



Established in 1975

NISL RULEBOOK 2011-2012

Northern Illinois Soccer League / NISL
545 S. Consumers Avenue, Palatine, Illinois 60074

Telephone: 847-398-4545
Fax: 847-398-4593

Revised 2011

100. INTRODUCTION

- 101. Name of League
- 102. Mission
- 103. Vision
- 104. Management of League
- 105. Affiliation
- 106. Office Contact Information
- 107. Matters Not Provided For

200. CLUB & TEAM REGISTRATION

- 201. Team Eligibility
- 202. Minimum Standards
 - 202a. Field Requirements for Hosting Games
 - 202a.1 Location Protests
 - 202b. Staff Requirements
- 203. Good Standing
- 204. Playing Seasons
- 205. League Structure
 - 205a. Description of Leagues/Divisions
 - 205a.1 Premiership League/Division
 - 205a.2 Classic League/Division
 - 205a.3 Champions League/Division
 - 205a.4 Seeding/Ranking Tournament
 - 205b. League Schedule
 - 205b.1 Home Team Requests/Geographical Considerations
 - 205b.2 Failure to Comply
 - 205c. Schedule Changes
 - 205d. League Standings
 - 205d.1 Point System
 - 205d.2 Awards
 - 205d.3 Failure to Report Scores
 - 205e. Premiership Rules and Regulations
 - 205e.1 Good Standing
 - 205e.2 Team Rosters
 - 205e.3 Regulations
 - 205e.4 Additional Fees
 - 205e.5 Conduct and Fines
 - 205e.6 Honor the Game
- 206. Application Deadlines
- 207. Application Procedure & Online Registration
 - 207a. New Clubs/Teams/Organizations
 - 207b. Returning/Existing Clubs/Teams/Organizations
 - 207c. Player Passes for Accepted Teams
- 208. Team Entry
 - 208a. Regulations
 - 208a.1 Playing Up & Age Cut-Off (Tweener Rule)
 - 208a.2 Participation in Other Leagues & Tournaments
 - 208a.3 Intra- and Inter-Club Transfers
 - 208a.4 Discipline and Fines
 - 208a.5 Team Tryouts
 - 209. Modification to Team Information
 - 210. Final Authority
 - 211. Referee Responsibilities
 - 212. Fees & Other Expenses
 - 213. Return of Fees/Reimbursement

300. PLAYER REGISTRATION & REGULATIONS

- 301. Player Eligibility
 - 301a. Gender of Teams
- 302. Good Standing
- 303. Player Regulations
 - 303a. Equipment Regulations
 - 303b. Medical Information
 - 303c. Player Release
 - 303d. Regulations/Discipline
 - 303e. Senior Amateur Information
 - 303f. Junior High School Players
 - 303g. Player Requirements
- 304. Application Deadlines

- 305. Player Registration
- 305a. Proof of Age
- 306. Acceptance of Players/Final Authority
- 307. Guest Players
- 308. Member Passes

400. COACHES' REGISTRATION & REGULATIONS

- 401. General Coaching Rules & Regulations
- 402. Certifications, Licensing, and Good Standing
- 403. Regulations
 - 403a. Coaching During a Game
 - 403b. Goal Safety
 - 403c. NISL Meetings
 - 403d. Dismissal/Discipline
 - 403d.1 False Information
 - 403d.2 Gross Misbehavior
 - 403d.3 Removal of Teams Before Game End
 - 403d.4 Dismissal
 - 403d.5 Prohibitions
- 404. Coaches' Passes & Licensing
- 405. Coaches' Rules of Ethics
 - 405a. Preamble
 - 405b. Purpose
 - 405c. Responsibilities to Players
 - 405d. Responsibilities to the League
 - 405e. Rules of the Game
 - 405f. Officials
 - 405g. Public Relations
 - 405h. Recruiting
 - 405i. Game Day and Other Responsibilities

500. OPERATIONAL PROCEDURES

- 501. League Regulations
 - 501a. Scoring Method
 - 501b. Game Day Delays, Postponements, and Rescheduling
 - 501b.1 Grace Period
 - 501b.2 Authority to Delay or Postpone a Game
 - 501b.3 Postponing a Game Prior to Start
 - 501b.4 Grace Period Before Abandoning a Game
 - 501b.5 Game Cancellation Criteria
 - 501b.6 Incomplete Game/Standings
 - 501b.7 Rescheduling a Postponed Game
 - 501b.8 Rescheduling Considerations
 - 501c. No Show/Forfeit
 - 501c.1 NISL Notification
 - 501c.2 Penalties
 - 501d. Non-Performance by the Home Team
 - 501e. Non-Performance by Both Teams
- 502. Player Passes/Rosters/Game Cards
- 503. The Technical Area
 - 503a. Dimensions and Placement
 - 503b. Allowable Staff
 - 503c. Regulations
- 504. Tiebreakers
 - 504a. Classic Division
- 505. Uniforms - Color Conflict
- 506. Inclement Weather
 - 506a. Lighting
 - 506a.1 Recognizing the Threat
 - 506a.2 Seeking Proper Shelter
 - 506a.3 Most Dangerous Locations
- 507. Goal Safety
- 508. Equipment Regulations
 - 508a. Shin Guards
 - 508b. Goalkeepers
 - 508c. Color Conflict
 - 508d. Dangerous Equipment
 - 508e. Failure to Comply
- 509. Player Movement

- 509a. Player Transfers
- 509b. Player Movement Within Their Own Club

600. RULES OF PLAY

- Level 1 Standards (U7 & U8 Groups)
- Level 2 Standards (U9 & U10 Groups)
- Level 3 Standards (U11 & U12 Groups)
- Level 4 Standards (U13 & above Groups)

YOUTH SOCCER PLAYING NUMBERS & SIZES CHART

700. RANKING EVENT & SEEDING TOURNAMENT

- 701. General Procedures
 - 701a. Team Points/Placement
- 702. Regulations
 - 702a. Officials
 - 702b. Rosters & Passes
 - 702c. Game Balls
 - 702d. Home/Away Team Procedure
 - 702e. Game Times/Schedule
 - 702f. Prohibitions & Protests
 - 702g. Referee Regulations
 - 702h. Tiebreakers
- 703. Seeding Meeting

800. NISL / US CLUB STATE CUP TOURNAMENT

- 801. Tournament Format
 - 801a. First Round – Round Robin
 - 801a.1 Game Locations
 - 801a.2 Team Points/Placement
 - 801b. Second Round – Double Elimination
 - 801b.1 Game Locations
 - 801b.2 Team Points/Placement
 - 801b.3 Final Game Procedure
- 802. Regulations
 - 802a. Officials
 - 802b. Rosters & Passes
 - 802c. Playing Numbers
 - 802d. Game Balls
 - 802e. Home/Away Team Procedure
 - 802f. Game Times
 - 802g. Prohibitions & Protests
 - 802h. Referee Regulations

900. REFEREES AND ASSIGNORS

- 901. Responsibility of Assigning Referees
 - 901a. Team Responsibilities/Referee Assigning
 - 901b. Failure to Reach Agreement
- 902. General Procedures for Game Officials/Referees
 - 902a. Minimum Number of Referees
 - 902b. Loss of Time
 - 902c. Procedures of Play
 - 902d. Allocation of Power
 - 902e. Disciplinary Actions

1000. DISCIPLINE & CODE OF CONDUCT

- 1001. Player Fines
- 1002. Coaching Fines
- 1003. Parent & Spectator Fines
- 1004. Substance Prohibitions for Spectators
- 1005. New Laws Enacted

1100. PROTESTS & APPEALS

- 1101. Disciplinary Powers
 - 1101a. Disciplinary Hearing/Committee
- 1102. Requirements
 - 1102a. Types of Protests
- 1103. Procedures
 - 1103a. Due Process
 - 1103b. Restrictions

100. INTRODUCTION

101. Name of League

The name of the league shall be the Northern Illinois Soccer League (NISL).

102. Mission

The NISL will create, develop, and foster the growth of club and community soccer programs throughout the Chicago Metropolitan Area and surrounding states.

