

200. CLUB & TEAM REGISTRATION

201. Team Eligibility

Any soccer club/organization with teams may request entry to the NISL. All team and club registration shall be in accordance with the current US Soccer regulations unless otherwise specified. Any club or team that desires membership must register on the NISL website before the entry deadline. New communities or teams must enter their information on the website and are given the appropriate pass codes for inclusion into the league.

202. Minimum Standards

202a. Field Requirements for Hosting Games

When clubs and teams register to play in the NISL, they must have the correct size field and goals for each age group designated by the NISL rules.

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| (1) One to (3) three teams per level | (1) One field required |
| (4) Four to (6) six teams per level | (2) Two fields required |
| (7) Seven to (9) nine teams per level | (3) Three fields required |
| (10) Ten or more teams per level | (4) Four fields required |

All locations must have a minimum of three time slots per day

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| 1.5 hours apart - Ages 7 through 14 | ex. 12:30 pm., 2:00 pm, & 3:30 pm |
| 2 hours apart - Ages 15 through 19 | ex. 12:00 pm, 2:00 pm, & 4:00 pm |

The location of the field must be entered on the Club/Team information on the website. All goals must have nets and the field properly marked with corner flags and a minimum height of (5) five feet. Goals must be secured as per FIFA goal safety rules and inspected before each game by coaches and officials.

202a.1 Location Protests

Any protest relating to the grounds, goal posts, bars and other appurtenances of the game shall be entertained only if an objection has been lodged with the referee prior to the start of the game. When an objection has been lodged, protests must be made and such protests shall not be withdrawn except with consent of the league office.

202b. Staff Requirements

All teams must have a designated head coach, a maximum of two assistant coaches, and a team manager (operations). They will collectively be held accountable for their team's, player's, parent's, and spectator's behavior.

203. Good Standing

All teams must be properly registered competitive teams that meet the requirements for participation and are in good standing with the NISL. Having no outstanding violations, fines and meet the minimum league standards.

204. Playing Seasons

The playing seasons run from August 1st to July 31st of the following year.

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| Fall Playing Season | August 1st - December 31st |
| Spring Playing Season | January 1st - July 31st |

205. League Structure

205a. Description of Leagues/Divisions

205a.1 Premiership League/Division

Premiership League is the highest level of club soccer available. Teams are U13 through U18.

205a.2 Classic League/Division

Classic League pertains to ages U12 and above. The top teams from the seeding tournament are placed in this league.

205a.3 Champions League/Division

Competitive League pertains to all youth competitive ages excluding the Premiership and Classic Divisions.

205a.4 Seeding/Ranking Tournament

The NISL holds a Ranking Event to place teams into the proper league/divisions.

205b. League Schedule

The League schedule is the ultimate responsibility of the NISL office.

A schedule meeting takes place prior to each playing season. A pre-season divisional scheduling and operations meeting are designed to make a schedule, but to also help prepare teams for the season operationally and give the opportunity to share and receive ideas. These meetings are mandatory for each NISL team, and carry a \$100 fee for failing to attend.

For teams that field more than one team per age group, it is highly recommended that someone represent each team at the meetings. This will enable for the best scheduling system for each team.

205b.1 Home Team Requests/Geographical Considerations

Home game times may be requested, but not guaranteed, prior to the original schedule being made. Otherwise, game times will be allocated by the league. All games must be entered into the team edit on the website.

For teams in the Classic Divisions, geographical locations will have no effect upon a schedule change due to distance. Teams that participate in the Premier Divisions that are in excess of one hundred miles are permitted to reschedule at a mutually agreed site. League approval is required.

205b.2 Failure to Comply

Teams not meeting game schedule obligations and fail to play a scheduled game will be fined \$100.00 for every offense. The team will be withdrawn from future league play unless the league office receives a \$500.00 performance bond.

It is imperative that teams are fully aware of their team commitment for the upcoming season and are prepared to make all schedule changes at the schedule meeting.

205c. Schedule Changes

Changes to the schedule must be made at the scheduling meeting, and have no penalty attached. Changes thereafter must be done with a coach's agreement and e-mailed to the league office for approval. A charge of \$25.00 will be given for the change after the meeting, paid by the team requesting the change. All changes must be done 84 hours prior to the scheduled game.

Teams registered and playing in the NISL may enter as many outside tournaments as desired, but must complete their league schedule by the end of the season as designated on the NISL League Calendar.

205.d League Standings

205d.1 Point System

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

At the end of a playing season, fall or spring, teams that are tied by total points share the position. Teams are re-seeded after the fall season and can be promoted or demoted depending on their total points during league play.

Standings are finalized two weeks after the end of the season.

205d.2 Awards

Player awards are available for the top team in each division, fall and spring seasons, and can be picked up from the league office after final standings have been determined and verified by the administration.

205d.3 Failure to Report Scores

Scores not reported are considered a no-game, and zero points will be awarded to both teams along with the appropriate fine.

205e. Premiership Rules and Regulations

205e.1 Good Standing

Any player from your club or organization is allowed to play on the age-appropriate team providing he or she is in good standing and not under suspension.

205e.2 Team Rosters

Game roster is limited to a maximum of 18.

