoholic beverages is not permitted.

504. Tiebreakers

Each team shall receive one (1) point for a tie during regular season play.

504a. Classic Division

If a game is tied when regulation time has expired, teams will go immediately into a FIFA Penalty Kick shoot-out. (2) Two points will be awarded for a shootout win, and (1) one will be awarded for a shootout loss.

505. Uniforms - Color Conflict

In the event of a color conflict with regard to uniforms, the away team is responsible for changing their jerseys.

506. Inclement Weather

The safety of the players, coaches, management and spectators are of primary concern during any weather event that occurs during a match. By following these few basic guidelines, the safety of everyone shall be greatly increased. Ultimately, the referee has final say over delaying a game due to weather, and waiting to stop play may result in a serious injury or loss of life. Act responsibly when dealing with such events during all games.

To determine the distance of lightning in your area, count the number of seconds between the flash and the first sound of the thunder and divide by five. This will give you the distance in miles from your location. Remember, if you are in a higher elevation, the lightning can come upon you much quicker and your reaction time is greatly hindered.

- 1) If a severe weather watch is in effect for game time, it is suggested that the home team have a battery operated programmer.
- 2) When lightning is sighted within (10) ten miles of the venue, determine movement and status and begin making preparations for a potential delay in the game.
- 3) When lightning is sighted within (6) six miles of the venue, stop the game immediately and clear the field and stands regardless of time played in the match. Lightning can strike at any time without warning within this proximity. Wait at least thirty minutes after the last lightning strike to resume play. Agreement must be reached between teams and referee whether the game is to be abandoned at its current status.
- 4) If the venue is the highest structure in the surrounding area, get spectators out of the stands and into a protected area as quickly as possible when lightning is within five miles of the venue. The structure/stands will act as a potential lightning rod for the storm and create much danger for those in the immediate area.
- 5) If severe weather warning is issued during game, determine vicinity to venue and prepare to delay game. It is vital to know your exact location to be able to take immediate actions should conditions warrant it.
- 6) Be sure to send all players, coaches, and spectators to their vehicles - nobody shall be on or near the fields or lights.
- 7) Be smart when dealing with potential weather threats.

506a. Lighting

506a.1 Recognizing the threat

- 1) Apply the 30-30 rule. When you see lightning, count the time until you hear thunder. If this time is 30 seconds or less, seek proper shelter. Wait 30 minutes or more after hearing the last thunder before leaving shelter.
- 2) Obey the rules established by the community park lightning detection and warning systems.
- 3) Minimize the risk of being struck. Protect the safety of all participants by stopping activities quickly, so that participants and spectators may retire to a safer place. If you can hear the thunder, you are within reach of lightning.
- 5) Remain calm to prevent panic by young players.

506a.2 Seeking Proper Shelter

- 1) No place outside is safe near thunderstorms
- 2) The best shelter is a large, fully enclosed, substantially constructed building. A vehicle with a solid metal roof and metal sides is a reasonable second choice.

506a.3 Most Dangerous Locations

- 1) Higher elevations
- 2) Wide open areas, including fields
- 3) Tall isolated objects, such as trees, poles, or light posts
- 4) Unprotected open buildings
- 5) Rain shelters
- 6) Bus stops
- 7) Metal fences and metal bleachers

507. Goal Safety

Coaches are responsible to ensure that all goals prior to any practice, tryout, or game are secured properly and will not tip over with minimum force. Failure to do so could result in being suspended from coaching.

508. Equipment Regulations

The basic compulsory equipment of a player is a jersey or shirt, shorts, socks, shin guards, and footwear. Each field player (per team) must have a different number on the back of his/her shirt.

508a. Shin Guards

Compulsory shin guards must be covered entirely by the socks. They must be made of a suitable material and sized to provide a reasonable degree of protection.

508b. Goalkeepers

Goalkeepers must wear colors that distinguish them from all field players, referees, and assistant referees.

508c. Color Conflict

When team colors are similar, as determined by the referee, the away team must change.

508d. Dangerous Equipment

Normal spectacles/glasses are considered dangerous equipment. Players are required to wear sport spectacles/glasses while playing. Baseball caps and other headwear with hard bills or protrusions are not allowed.

Modern protective equipment such as headgear, facemasks, knee and arm protectors made of soft, lightweight padded material are not considered dangerous and therefore are permitted.

508e. Failure to Comply

Players not wearing compulsory equipment will not be permitted to participate in a game until complying with the rules.

509. Player Movement

509a. Player Transfers

Once a player signs a registration form, the player is bound to that specific Club for the duration of the Soccer Playing Year (August 1st - July 31st). If, at any time between December, January or February, a competitive player requests to transfer to another Club, that player must complete and submit a Player Request Transfer Form to the NISL Administrative Office. The player must also submit a Transfer Request Fee of \$100

509b. Player Movement Within Their Own Club

Players with a US Club pass are allowed to play on any age-appropriate team within their own Club, or may be assigned to any team that is no more than two years older than the registered player unless otherwise allowed/directed by the League, up to available roster size per age.

For Clubs that have multiple teams within specific age groups, a player may move freely among those multiple teams. HOWEVER – moving players down within their own age group to win games is not the intent of this rule. The player's development should always be at the forefront of any player movement within a Club.