103. Vision

NISL will provide a fun, safe and supportive environment, which nurtures and guides children to develop their talents, knowledge and appreciation for the game of soccer.

NISL will provide an entertaining and positive organizational framework to showcase soccer talent and educate the general public about the game of soccer.

NISL will provide an equal opportunity to all soccer players, coaches, trainers, managers, administrators and officials to participate in youth soccer competitions.

NISL will provide an equal opportunity to all soccer players to participate in a competitive soccer environment that encourages good sportsmanship, principles of fair play, and the building of good character.

NISL will promote the growth of soccer through instruction, training, and education of all soccer people to develop and improve their capabilities.

NISL will provide leagues and divisions so all soccer players, etc. can reach their highest level of competition.

104. Management of League

The NISL is owned and operated by Northern Independent Soccer League. Participation in the NISL is governed by the rules adopted by the Federation Internationale de Football Association (FIFA) and the United States Soccer Federation (US Soccer), except where modified below. All competition in leagues/divisions affiliated with the NISL is governed by regulations approved by the NISL and the league office.

105. Affiliation

The NISL is a member of US Soccer and affiliated with USYS and US Club Soccer. The NISL is also affiliated with the Illinois Soccer Coaches Association and the Illinois Soccer Referee Association.

106. Office Contact Information

NISL office address: 545 S. Consumers Avenue
Palatine, Illinois 60074

Telephone: 847-398-4545
Fax: 847-398-4593

Office Hours: 9:30 a.m. - 4:30 p.m., Monday through Thursday
9:30 a.m. - 3:00 p.m., Friday

E-mail: nisl@chicagosoccer.com
Website: www.nisl.info & www.northernillinoissoccerleague.com

107. Matters Not Provided For

The NISL Administration Office shall have the final authority in all matters not specifically provided for by these rules and policies.

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.

- | | |
|---------------------------------------|---------------------------|
| (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

- | | |
|-------------------------------------|-----------------------------------|
| 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.

- | | |
|-----------------------|----------------------------|
| 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.

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.northernillinoissoccerleague.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 (Tweener 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: Tweener 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.

300. PLAYER REGISTRATION & REGULATIONS

301. Player Eligibility

Any player registered with a club/team may request entry into the NISL. Their information must be online under the team they participate with.

301a. Gender of Teams

Teams that consist entirely of females is a Girls' Team. All other teams are considered Boys' Teams.

302. Good Standing

All players must be properly registered, meet the requirements for participation and be in good standing with US Soccer. No players shall be in violation of any League rule.

303. Player Regulations

303a. Equipment Regulations

Players are required to wear shin guards during all NISL games, and must be completely covered by the sock. Players not wearing shin guards will not be permitted to play.

Players are required to wear athletic glasses. Normal glasses are considered dangerous equipment. Players are not allowed to wear baseball caps or other headwear with hard bills or protrusions. Also, headwear with soft, non-abrasive material which fits the contour of the head, may be worn if necessitated by an injury or other medical condition.

Players are required to wear uniforms which consist of a shirt, shorts, and socks, which must be identical to his/her team and not similar to the opposing team.

303b. Medical Information

Players must have completed a medical/liability waiver form that the coach is required to have available at all NISL games.

Players suffering from an open wound are required to leave the field to have the wound treated.

303c. Player Release

Players completing a player registration are bound to that team for the entire seasonal year unless he/she requests a release. A request for a release must be submitted to the club stating the reason for the release. The club then submits the release to the NISL.

Players may be denied a release by the league office if the player is suspended by the team/club for team/club infractions, owes club fees and equipment. All players must have secured the necessary clearance from the player's former club before a release is processed.

In the case of a dispute between player and club or between clubs, the NISL office, upon receiving written evidence from the club or player, shall evaluate the evidence submitted. The NISL administrative office shall render a decision on the status of the player's registration.

When a player is released, his/her player pass shall be surrendered to the league office.

303d. Regulations/Discipline

Players found playing without being properly registered with the league will be suspended. Players providing false information to the league or using falsified documentation or ID's will be suspended.

Players are only permitted to register for one NISL team at a time. Players signing and registering for a team while being a registered member of another team will be suspended.

All player registration expires at the end of the seasonal year (ie. July 31st).

Player registration prior to the next seasonal year is not valid until July 1st prior to the next seasonal year which begins August 1st. Players that register with a club prior to July 1st may change teams without penalty to the team they are joining. (Ex. Inter-club transfers providing this is done prior to July 15th).

Players receiving a red card must sit out the next league game (minimum suspension - see Penalties and Fines). Players arriving to the game after the second half has begun are not allowed to enter the game under any circumstances.

Players are not permitted to use drugs, alcohol, or tobacco products.

Players may not be used if they have played a full game on the same day without a minimum of two hours rest between when one game finishes to the start of the second game. Opposing team coach must be notified before the game of the intent.

303e. Senior Amateur Information

A youth player who is required to sign a senior amateur form shall retain youth eligibility. A youth player will be permitted to play an unlimited number of senior amateur games without losing his/her eligibility.

303f. Junior High School Players

Junior High School Players who are not attending high school but because of their date of birth are not eligible to participate in U14 Division are permitted to play in the N.I.S.L. for the fall season only with certain restrictions.

Registration is cancelled at the end of the fall season (boys) and spring season (girls).

Players are permitted to return to the correct age division without penalty to registering clubs.

Players will receive a pass, which will indicate either FALL ONLY or SPRING ONLY.

**Player passes must be returned to the league office at the end of each season
(Fall Season for Boys, Spring Season for Girls).**

Must have proof that the player is attending junior high school.

Player is a previous member of your team/club.

This is the only time within the N.I.S.L. that players are permitted to play down.

303g. Player Requirements

Players are required to:

- Respect the Rules of the Game and the League.
- Respect the Officials.
- Respect their Teammates.
- Respect Themselves.
- Honor the Game

304. Application Deadlines

Player registration for the soccer year is August 1st to July 31st of the following year. Please check the NISL Calendar for application deadlines as they change every year.

305. Player Registration

305a. Proof of Age

Proof of age must be supplied if the player is a new registration with the NISL.

A player's age division shall be shown as one who, prior to August 1st of the current seasonal year, has not reached the age of his/her division. Birth dates on or after August 1st of the current seasonal year shall be allowed to complete the season.

306. Acceptance of Players/Final Authority

The NISL has the final authority to accept or deny any player entrance into the NISL.

307. Guest Players (*registered with another NISL club*)

No guest players are allowed in league play. Guest players traveling to a tournament can go only with written permission from their coach on a signed or stamped tournament guest player's form approved by the league.

Players are not permitted to attend a practice, tryout, game or tournament with any other registered team without the signed written consent of his or her coach. Failure to do so could result in a suspension of players, coaches and administrators.

308. Member Passes

Players must register with the NISL and have an NISL-Approved pass to participate in competition. The pass must be produced upon request to the NISL or match officials (no exceptions).

Players must register with a team/club and their information must be put into the NISL Online Registration System to validate the pass.

Players are permitted to register with their club organization on other passes provided they are US-Sanctioned and does not violate other NISL registration rules.

400. COACHES' REGISTRATION & REGULATIONS

Coaches are required to:

- Respect the Rules of the Game and the League
- Respect their Opponents
- Respect the Officials
- Respect their Fellow Coaches
- Respect Themselves
- Honor the Game

401. General Coaching Rules & Regulations

All Directors of Coaching, Coaches, Assistant Coaches, and Trainers must register online with the NISL and have an NISL-approved pass to participate in NISL competition. Coaches must be able to produce the pass upon request by the NISL or a match official (no exceptions).

402. Certifications, Licensing, and Good Standing

Coaching certifications do not guarantee you to be a good coach. However, a good coach wants coaching certifications to make him/her a better coach.

All coaches must be properly registered, meet the requirements for participation, not under suspension and be in good standing with US Soccer.

403. Regulations

Coaches and trainers must present a professional appearance at all times. Coaches are also required to know the "Rules of the Game."