205e.3 Regulations

Players are permitted to play for only (1) one team per day. There are no guest players - all players must be registered with the club and league and in possession of a league-sanctioned ID card.

There are no postponement of games by teams. The only person permitting a reschedule will be for weather or ground condition, and will be determine by the Park District or Field Supervisor.

The home team is listed first on the schedule and will determine direction. The visiting team is listed second, and will kick off. All Premier League games are 2 x 40 minutes with a running clock.

Line-up cards are due 15 minutes prior to kick-off. Passes will be handed to the referee for him to keep until the end of the game.

Substitution: Substitution is unlimited.

205e.4 Additional Fees

Each club or team is assigned an additional fee for linespeople. The league will pay the center referee and linespeople at the end of the season upon completion of all paperwork (i.e. game report sent to league office).

205e.5 Conduct and Fines

Players and coaches receiving red cards for fighting will miss (2) two games. All other fines will follow NISL rules. There will be an addition of accumulation of yellow cards in different games.

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| 3 yellow cards | = 1 game suspension (next game) |
| 5 yellow cards | = 2 game suspension (next games) |
| 2 reds | = Out for the season |

Teams will forfeit games due to insufficient numbers of players (minimum of 7) and will be fined \$300.00 per game.

205e.6 Honor the Game

All participating clubs and teams are expected to Honor the Game.

- Respect the Rules of Competition and the Game
- Respect the officials
- Respect your opponents
- Respect your teammates
- Play in a sportsmanlike manner

206. Application Deadlines

Team registration for the soccer year is August 1st to July 31st of the following year. Please check the NISL Calendar for application deadlines.

207. Application Procedure & Online Registration

Application to the NISL must be done online. Please see www.northernillinoisoccerleague.com and click on the "Registration" link. All information must be filled out in full to be considered a complete application by the deadline (See NISL Master Calendar). All fees must be sent in with a community invoice by the deadline.

207a. New Clubs/Teams/Organizations

For all new clubs/teams/organizations, a team representative must register with the NISL. Once the office has received the notice, a login name and password will be given to that representative to share with the coaches and managers of the team.

Birth certificates are required to verify the date of birth of any new player to the NISL.

207b. Returning/Existing Clubs/Teams/Organizations

Existing clubs/teams/organizations must re-use their previous login name and password for access.

207c. Player Passes for Accepted Teams

NISL processes the player passes in accordance to your team's information online.

208. Team Entry

Teams are permitted to have multiple teams at all age groups. Teams that participate in the fall season are strongly recommended to enter the NISL Ranking Event.

Teams with only female players are Girls' Teams. All other teams are Boys' Teams.

208a. Regulations

208a.1 Playing Up & Age Cut-Off (Tween Rule)

Teams must indicate at what age level they are playing. The NISL operates single-year age divisions from U7 through U19. Team age division shall be comprised of players who are of the designated age by August 1st of the current season.

Teams are not permitted to play up an age division without the consent of the league office. Teams designated in an age division are not permitted players above that age (exception: Tween Rule for Fall seasons).

208a.2 Participation in Other Leagues & Tournaments

Teams are permitted to register and play in any competitive league simultaneously during a playing season.

Teams are permitted to enter US Soccer-Sanctions tournaments during the playing seasons, but all league games must be concluded by the league deadline.

Teams or Clubs are permitted to play indoor soccer.

208a.3 Intra- and Inter-Club Transfers

Teams are limited to a total of (3) three inter-club transfer registrations per seasonal year. Teams are not limited to intra-club transfers. Teams that are registered with the IYSA are limited to (5) five transfers.

Teams are not permitted inter-club transfers during the NISL playing seasons. The playing season is considered to begin when divisions are set by the league office at the Seeding Meeting. This rule may be appealed with the NISL Office. Upon receiving written evidence from the club or player, the office shall evaluate the evidence and render a decision. Check the NISL Calendar for Transfer/Registration dates.

208a.4 Discipline and Fines

The NISL may suspend, fine, and terminate (or any combination thereof) the membership of any team or club registered with the NISL if it is determined that:

- 1) the conduct of the member is adverse to the best interest of the NISL and soccer
- 2) the member has not completed the requirements of membership

Teams found guilty of playing ineligible players shall forfeit all games in which such players participated, as well as a fine. The league office will not deal with teams exiting the field of play without permission from the referee.

208a.5 Team Tryouts

Any team or club may hold tryouts prior to June 1st. That team or club must advise the NISL office in writing of that tryout and provide details of participation along with a copy of any written advertisement.

209. Modification to Team Information

Modification to team information must be in writing. The NISL office accepts no other form of communication.

210. Final Authority

The NISL shall have the final authority and right to refuse admittance of any team based upon the team's prior performance in the NISL. These factors include, but are not limited to: failure to play NISL matches as scheduled, failure to comply with NISL rules, and/or failure to pay assessed NISL fees or fines on time.

211. Referee Responsibilities

Teams or Clubs are responsible for providing referees to the pool of officials within the NISL and assist their referee assignor in providing qualified individuals for assignments to the team's home games.

212 Fees & Other Expenses

All team fees must be paid in full to complete their registration. These fees are non-refundable after teams have been accepted.

213. Return of Fees/Reimbursement

Any team not accepted into the NISL will have all fees returned in full.