

Rule Changes

8.2.6 Multiple Yellow Cards

Any player who has received three yellow cards during any season (the Fall or Spring) shall be suspended for a minimum of 1 game. Each additional two yellow cards received by player shall carry another suspension of a minimum of 1 game. Clubs are responsible to monitor the online report of cautions and to comply with the suspensions despite lack of notice from the league. Failure to suspend the player shall result in the forfeit of any games after appearing in the online reports or notification of the suspension.

If suspensions are not served by the player because of the end of the season, the suspensions shall carry over to the next season. A coach of a team that has accumulated 10 or more cautions during the seasonal year may be required to appear before the Games Conduct Committee and suspensions and/or fines could be assessed to the coach of the offending team at the discretion of the Games Conduct Committee.

Any coach who receives two yellow cards in one season, for the same or multiple teams, shall be suspended for one game. The one game suspension is to be served for the next scheduled game for that coach, regardless of which team may be involved in play. Any coach, who has received two yellow cards during the seasonal year, shall be fined an additional \$100. Three yellow cards to a coach will be reviewed by the Games Conduct Committee for appropriate additional sanctions including suspension and fines.

If a suspension other than an automatic suspension noted above is issued, the Games Conduct Chair shall notify the Club representative that the player or coach is suspended. Failure to suspend the player or coach shall result in the forfeit of any games played after notification of the suspension among other penalties listed in 3.5.

5.10.2 Special Rules for U8 Play

All throw-ins will be replaced with “kick-ins” from the touch line.

Attacking players must retreat outside of the build out line prior to all Goal Kicks.

Scores will be kept and reported to the league within 4 hours of the completion of the game. The winning team should report the score. In the case of a tie the home teams will report the score. If the score is not recorded within 4 hours, or if the score is incorrect, the offending team(s) may be subject to a \$25 fine.

In an effort to limit excessive scoring, any team that wins a game with a greater than 7-goal differential, the head coach may need to appear before the Games Conduct Committee and may be assessed a minimum of \$100 fine and may also be assessed a 1 game suspension.

To help prevent excessive scoring if the goal differential reaches 5, the team that is down shall add a player to the field. If the goal differential reaches 6, the team that is down shall add an additional player to the field. The extra player should be removed if the goal differential decreases to below 6 and the other additional player shall be removed if the goal differential decreases to 5.

9.2 REFEREE FEES

Referee fees are to be paid before the game starts, and will be shared equally by both teams, pursuant to the following schedule.

Division	Age Group	Game Length	Center Referee Fee	Assistant Referee Fee
1	U17 – U19	45 minute halves	\$100	\$60
2	U15-U16	40 minute halves	\$90	\$55
3	U13-U14	40 minute halves	\$90	\$55
4	U11-U12	35 minute halves	\$80	\$50
5	U9-U10	30 minute halves	\$70	\$40 ¹

¹-AR's are typically not assigned for U10 and younger; however, if scheduling of U11 or older small sided is mixed with U10 and younger small sided, then AR's may be assigned for referee assignment continuity.

For U11-U19--if No AR's are at the game increase the Center Referee Fee by \$20. If there is only 1 AR at the game, increase the Center Referee Fee by \$10.

If any payment to an official is made by any form other than cash and the payment is not honored for any reason, the Club must arrange make payment to the official within 5 days of notice to the club of the amount of the referee fee and all costs for the payment not being honored. Failure of the club to do so will result in the referee fee and costs being paid to the referee by the NCSA, which will charge all such amounts plus \$75 for each instance of dishonored payment to the club. Referees must submit their claim for unpaid fees within 24 hours from the start of the game.

6.4 TEAM ROSTERS, PASSES AND MATCH DAY FORM

Each team shall have their player and coach passes and have fully completed online the NCSA Match Day form and US Club Roster; players carded to the team MUST be on the printed US Club NCSA roster. All information on the roster must be current. If a player shows as EXPIRED or NO CARD or anything other than a valid expiration date, the player will not be permitted to play. No team may have more than 4 coaches during a game; all must be listed on the NCSA Match Day form but need not be listed on the US Club NCSA roster. Coaches may be inserted online before the game on the NCSA Match Day form. For clarity, if the roster indicates NO CARD next to a coaches name, but the coach has a valid US Club card for the club that is participating in the game, and if the coach appears on the NCSA Match Day form, then the coach will be permitted to participate in the game. Only carded coaches, within his or her own club, **who are listed as a Contact for the Club within the NCSA database and** are listed on the Match Day form may coach or give direction/instruction to the players in a game.