403a. Coaching During a Game

No coaching other than the conveying of tactical instruction is permitted during the game. Individuals designated as coaches are authorized to convey tactical instructions from the technical area. The head coach is responsible for the actions of all persons associated with the team. The head coach shall ensure that no such person violates the coaching restriction. Violations by any person including spectators associated with the team will be deemed the action of the head coach.

A maximum of three persons associated in an official capacity with the team is permitted in the Technical Area.

403b. 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.

403c. NISL Meetings

Coaches are required to attend all NISL coaching meetings.

403d. Dismissal/Discipline

403d.1 False Information

Coaches found playing players without being properly registered with the league will be suspended. Coaches found providing false information to the league will be suspended. Coaches found signing or producing falsified document or ID will be suspended from coaching in the NISL.

403d.2 Gross Misbehavior

The NISL may suspend, for a definite period, and/or impose a fine on any coach guilty of gross misbehavior in public including intoxication, drug use, fighting, quarreling, indecency, or other scandalous conduct whether on or off the playing field when such conduct is in the NISL

opinion, prejudicial to the best interest of soccer or the league.

403d.3 Removal of Teams Before Game End

Coaches removing their team from the field during a game so as to end or delay the game without permission of the referee (not the agreement of the opposing coach) shall be guilty of unsportsmanlike conduct and shall incur a red card whether or not issued by the referee. The penalty shall be the same as other red cards issued to coaches, plus an additional suspension and fine from the NISL.

403d.4 Dismissal

Coaches dismissed from a NISL game must sit out the next league game (minimum suspension, no exceptions).

Coaches being dismissed more than once during the playing year will be suspended for the balance of the season. Additional dismissals in subsequent years will result in suspension from coaching in the NISL.

403d.5 Prohibitions

Smoking, tobacco products, and alcoholic beverages are prohibited in the Technical Area.

Coaches are not permitted to allow players from another team or organization to practice, tryout, play a game or play in a tournament without the written consent of his/her coach or organization.

Coaches are prohibited from recruiting registered players from another club.

Permission to try out must be obtained before a player is allowed on the field.

404. Coaches' Passes & Licensing

Coaches' passes must have an affixed current picture of himself/herself. Passes are assigned to a specific club or team. If he/she leaves a team or club, it is required to apply for a new Coach's Pass and must agree to abide by the rules and regulations of the NISL and the legitimate decisions that may be made.

All coaches must have a USSF Coaching License or equivalent. Please refer to the minimum coaching standards on the NISL website.

405. Coaches' Rules of Ethics

405a. Preamble

Soccer belongs to the players. It provides many physical values, emotional satisfaction and even a spiritual uplifting to those that play. Coaches who choose soccer as their profession and those who coach youth soccer in the League must understand this and put the welfare of the game and its players above their own personal gain.

Any profession, regardless of how noble it is deemed, is only as good as its members and the conduct they exhibit. Soccer coaches must be asked to maintain the trust and confidence placed in them by their players and by the public. Coaches that are unwilling to comply with the principles of their organization's Rules of Ethics, have no place in the profession.

405b. Purpose

The Rules of Ethics has been developed to clarify and distinguish ethical and approved behavior from those practices that are detrimental. The Rules secondary purpose is to promote soccer by stressing the proper functions expected of coaches in their dealings with players and the public.

There can be no success of the Rules of Ethics without the consent and support of those for whom it was established - the soccer coaches.

405c. Responsibilities to Players

The coach must never place the value of winning over the safety and welfare of his players. Winning should be the result of preparation and discipline with considerable emphasis placed on the highest social ideals and character traits.

The Laws of Soccer were written to insure a continuous flow of action. These laws have the safety of the players as their primary goal. Coaches must always play within these rules and never seek unfair advantage by teaching deliberate unsportsman-like behavior to their players. Coaches have a responsibility not to tolerate these types of behavior from their players regardless of the situation. Winning without boasting and losing without bitterness are lessons players can and should learn from the coach.

Medical problems should not be the responsibility of the coaches. The appropriate person should handle the diagnosis and treatment of injuries with coaches directing their players to seek competent medical attention and to follow physician's orders thoroughly and promptly.

Under no circumstances should a coach authorize the use of drugs. Medications, stimulants or drugs should be used only when authorized and supervised by a physician.

Circumvention of eligibility rules must be avoided.

Demands on players should pertain only to achieving success on the field and never be so extensive as to interfere with their academic progress.

405d. Responsibilities to the League

The function of the coach is to contribute to the education of the student through participation in soccer. This must never be disregarded.

The coach must behave in such a manner that the principles, integrity and dignity of the League are not compromised.

Coaches must not ask for special consideration for their players.

Coaches must not seek special consideration for themselves.

Coaches should discuss problems with their director and/or representative in a friendly manner and then accept and support their decision.

Coaches must support administrative decisions in all policies, rules and regulations regarding soccer.

405e. Rules of the Game

Coaches must be acquainted thoroughly with the rules of soccer. They are responsible for seeing that their players understand the intent as well as the application of the rules of the game.

Coaches must adhere to the letter and spirit of the rules.

Coaches who circumvent the rules to gain an advantage have no place in soccer.

Coaches are responsible for their players' action on the field. Roughhouse tactics, illegal substitutions and deliberate faking of injuries are prohibited.

Coaches must not permit their players to perform with the intent of causing injury to opposing players.

If coaches permit, encourage or condone performance that is not in the letter or spirit of the laws, they become derelict in their responsibilities to their players, and the sport. They must constantly strive to teach good sportsmanship; nothing less is acceptable.

Coaches are responsible for the parents behavior and can be RED CARDED for inappropriate behavior of spectators

405f. Officials

Soccer becomes chaos without impartial, competent officials. Officials must have the support of coaches, players and institutions. Public or private criticism of officials by coaches demeans the game. Coaches must also refrain from criticizing officials to the players.

Coaches should strive to attend officials' rules meetings. Coaches should also invite officials to discuss rule interpretations with their teams. It is very beneficial for coach and referee if the latter is invited to officiate scrimmages.

On game day, officials should be treated with respect. Coaches must not address the referee before, during or after a game in a demeaning fashion. They should demand the same from all members of their team. A coach must not incite players or spectators against the referees or the flow of the game. This violation is considered unworthy of any member of the League.

The use of slow motion or video replay equipment to check a controversial decision made by an official is discouraged. On the spot decisions required by officials are considerably more difficult than criticism by use of replay equipment.

405g. Public Relations

The soccer coach has a unique responsibility with public relations. In many cases soccer needs to be explained and public relations becomes a job for all coaches. The coach must be careful not to make derogatory or misleading statements towards the officials, opposing coach and team, and spectators. If good judgement indicates, an honest answer would be prejudicial or inflammatory and not in the best interest of soccer, ethical procedure demands that it not be answered. In such instances, "No Comment" is justified.

405h. Recruiting

It is unethical to recruit a player enrolled in another team.

405i. Game Day and Other Responsibilities

Coach's behavior must be such as to bring credit to himself, the League and soccer.

Rival coaches should meet prior to the game and exchange friendly greetings.

Soccer coaches have a responsibility to be as inconspicuous as possible during a game. Coaches are encouraged to exhibit a friendly and kindly attitude towards their players.

It shall be considered unethical for a coach to have any verbal dissent during the game with an opposing coach or bench. Physically contacting an opposing player must be considered behavior detrimental to the game and highly unethical.

Coaches need to use their influence on crowds that demonstrate intimidating behavior that might lead to a player injury or confrontational between officials and spectators

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.

600. RULES OF PLAY

Player development, as well as administrative and economic concerns, have all been taken into consideration regarding the new playing standards.

NOTE: Penalty areas for every age group are the measurements from the base of the goalpost towards the sidelines and the base of the goal post out into the field of play. Also note that player distances from the ball refer to Kick-offs and direct kicks.

