



2018 Fall Season Information

LEAGUE PURPOSE

Ensure the best possible competitive play among the soccer teams in Nebraska and bordering states, to promote opportunities for increased development of youth soccer players and teams, and to provide for an improved administrative structure, the Nebraska State Soccer Association establishes the Nebraska League for youth soccer players in Nebraska and bordering states.

IMPORTANT DATES

1. Registration Open – Around June 22nd
2. Registration Deadline – July 13th
3. Blackout Dates Deadline – July 18th
4. Schedule Release – 2nd week of August (8-12)
5. Fall Play Dates - August 18th – November 11th - Premier/State Cup teams will need to have weekends open in the first part of the season.
6. No play – Labor Day Weekend – August 31st - September 3rd and Halloween – October 31st

AGE GROUPS OF COMPETITION

09U(2010) - Boys 09U(2010) - Girls
10U(2009) - Boys 10U(2009) - Girls
11U(2008) - Boys 11U(2008) - Girls
12U(2007) - Boys 12U(2007) - Girls
13U(2006) - Boys 13U(2006) - Girls
14U(2005) - Boys 14U(2005) - Girls
15U(2004) - Boys 15U(2004) - Girls
16U(2003) - Boys 16U(2003) - Girls
17U(2002) - Boys 17U(2002) - Girls
18U(2001) - Boys 18U(2001) - Girls
19U(2000) - Boys 19U(2000) - Girls

DEPOSIT FEE

Deposit must be made prior to schedules being released. Deposit is based on a 7-game season, except for the 9U/10U leagues. Teams will be refunded for playing less games or invoiced for playing more games. Teams at 11U-19U will play 6 to 8 games. Premier teams could have an additional game against National League Midwest Conference teams. These will be quality games for our Premier teams.

Deposit	
9U/10U	\$75 Per Game (depends on league)
11U/12U	\$680.00
13U/14U	\$800.00
15U/16U	\$890.00
17U/18U/19U	\$940.00

DIVISIONS OF PLAY

During registration you will no longer select a “Preferred Division”. You will just register for the age group. Nebraska League will offer the following divisions, could add or delete divisions if needed:

- 11U – 13U – Premier, First Division, Second Division, Third Division, Forth Division (if needed)
- 14U – 19U – Premier, First Division, Second Division, Third Division (if needed)
- 15U – 19U – Director Division will be offer for the very top teams.

PLACEMENT IN DIVISIONS

Team Applications to participate in the NL must be completed online at the NL website by the advertised deadline. League staff will evaluate all applications from Club approved teams and determine final acceptance. League staff will draft divisional placement and submit to the Technical Advisory Committee (TAC) for review and recommendations. The League Director will make the final decisions on placement.

LEVEL OF COMMITMENT EXPECTED BY NL TEAMS

Any team looking to participate in Nebraska League (NL) must understand the level of commitment it takes to participate in a League that stretches across the state. All teams understand that this is a travel league and that teams may travel long distances to participate in NL games. The determination of game sites is based in part due to home locations of teams within a division as well as field and referee availability. **Teams understand that they may not play any home games**, although we work hard to reduce travel or make travel similar for both teams.

NL rules allow teams to use Club Pass Players/Sharing of Players (players from the same club) and allows a 22/30 player League Player Roster to make adding players simple. There should be no reason why a team cannot field a team to play in a scheduled match. **TEAMS MUST BE ORGANISED AND FIND OUT IN ADVANCE IF THEY WILL BE MISSING PLAYERS.** This will give them time to find players to play in the game. There is no greater disservice to your opponents to reschedule a game or participate in games with minimal number of players. Teams expect opponents to field competitive teams.

Please note: Club Pass is only a league function. If you need to add players to your NSS Certified Roster for a tournament contact your club registrar. Your other option is to use a Guest Player. Guest Player Forms are not a function of the league and you must fill out the Guest Player Form on [thetournamentcenter.com](http://www.thetournamentcenter.com). Here is a link to the Guest Player Form: <http://www.thetournamentcenter.com/GuestPlayerLoan.aspx>

Trapped Players: **Planning for the spring season**, "trapped" 15U and 16U players may play, but the team they play on will have to be rostered on the State Registration to the oldest player on the team. Depending on the number of players from each birth year on the team, teams may be allowed to play in a younger age group division. A "trapped" player means they are an 15U/16U player but not playing high school soccer. In the "trapped" player divisions, High School players will be allowed to return their team once they are done playing High School.