5.7.2 Playoff--MBOS Flights-Other 7 or 8 team flights

In all flights of 7 or 8 teams, each team plays all other teams once during the first 7 weeks of the season. The Games Chair(s) and applicable Division Commissioner will determine the type of flight to determine how the last 3 weeks of the season are scheduled.

First option is a full schedule of 10 games, with each team playing 3 other teams a second time at random, typically repeating weeks 1, 2 and 3 of the schedule. In such flights, only the second time the teams play counts for standings. The game that counts is the second game played between the two teams. The game number or date of play on the original schedule released by the Games Chair(s) does not dictate the game that counts. The second game actually played is the result that is used for final standing purposes.

Second option is a Playoff Flight, with the opponents for the last 3 weeks being determined Based on Standings (MBOS) from the first 7 games as long as they are played by the Sunday of the 7th week of play. Based on the total points, teams will be divided into two brackets: the Award Bracket – the top 4 teams based on total points and the Consolation Bracket – all other teams. Only teams in the Award Bracket will be eligible to win the Flight; only the points from the Award Bracket playoff/MBOS round-robin will count for final standings purposes. In the event of a tie in points at the end of week 7, the procedure for breaking the tie and seeding the playoff portion of the schedule will be:

- a. Head to head competition
- b. Total wins
- c. Least goals against (average per game)
- d. Draw lots

These procedures apply to both the Award and Consolation brackets: All teams in a Playoff or MBOS flight must have all of their games played by the end of week 7 of the season; if any game is not played by that date, then such game(s) may be played later but will not be counted towards seeding. Playoff/MBOS round games will be scheduled in weeks 8, 9 and 10 and all games must be played by the end of the season. The schedule for weeks 8, 9 and 10 must be set by 11:00am on the Monday preceding the weekend in which the teams are scheduling the game (typical TBS game scheduling); games scheduled after the Monday deadline (or under 5 days in advance) may not have officials assigned as the games were not scheduled timely.

In the event that a Playoff or MBOS game in week 8, 9 or 10 ends in a draw (tie) the game will advance to:

Penalty Kick Shoot-Out:

- In the event the score is tied after regulation in weeks 8, 9 or 10, penalty kicks (KFTM) will be taken to determine the winner.
- Only those players on the field at the end of the game may compete.
- Each team will designate 5 players to take shots in an ABABABABAB pattern, until a decisive result is reached.
- If the penalty kick score is tied at the end of five kicks, teams will continue to take penalty kicks, alternately, in matched pairs until there is a winner.
- All players on the field must take a penalty kick before any player is allowed to kick a second time.

5.11.4 Protective Padding

Only goalkeepers may wear kneepads in addition to regular uniforms. Goalkeepers may not wear any other form of padding other than that contained in a regulation goalkeeper's shirt and shorts. No form of padding is allowed on field players, other than as specified below. In the event player injury demands support or protection, only properly designed support bandages of tubular or linear construction may be used. No form of padding designed for any other sport may be worn on the field of play. Hard casts and splints must be wrapped or padded by cushioning material to allow for safe play. It is recommended that casts and hard splints be covered with closed cell, slow recovery foam padding no less than 1/2-inch thick; however, other padding or wrapping may suffice. The padded or covered cast or splint must be deemed safe per referee discretion; because the padding or covering may not be identical from game to game, the referee has the final decision on game day at the field. Any other protective devices approved by IFAB or USSF are also permitted.

7.3 FEES

Prior to the game, the referee shall be paid at the field by both teams according to the official fee schedule set annually by the NCSA Board and listed on the NCSA Match Day form. Each team will be responsible for half of the applicable fee. If there is no agreement to pay the referee electronically (7.3.1) then each team is expected to bring exact change to pay each referee. Fees are clearly stated on the NCSA Match Day form and each team coach should arrive with exact change or checks to be split amongst the assigned referees. (U10 and under = half of center; U11 and up = half of center + equivalent of 1 AR) If team coach does not have exact change, the referee is not under any obligation to provide change at the field. If a referee cancels a game due to field or weather conditions, the referee and all AR's who are present at the field shall be entitled to receive a travel fee of \$25, to be paid by the home team. If a referee suspends a game for any reason stated elsewhere in the rules, the referee together with the ARs shall be entitled to the full fee(s), paid in accordance with 7.3.1 and 9.2.

8.2.8 Other

All other player, club, or team infractions shall be considered by the Games Conduct Committee and disciplinary action shall be determined based on the circumstances of the infraction. The Games Conduct Committee may also require an appearance before the NCSA Board for any player, club, team or coach infractions.