Level 1 Standards (U7 & U8 Groups)

Playing Numbers:	5 vs 5 (U7 & U8)
Playing Time:	2 x 25-minute halves
Game Roster Size:	Maximum of 12 players
Field Size:	30-40 yards long x 25-35 yards wide
Goal Size:	4.5 feet high x 9 feet wide
Penalty Area:	6 yards
Player Distance from Ball:	4 yards

Level 2 Standards (U9 & U10 Groups)

Playing Numbers:	7 vs 7 (U9 & U10) (U8-League Approval)
Playing Time:	2 x 30-minute halves
Game Roster Size:	Maximum of 14 players
Field Size:	50-60 yards long x 35-45 yards wide
Goal Size:	6.5 feet high x 12 feet wide
Penalty Area:	10 yards
Player Distance from Ball:	6 yards

Level 3 Standards (U11 & U12 Groups)

Playing Numbers:	9 vs 9 (U11 & U12)
	(*Exception for top 18 U12 teams play 11 vs 11)
Playing Time:	2 x 30-minute halves (U11) 2 x 35-minute halves (U12)
Game Roster Size:	Maximum of 16 players
Field Size:	70-80 yards long x 45-55 yards wide
Goal Size:	6.5 feet high x 18 feet wide (7 feet x 21 feet is acceptable)
Penalty Area:	14 yards
Player Distance from the Ball:	8 yards

Level 4 Standards (U13 & above Groups)

Playing Numbers:	11 vs 11 (U13 & above) (U12 Classic Division)
Playing Time:	2 x 35-minute halves (U13) 2 x 40-minute halves (U14, U15, & U16) 2 x 45-minute halves (U17, U18, & U19)
Game Roster Size:	Maximum of 18 players
Field Size:	100-120 yards long x 60-70 yards wide
Goal Size:	8 feet high x 24 feet wide
Penalty Area:	18 yards
Player Distance from Ball:	10 yards

Ball Sizes

Ball sizes will not follow the direct level of the charts. They will be secured as follows:

- ◆ Size 3: U7 & U8
- ◆ Size 4: U9, U10, U11, & U12
- ◆ Size 5: U13 & above

Substitutions

A. U7 through U12 (9v9) Age Group

In all games played in the N.I.S.L. U7 through U11 age group, substitution will be allowed as follows:

1. Substitution shall be limited to a maximum of three players per substitution.
2. Players who have been substituted for may re-enter the game.
3. Players should not receive a red card. The referee should escort the player to the bench for a 5 minute time out penalty. This player may be substituted.
4. Substitution can be made without the consent of the referee under the following circumstances:
 - A. The player being substituted for must have left the field of play at the touchline directly in front of his team's technical area.
 - B. Each player must identify whom he or she is substituting for. (High five, hand shake, or hug)

Failure to follow the above procedures could result in referee awarding a five-minute penalty against the offending team. (Play short)

Technical area is the area directly in front of the team's bench.

B. U12 Classic through U19 Age Group

In all games played in the N.I.S.L. U12 through U 19 age group substitution will be allowed as follows:

1. Substitution shall be unlimited.
2. Players who have been substituted for may re-enter the game.
3. Substitution is not allowed for players ejected from the game.
4. Substitution can be made with the consent of the referee at the following times:
 - A. Prior to a throw in by the team who has possession
 - B. Prior to a goal kick by either team
 - C. After a goal by either team
 - D. After an injury on either team- when referee stops the play
 - E. After a caution by offending team- when referee stops the play
 - F. At half-time

N.B. Substitution is not permitted prior to a corner kick by either team.

Offside

There are no offside for U7 and U8.

Kicks

Every kick is direct at U7 & U8 age groups.

Penalty Kicks

There are no penalty kicks for U7 & U8 age groups. All kicks must be outside the area and must be direct.

Red Cards

No red cards are used for U7, U8, U9 and U10 players. There is, however, a time-out for exuberant players.

Matters not Provided For

There are no throw-ins for Level 1. Kick-ins are permitted.

YOUTH SOCCER PLAYING NUMBERS & SIZES

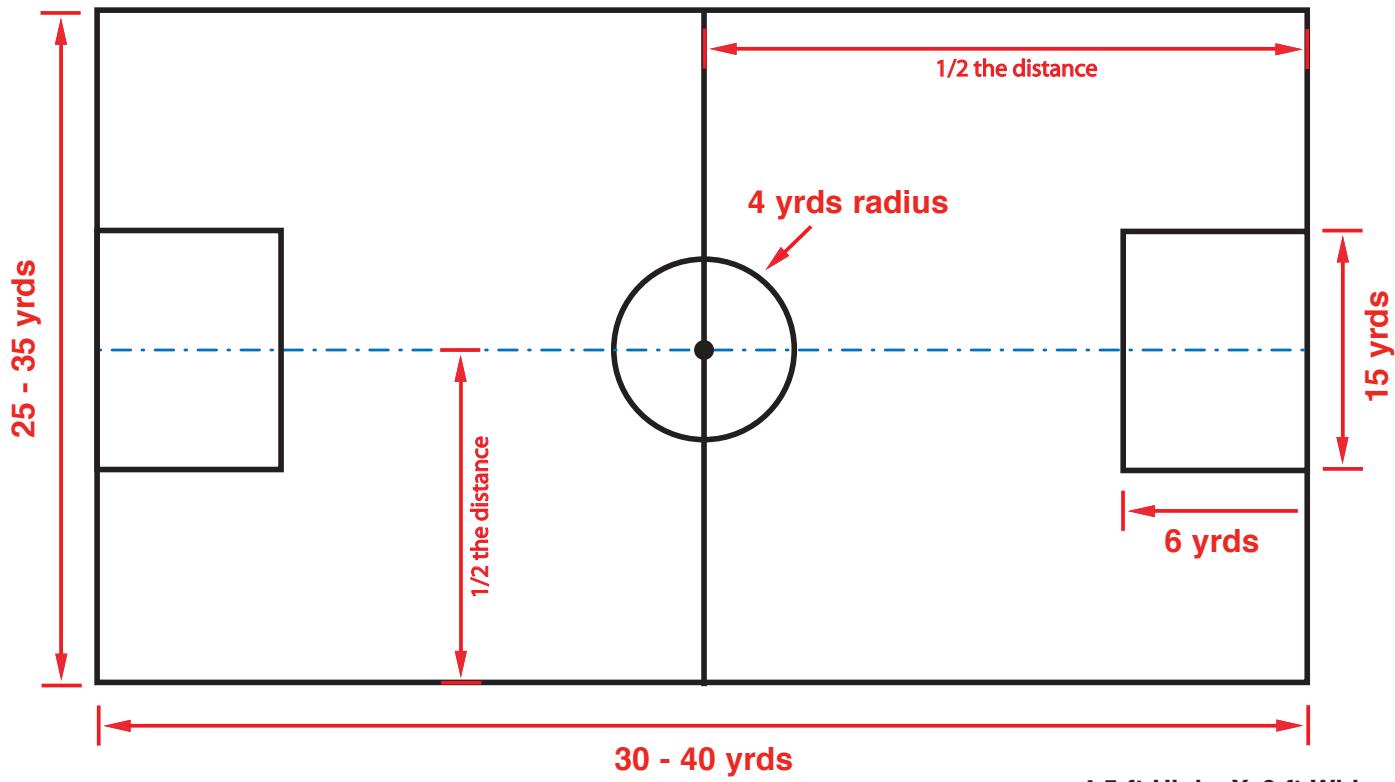
	U7	U8	U9	U10	U11	U12	U13	U14
11 vs 11						11 vs 11		
10 vs 10						(*1*)		
9 vs 9					9 vs 9			
8 vs 8					8 vs 8			
7 vs 7		7 vs 7	7 vs 7	7 vs 7	7 vs 7			
6 vs 6		(*2*)		6 vs 6	6 vs 6			
5 vs 5	5 vs 5			5 vs 5	5 vs 5			
4 vs 4	4 vs 4			4 vs 4	4 vs 4			
Playing Numbers	5 vs 5	5 vs 5	7 vs 7	7 vs 7	9 vs 9	9 vs 9	11 vs 11	11 vs 11
Playing Time	2 x 25 min	2 x 25 min	2 x 30 min	2 x 30 min	2 x 30 min	2 x 35 min	2 x 35 min	2 x 40 min
Roster Size	12	12	14	14	16	16	18	18
Field Size - L	30-40 yds	30-40 yds	50-60 yds	50-60 yds	70-80 yds	70-80 yds	100-120 yds	100-120 yds
Field Size - W +/- 5 yds	X	X	X	X	X	X	X	X
Goal Size - H	4.5 ft	4.5 ft	6.5 ft	6.5 ft	6.5 ft (*3*)	6.5 ft (*3*)	8 ft	8 ft
Goal Size - W	X	X	X	X	X	X	X	X
Penalty Area	9 ft	9 ft	12 ft	12 ft	18 ft (*3*)	18 ft (*3*)	24 ft	24 ft
Distance From Ball	6 yds	6 yds	10 yds	10 yds	14 yds	14 yds	18 yds	18 yds
Ball Size	4 yds	4 yds	6 yds	6 yds	8 yds	8 yds	10 yds	10 yds
Substitution	3	3	4	4	4	4	5	5
Offsides	FLY	FLY	FLY	FLY	FLY	FLY	REG	REG
Kicks	NO	NO	YES	YES	YES	YES	YES	YES
Penalty	D	D	I & D	I & D	I & D	I & D	I & D	I & D
Red Cards (Players)	NO	NO	NO	NO	YES	YES	YES	YES