PRIMARY AND SECONDARY DAYS OF PLAY

New this fall – We will schedule teams on their primary and secondary days of play. If we have to schedule off these days we will contact the teams involved prior to scheduling the game. Teams need to be prepared to play on the advertised Primary and Secondary Days of Play.

AGE GROUP	PRIMARY	SECONDARY
11U	SAT	MON
12U	SUN	THUR
13U	SUN	TUES
14U	SUN	WED
15U	SUN	THUR
16U/17U	SAT	MON
18U/19U	SUN	WED
DIRECTOR	SUN	WED

BLACKOUT DATES/CONFLICTS/COACHING CONFLICTS

Team will be responsible to submit blackout dates by the advertised deadline. Teams will not be allowed to blackout more than 8 weekend dates (Saturday and Sunday on the same weekend count as 2). Although, we try to play as many games as possible on the primary **weekend** day, teams need to be prepared to play on the secondary Day of Play (**weekday**) due to lack of fields and referees. Days of Play are shown above. Teams could be asked to play on a non-advertised Days of Play due to blackout dates, field availability and scheduling requirements.

Teams need to be prepared to play on the advertised Primary and Secondary Days of Play.

All conflicts, coaching or types other than blackout dates, need to be emailed directly to Jeff Hulbert, League Director at league@nebraskastatesoccer.org. Submit anything that will affect scheduling your team.

As far as Coaching Conflicts, we will allow conflicts for up to two teams on any day. If coaching more than two teams, you must use blackout dates to make sure you do not have conflicts. Example given, two teams play on Saturday and the other team(s) on Sunday. We cannot honor conflicts with teams in another league.

RESCHEDULES

Teams need to be aware of the rules governing reschedules, which are shown on the website under the “Reschedules” button. **They need to have a parent’s meeting prior to the blackout date deadline to make sure when their players will have a conflict and be available.** Teams need to be aware of the fines involved when rescheduling games.

Reminder highlights from the Reschedule Procedures and Fines:

1. Teams need to confirm reschedule dates with their team prior to submitting a reschedule request.
2. Teams must have two agreed (opponent agrees) upon play dates and rough times prior to submitting a reschedule request. Teams do not need to find fields or referees the league will be responsible for this information.
3. There is a \$50 fine for the first reschedule made at least 8 days in advance. Fines increase for each additional reschedule.
4. There is a \$100 fine for the first reschedule made 4-7 days in advance. Fines increase for each additional reschedule.
5. **Any request 72 hours prior to game will be considered a forfeit.** Be organized!!!!

Weather Reschedules – Teams will have 5 days to reschedule these games then the league will reschedule based on provided blackout dates. If the league must reschedule a game, and a team cannot play on the date, that team will be accessed a **forfeit**. Get your games rescheduled right away!

REFEREES

Games should be officiated by the three-person FIFA/USSF Referee System for 11U through 19U age groups and one-person FIFA/USSF Referee System for 09U through 10U. Due to the referee shortage, this is not always possible. We are working hard to improve the referee situation, but we can use your help. Please have anyone interested in calling games to contact us directly. We will help them get in touch with the Referee Assignors. In the event an assigned official fails to appear by game time, one of the referees should contact the Referee Assignor for that community. If the Referee does not appear within 5 minutes of the game time the Referee may appoint Club Assistant Referees. Club Assistant Referees shall be limited to decisions only on touchlines and possession as specified by FIFA/USSF Referee Guidelines. **US Soccer does NOT allow for Dual Two-person Crew.** The result of the game will be considered official if there is one Certified Referee on the game.

GAMEDAY RESPONSIBILITIES

Each team is responsible for bringing two **(2) League Player Rosters** (one for referee, one for opposing team) and player cards laminated or mobile digital pass format. **If a team does not give you one of their League Player Roster at check-in you are responsible to report it to the League Director or Assistant League Director.** Teams need to bring three (3) corner flags and a net to each game. Most complexes have nets, but some do not, and you never know when a net may be missing. You can always leave the net in your car. When there is a conflict in uniform color, the team listed as “Home Team” must change their uniform color, the colors used are subject to the Referee’s approval.

COACHING EDUCATION/REQUIREMENT

NL is committed to coaching education. We are committed to Coaching Education. US Soccer is in the process of changing their courses, so once we know the new course offering we will notify head coaches of the Coaching Requirements.

“HOW TO.....” GUIDES

NL has created many “How to.....” Guides to help you with the team operational functions. You can find these on the website under the “How to.....” Guides button.