1 - U12 Classic Division only will play 11v11. Top 18 teams determined prior to start of season

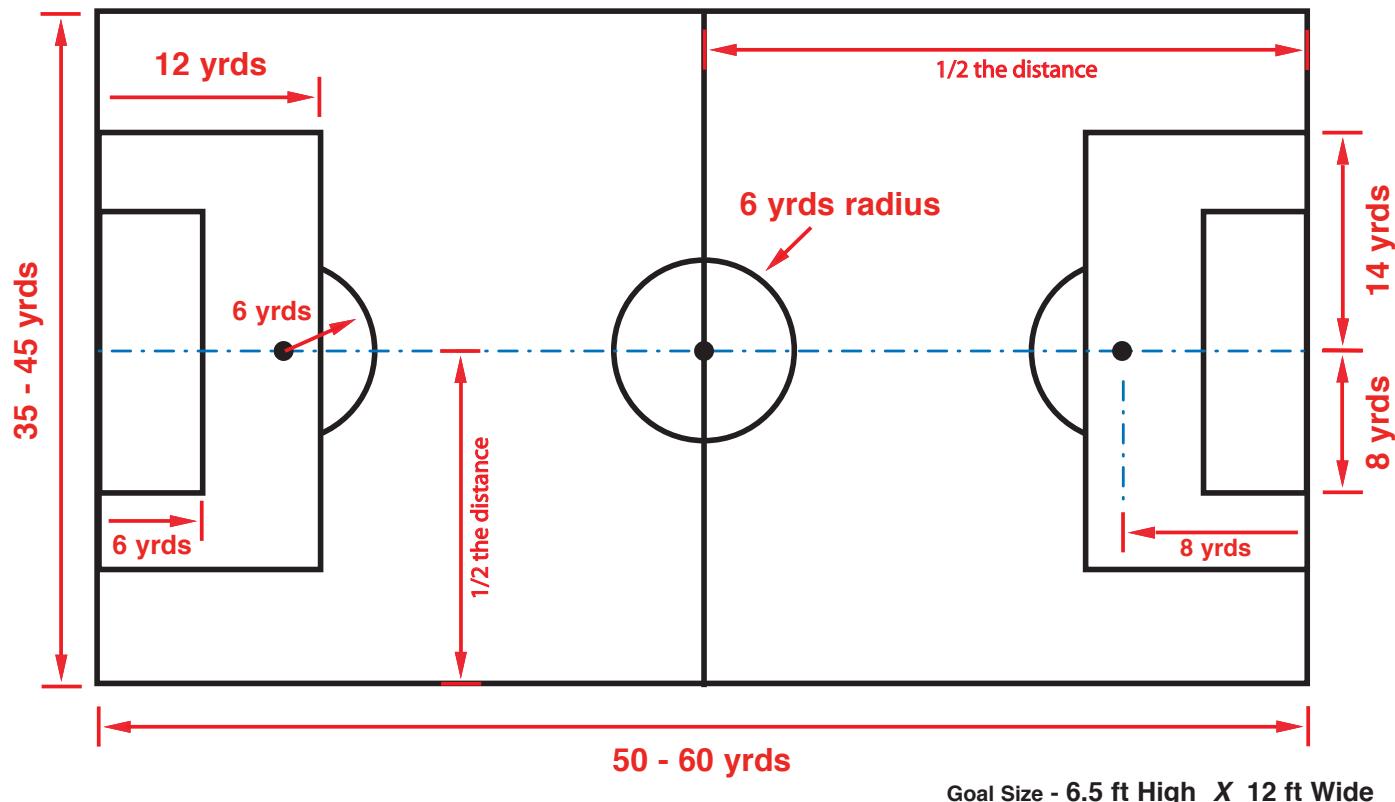
2 - U8 teams unable to provide extra small field and goals register 9C (Grandfathered 2009-2010 season))

3 - 8 ft x 24 ft goals permitted at U12 and U11

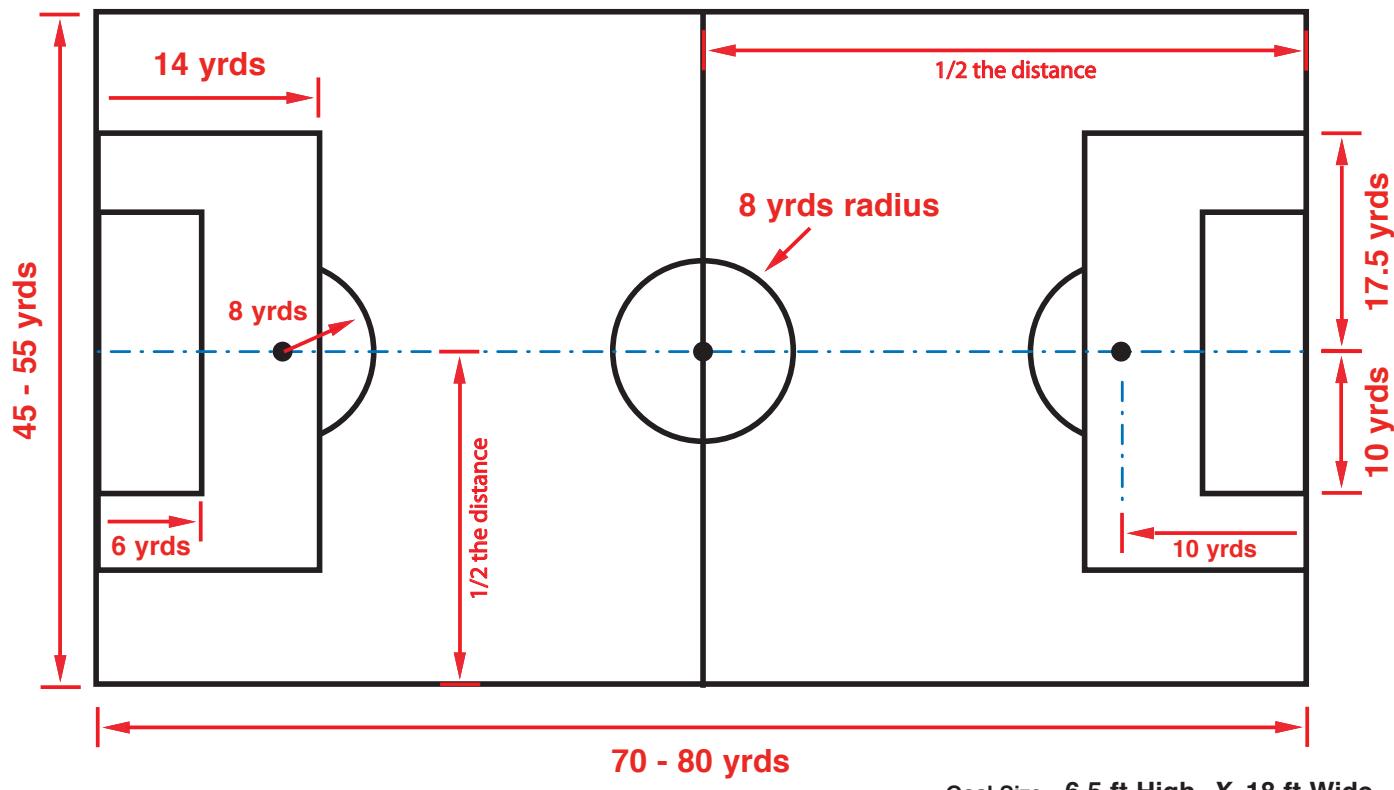
LEVEL 1



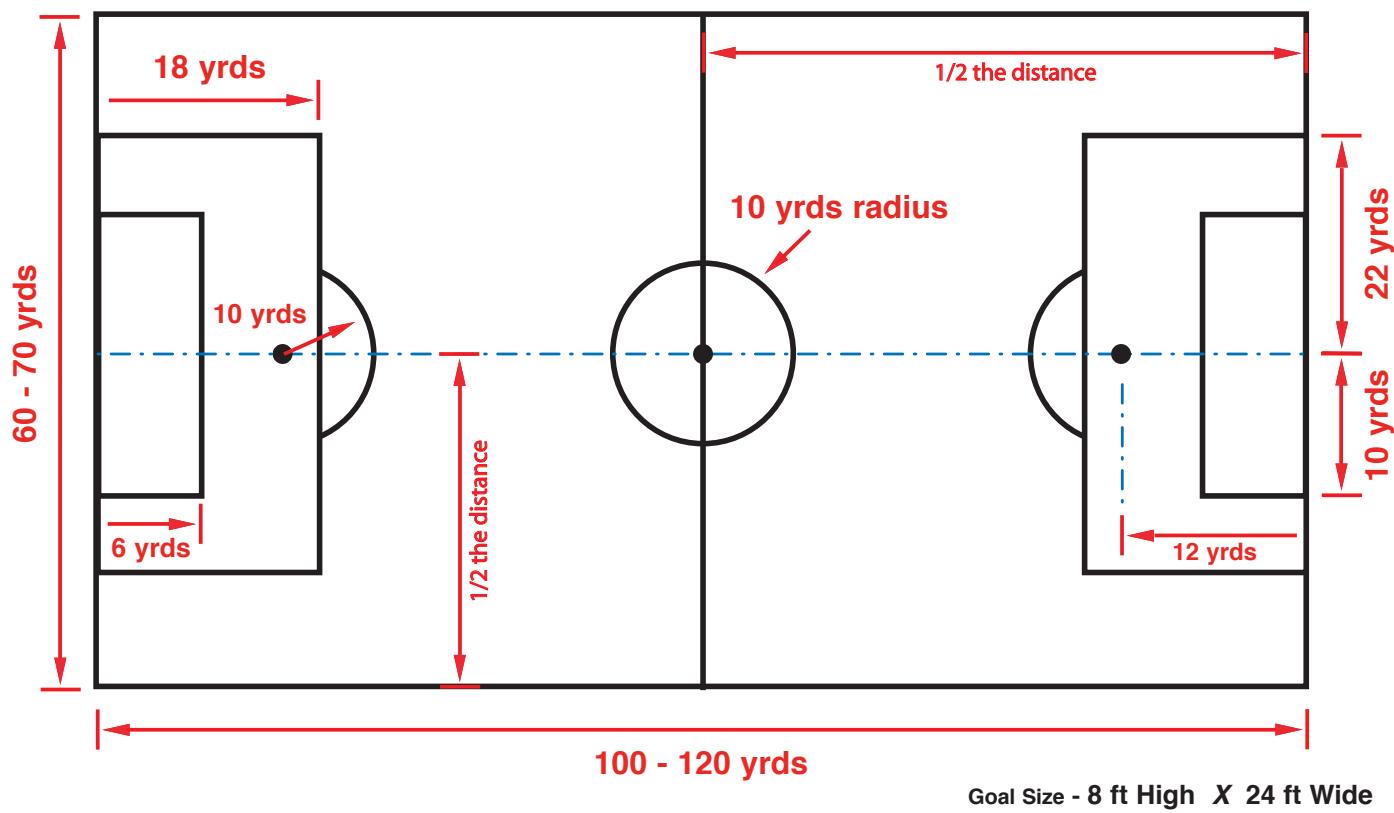
LEVEL 2



LEVEL 3



LEVEL 4



700. RANKING EVENT & SEEDING TOURNAMENT

Team Ranking, Seeding, and the setting of divisions is the ultimate responsibility of the NISL Office. Teams are re-seeded after the fall season based upon results of the team's fall divisional play.

The NISL will rank teams relative to others in a divisional league play on the basis team's record and ability. Each seasonal year, when teams apply for membership, information is required from the team's organization on their past record, current ability, and level of play.

In the U7-U14 age groups, the Ranking Event takes place at the beginning of the seasonal year where teams compete against each other and then are ranked by the NISL office. In the U15-U19 age groups, the NISL relies on the coaches and organizations information and teams record before the league office ranks and places teams in divisions based on ability.

701. General Procedures

The tournament dates and location are available from the N.I.S.L. calendar of events. Although this tournament is not mandatory, the league places a lot of emphasis on the results of this tournament when seeding teams for the fall playing season. Therefore, it is highly recommended for teams to participate so that coaches can see their teams are prepared for the upcoming season.

After the teams have entered this competition, they are to be pre-seeded based upon last spring's performance and coaches recommendations.

701a. Team Points/Placement

On Day #1 (Saturday), all teams play three games within their group and are awarded points as follows:

Win	-	(6) Six Points
Tie	-	(3) Three Points
Loss	-	(0) No Points

(1) One bonus point is awarded per goal scored up to a maximum of three points - win, lose, or tie.

Based upon their final positions after play on Saturday, teams are then placed into groups for Sunday play.

On Day #2 (Sunday), all teams play three more games within their newly assigned group, and are awarded points mirroring Saturday.

Based upon their Sunday play, teams are seeded and placed into divisions for the fall season.

*NOTE: No points are carried over from Saturday games.

702. Regulations

702a. Officials

Each team must provide 1 linesperson per game who is knowledgeable on the "Laws of the Game" for each day of the tournament. They must report to the field 15 minutes prior to game time.

702b. Rosters & Passes

The maximum number of players per team will be as follows:

U8	12 players
U9-U11	14 players
U12-U14	18 players

No player changes are allowed during the course of this tournament.

Player passes must be used for ALL games.

The starting lineup should be on the field and ready to start at the predetermined time listed on the schedule.

702c. Game Balls

Game balls will be provided by the home team listed on the schedule, subject to referee approval.

U7-U8	-	Size 3
U9-U12	-	Size 4
U13 & Up	-	Size 5

702d. Home/Away Team Procedure

The first team listed is the home team, and will kick off. The Away team must change in case of color conflict, and will have the choice of the direction of play.

Both teams must check in with the Field Marshal at the assigned field 15 minutes prior to each game.

702e. Game Times/Schedule

Please refer to the schedule for game times. The NISL reserves the right to alter game times, shorten games, and (heaven forbid) even eliminate games due to inclement weather.

Games will be started on time. Any team over 5 minutes late will forfeit 2-0.

Changes in placement, times, etc., may be made at the Tournament Director's discretion.

702f. Prohibitions & Protests

Red carded players will be disqualified for the next scheduled game. Too many players on the field at any given time will result in a 2-minute penalty against the offending team.

Teams are not allowed to warm-up on the field.

Protests are allowed to ineligible players only.

702g. Referee Regulations

The referee will not stop play for substitutions -only for serious injury or wasting time. The referee will keep on time all matters relating to the game.

702h. Tiebreakers

Standings with regard to a game tie will be determined by: Points, Head to Head, Goals Against, Goals For, and finally a Coin Toss.

703. Seeding Meeting

Coaches can give additional information at a Seeding Meeting which takes place prior to the divisions being finalized and a schedule set.

Teams are also allowed to discuss their position at the seeding meeting scheduled after the Seeding Tournament. Please refer to the NISL Calendar of Events for details.

Once a division is set and a schedule is made, no changes of teams within the divisions are allowed. The NISL has the ultimate responsibility for the setting of the League Divisions.

800. NISL / US CLUB STATE CUP TOURNAMENT

Tournament dates and locations are available from the NISL Calendar of Events.

The NISL / US Club State Cup is restricted to US Club Soccer Clubs and League Members. However, if slots are available, members from other USSF-affiliated organizations may apply to participate. If accepted, any such non-members shall register that team, and receive player cards and tournament insurance from NISL / US Club Soccer. The Tournament Authority shall ensure that all US Club Soccer St teams play with their US Club Soccer Cards.

There are no minimum league games required to enter the Tournament.

Entry fees will be determined by the League Office.

801. Tournament Format

801a. First Round – Round Robin

All teams entered into the Tournament will be ranked and placed in a Round Robin for the first round. A blind draw will place teams equally into brackets within their age groups (similar to the World Cup Draw). Three (3) games are guaranteed through this round, with the winner of each bracket within each age group advancing to a Double Elimination Round.

801a.1 Game Locations

The designated Home Team will provide fields and contact their local assignor for providing referees. The NISL will pay the center referees – it is the Club's responsibility to pay the linespeople.

801a.2 Team Points/Placement

The first round will consist of the following points:

- Win – Six (6) points
- Tie – Three (3) points
- Loss – Zero (0) points
- Forfeit Win – Two (2) points

(1) One bonus point is awarded per goal scored up to a maximum of three (3) points
- win, lose, or tie.

Based upon these results, the winner of each bracket within each age group will advance to a Double Elimination Round.

Standings with regard to a tie at the end of the first round will be determined by, and in order of: (1) Points, (2) Head to Head, (3) Goals Against, (4) Goals For, and finally (5) Coin Toss

801b. Second Round – Double Elimination

All teams advancing to the second round of the tournament will continue play in a Double Elimination format. This eliminates errors made in seeding and teams are not eliminated by their play in one game.

801b.1 Game Locations

For all matches before the Semi-Final and Final games, the Home Team will provide fields and contact their local assignor for providing referees. The NISL will pay the center referees – it is the Club's responsibility to pay the linespeople.

Semi-Final and Final games will be played at a neutral location set up by the league office with NISL-certified referees.

801b.2 Team Points/Placement

In the result of a tie during the Double Elimination Round, the teams will immediately begin PKs. If neither team is a winner after the initial five (5) PKs, the teams proceed to a sudden death PK.

There will be an Upper Bracket (for the winning teams) and a Lower Bracket (for the losing teams). Once a team has two losses, they are out of the tournament.

801b.3 Final Game Procedure

If the team from the Lower Bracket wins the initial Final Game against the team from the Top Bracket (who would have no losses at this point), a Blitz Game will be played. This game takes place immediately after the initial Final Game to determine a winner.

For the U9-U12 age groups, the Blitz game will consist of two 10-minute halves.

For the U13-U18 age groups, the Blitz game will consist of two 15-minute halves.

802. Regulations

802a. Officials

Each Home Team must provide three referees per game who is knowledgeable on the "Laws of the Game" for each match. They must report to the field 15 minutes prior to the game. All matches must use referees certified by the U.S. Soccer Federation.

802b. Rosters & Passes

There are no restrictions on rosters. Players become "Cup-tied" to a team. A player may not play for different teams in different age divisions of the Cup. Players may move up at any time, but immediately become Cup-tied to that team for the tournament and cannot move to a lower age bracket.

Each player shall have a US Club Player Pass to participate in the Tournament. Player passes must be used for all games.

No guest players from another Club are permitted.

The maximum number of players per team will maintain standard NISL regulation.

The starting lineup should be on the field and ready to start at the predetermined time listed on the schedule.

802c. Playing Numbers

Playing numbers will proceed as follows:

U9-U10	-	7v7
U11-U12*	-	9v9
U13-U18	-	11v11

*Special Note: For the U12 age group, there will be a 9v9 division and a 11v11 division

802d. Game Balls

Game balls will be provided by the home team listed on the schedule, subject to referee approval. Sizing will maintain standard NISL Regulation.

802e. Home/Away Team Procedure

The first team listed is the home team, and will kick off. The Away Team must change in case of color conflict and will have the choice of the direction of play.

Both teams must check in with the Referee at the assigned field 15 minutes prior to each game.

802f. Game Times

Games will be started on time. Any team over fifteen (15) minutes late will forfeit 2-0.

802g. Prohibitions & Protests

Red-carded players will be disqualified for the next scheduled game.

Protests are allowed to ineligible players only.

802h. Referee Regulations

The referee will keep on time all matters relating to the game.

900. REFEREES AND ASSIGNORS

All games played under the jurisdiction of the NISL will be officiated by a currently-registered referee who is distinguished as such with the USSF.

901. Responsibility of Assigning Referees

901a. Team Responsibilities/Referee Assigning

It is the responsibility of the home team for securing a registered referee from the NISL district assignor. If the home team cannot secure a registered referee twenty-four hours before the scheduled game time, they shall notify the visiting team and upon mutual agreement, a knowledgeable person acceptable to both teams can officiate the game.

901b. Failure to Reach Agreement

If an agreement cannot be reached, the game shall be re-scheduled. If the home team does not secure a registered official and fails to notify the visiting team, the home team will be fined (\$50.00) fifty dollars for the first offense and (\$75.00) seventy-five dollars each subsequent offense. The game can be played under protest, be re-scheduled at the visiting team's location or the game can be designated a forfeit by the NISL.

902. General Procedures for Game Officials/Referees

All referees and assistants must be registered with the NISL and in good standing with the USSF. All are required to be fully conversant with the NISL Rule Modifications Procedures.

902a. Minimum Number of Referees

FIFA law requires one referee and two assistants (linespersons) per game. Refereeing by any other system such as two referees and no assistants is not allowed under any circumstances in the NISL.

902b. Loss of Time

The allowance for time lost through substitution(s), the assessment of injury to players, the removal of injured players from the field of play for treatment, wasting time, or any other cause is at the discretion of the referee and is to be made at the end of the period in which the time was lost.

902c. Procedures of Play

At the start of play, referees are required to:

- 1) Preliminary check of the goals to ensure they are securely anchored
- 2) Toss a coin and the team that won the toss decides which goal it will attack in the 1st half of the game - the other team takes the kick-off
- 3) The team, which won the toss, kicks-off to start the 2nd half
- 4) At half time, teams change ends and attack opposite goals
- 5) Players are entitled to an interval between periods

902d. Allocation of Power

The referee shall have the power to decide as to the fitness of the ground in matches played in the NISL. The referee shall have power, during the game, to deal with players guilty of violent conduct or using threatening or abusive language. The referee will remain on the field of play and in charge during the league's traditional handshake.

902e. Disciplinary Actions

In the event a referee becomes incapacitated during the game from any cause that would prevent him or her from continuing the game, the control of the game shall be turned over to a person mutually agreed upon by both team coaches who shall conduct the game to its conclusion.

If a person cannot be agreed upon, the game can be rescheduled or if one half of the game has been completed, the game will be considered complete.

1000. DISCIPLINE & CODE OF CONDUCT

1001. Player Fines

VIOLATION	PENALTY / FINE
01. Players receiving a red card for fighting other players	1st offense - \$70 fine + 2 game suspension 2nd offense - \$100 fine + 5 game suspension 3rd offense- \$100 fine + 1 year suspension (Note: PLAYERS must pick up pass from league office.)
02. Player receiving a red card for any other offense	1st offense - \$50 fine + 1 game suspension 2nd offense - \$75 fine + 3 game suspension 3rd offense - \$100 fine + league suspension (Note: PLAYERS must pick up pass from league office.)
03. Player receiving a red card for pushing referees or game officials	\$100 fine + 1 year suspension (Minimum suspension)
04. Player providing inaccurate pass information, ex. D.O.B., name picture	\$50 fine + Suspension from playing in the NISL
05. Player registering for two clubs simultaneously in N.I.S.L. or registering for another NISL club before a release being processed from original club	\$50 fine + 1-year Suspension
06. Player playing without being registered with the league ex. Not having an official league player pass	\$50 fine + 1-year Suspension
07. Player playing with dangerous equipment	Removed from game until referee in charge inspects or approves that the equipment has been rectified
08. Player using profanity	1st offense - Yellow card 2nd offense - Red card
09. Players found signing or producing falsified documents or ID	\$50 fine + Minimum 1-year suspension
10. Players who tryout, practice or play in a game or a tournament without written consent from his/her registered	\$100. fine + Maximum 1-year suspension

team, coach or club

1002. Coaching Fines

VIOLATION	PENALTY / FINE
01. Coach being dismissed from the game	1st offense - \$200 fine + 1-game suspension 2nd offense - \$300 fine + 2-game suspension 3rd offense- \$500 fine + suspension from coaching
02. Coach removing his team from the field without permission from the referee	1st offense - \$100 fine + 2 game suspension 2nd offense - \$200 fine + 10-game suspension, with possible removal from coaching
03. Referee Assault	\$100 fine + suspension from coaching
04. Coach - referee abuse	\$100 fine + possible suspension pending investigation
05. Coach providing inaccurate pass information ex. D.O.B., name, picture	\$100 fine + suspension from coaching + forfeiture of all games said player played in
06. Coach having felony charge and committed	Suspension from coaching
07. Coach registering player to his team before a release being received from previous team	\$100 fine
08. Coach playing players who are not registered with league Ex. No official league player pass	\$100 fine + suspension + game forfeiture
09. Coach permitting a player to practice, tryout, play in a game or tournament without written permission from his/her registered team or club	\$100. fine+ Maximum 1-year suspension
10. Coach playing player ineligible to Play	\$100 fine + suspension + game forfeiture
11. Coach found signing or producing falsified documents or ID's	\$100 fine + suspension + game forfeiture
12. Coach provides False information	\$100. fine + suspension
13. Coach forfeiting game	1st offense - \$100 fine 2nd offense - \$200 fine + suspension
14. Coach not controlling parents or spectators sideline behavior	\$100 fine + game forfeiture
15. Coach using profanity directed towards players, coaches or parents, before, during or after a game	\$100 fine + suspension
16. Coach not obtaining appropriate licensing within 12 months of registration	Suspension

1003. Parent & Spectator Fines

VIOLATION	PENALTY / FINE
01. Parents or spectators being dismissed from the playing area	Coach held accountable (See Coach's Penalties)
02. Parent or spectators Referee attack or abuse Coaches attack or abuse Parents fighting	Parents and spectators suspended from attending N.I.S.L. games. N.I.S.L. will investigate for other possible sanctions. Ex. Team removal from NISL or team may play all games away from home
03. Parent or spectators Not Honoring the Game Not Respecting the League Not Respecting their Opponents Not Respecting the Officials Not Respecting Coaches Not Respecting Other Teams Not Respecting Themselves Arguing & Causing a Scene	Parents and spectators suspended from attending N.I.S.L. games. N.I.S.L. will investigate for other possible sanctions. Ex. Team removal from NISL or team may play all games away from home
04. Parents encouraging players to practice, tryout, play in a game or Tournament without written permission from his/her registered team, coach or club	Player Suspension, Player Fines, and/or Cancelled Player Registration

1004. Substance Prohibitions for Spectators

All drugs, alcohol, and tobacco products are prohibited from being used at any NISL game, tournament, or practice. Use of any of these substances will be subject to ejection from the game, possible suspension from the League, and a fine.

1005. New Laws Enacted

Newly-signed state laws provide for stiffer sentences and fines against those who attack sports officials and coaches at any level of play.

Ineffective

A person who verbally threatens or otherwise assaults an official or coach can now be charged with aggravated assault. If convicted, the person could face up to a year in jail and a fine up to \$2,500.

Ineffective

Also signed into law is a minimum fine for those who attack sports officials. Anyone convicted of battery of an official or placed on supervision for such an attack faces a minimum \$1,000 fine for the first offense. A second offense carries a \$2,000 fine.

1100. PROTESTS & APPEALS

Protests, Appeals, and Complaints are beliefs that a wrong has been done and requires correction.

1101. Disciplinary Powers

The NISL office shall have the authority to suspend, fine, or disqualify players, coaches, and other team officials or competing clubs for violating league rules or for any action or conduct not in the best interest of soccer or the NISL. Any other individuals who may be reasonably construed as being associated with a team such as parents, relatives, and spectators are also subject to the jurisdiction and authority of the NISL.

1101a. Disciplinary Hearing/Committee

A disciplinary hearing is a meeting to decide whether or not a disciplinary action is needed for an incident with all parties having the chance to participate.

The NISL Disciplinary Committee shall consist of three persons.

All members of the NISL shall recognize any disciplinary action imposed by the Committee.

1102. Requirements

All protests, appeals, or complaints must specifically refer to the NISL Rule that is or has been violated. Should a rule not exist to resolve the protest, appeal, or complaint, then provide a simple statement on the problem.

1102a. Types of Protests

The NISL permits four types of protests, appeals, or complaints.

- 1) Events that occur on the field of play during a game or pre-game that have a direct bearing on the game or future game.
- 2) Between team management of both teams and/or players that are about events upon the field of surrounding the game. These have no direct impact on a game's outcome.
- 3) About the NISL, NISL office, staff members, or president of the official capacity
- 4) About a referee or linesperson

Decisions that arise out of the applicant of the rules of competitions, which is made in the course of competition and has no consequence beyond the competitions, shall not be appealable.

1103. Procedures

By playing in the NISL:

- 1) All questions relating to any dispute, protest, appeal, or complaint shall be referred to the NISL Executive Office of the League or the committee appointed by it. Decisions of such committee shall be final and binding on both parties.
- 2) The league administrative office must receive appeals or complaints no more than forty-eight (48) hours following the scheduled game from which the protest arises and must be in writing.
- 3) To be valid and eligible for consideration, each protest, appeal, or complaint must be accompanied by a cashier's check in the amount of \$100 to cover administrative fees and a written copy of the complaint including full particulars.
- 4) Any protest, appeal, or complaint relating to the grounds, goal post, bars, or other appurtenances of the game shall only be entertained if an objection has been lodged with the referee prior to the start of the game. When a complaint has been lodged, protest must be made and such a protest must not be withdrawn except by the consent of the NISL.

1103a. Due Process

- 1) NISL receives notice of violation
- 2) NISL collects information surrounding violation

- 3) NISL renders decision based upon information received
- 4) Appeal to NISL Appeals Committee within seven days of the violation
- 5) Within ten days of the appeal, the NISL Appeals Committee will arrange a hearing
- 6) After NISL appeal hearing, the Committee will render a decision

1103b. Restrictions

No player, coach, team, or club shall be represented by an attorney.

No NISL member, including, but not limited to, league officials, clubs, teams, players, coaches, parents of players, spectators, administrators, or referees may involve the aid of the courts in the United States or of a state without first exhausting all available remedies including hearings and appeals within the member association or league.

For violation of this bylaw, the offending party shall be subject to suspension and fines shall be liable to the NISL for all expenses incurred by the NISL and its officers in defending each court action including, but not limited to:

- 1) Court costs
- 2) Attorney's fees
- 3) Compensation for time spent by the NISL officials and employees in responding to and defending against all allegations in the action including all court appearances
- 4) Travel expenses
- 5) Any other expenses necessitated by the court action