



# **COACH/TEAM GAME DAY RULES**



**STATE  
ASSOCIATION**



**NEBRASKA LEAGUE  
RULES**

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# NEBRASKA LEAGUE RULES

## SECTION III. TEAM ROSTERS

### 3.01 Team Rosters

The roster can be changed at any time, but a game roster must be printed off prior to each game showing the active players for that game. The roster must be presented with the passes to the referee during team check-in for the game. Once at game time the roster is frozen. Only the players on the roster will be eligible to play in the game. **Bring two rosters to the game, one for the referee and the other for your opponent at check-in.**

### 3.02 Maximum NL Player Roster Size

1. At U9 and U10 age groups the maximum number of **active** players on a NL Player Roster shall be 14;
2. At U11 and U12 age groups the maximum number of **active** players on a NL Player Roster shall be 18; and
3. At the U13, U14, U15, U16, U17, U18 or U19 age groups the maximum number of **active** players on a NL Player Roster shall be 18.

### 3.03 Member Passes

Valid Nebraska State Soccer or US Youth Soccer State Association member passes will be used for NL play. All passes must be valid for the current season, have a current player photo and be laminated or you may use Digital Passes (app) from the Affinity registration software.

### 3.04 Player's NL Participation on a Daily Basis

At no time may a player play in more than two games a day (e.g. they can play in one game for two different teams in a day).

### 3.05 Player's Rostering Limitation within an Age Group

At all age groups, players can be on a NL Player Roster for more than one team within the same age group or any eligible age group (sharing of players). This will allow clubs/Directors of Coaching (DOCs) to manage player development according to their perspective/philosophy. Sharing of players and moving players will promote player development. Coaches must have the permission of their club/DOCs to share players as a Club Pass or Secondary player. Coaches/Clubs must define any limitation for play of a Secondary player. Sharing of players should be limited to a few players for each game. Any unethical issues, which would include moving players to just win a game, by a coach/club will be brought in front of the Technical Advisory Committee (TAC) for review.

### 3.06 Club Pass/Secondary Players

1. A Club Pass Player is a player that is registered to the club and may be added to the NL Player Roster, provided the player is registered to the same club as the team.
2. A Secondary Player is a player that is registered to a second team within the State Association and may be added to the NL Player Roster.

In the spring season, "trapped" U15 and U16 players may play, but the team they play on will have to be rostered to their age groups. A "trapped" player means they are an U15/U16 player but not playing high school soccer.

## SECTION VI. GAMES - OPERATIONAL PROCEDURES

### 6.01 Scoring Method

The standings of teams within divisions/sub-divisions are based upon the number of points earned. Standings will not be kept for U9 or U10 age groups. Teams earn points as follows:

Three (3) points for a win  
One (1) point for a tie  
No (0) points for a loss  
Minus three (-3) points for a forfeit

### 6.02 Forfeits

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In the event of a forfeit, the team that forfeits the game will have three (3) points deducted, and the game score will be recorded as 0-4. The opponent will be awarded three (3) points and a 4-0 win. In the event that a team forfeits more than one game, the League Director shall review the impact that such forfeits have on the standings and may consider dropping all results by all teams versus the team that has committed forfeits from the standings. This shall only be done if forfeits have a direct impact on promotion and relegation or the team has been suspended from the league.

### **6.03 Forfeited Games**

A team that forfeits a game shall be subject to the following: The team (1) shall be subject to a fine, (2) could be suspended from the league, and (3) may be relegated one division despite its finish in the standings.

### **6.05 Reporting of Scores**

Head Coaches or Team Managers from both teams shall report game scores within forty-eight (48) hours on the Game Report on the NL website. If there is discrepancy the game will show as “contested”, the League Director will use the Referee Game Report to determine the game result.

1. In Regional Competitive/Rec leagues, coaches may be asked to report scores to League Director instead of entering scores.

### **6.07 Uniforms**

Teams playing in the NL are only permitted to wear the following on their game uniforms:

- a. Nebraska League logo;
- b. Their individual club and/or team logo and team sponsor logo;
- c. Manufacturer of uniform logo; or
- d. Name and number of player.

No other patches or logos (e.g. another governing body) are permitted unless written permission is granted by the League Director.

### **6.10 Travel/Hosting**

For NL competition, Notification to Travel/Permission to Travel Forms will not be required.

### **6.11 Game Schedule and Rest Periods**

All games will be played as scheduled, unless weather conditions dictate otherwise. It is the intent of the league to play only one game per day; however, when circumstances dictate, no more than two games a day will be scheduled.

If you play a double header at U11-U14 there will be a 1 ½ to 2 hour rest period between games and at U15 – U19 there will be a 4 hour rest period.

### **6.12 Inclement Weather**

Each complex is responsible for notifying the league of Field Closure due to inclement weather as soon as possible, but no later than two (2) hours before the games. Remember that weather can pop up at any time and the final decision to play will be made by the Referee at the game site. NL will follow the Nebraska State Soccer weather plan for suspending games. The policy is posted in the Team Tool Box and Referee Tool Box pages on the NL website.

## **SECTION VII. RULES OF PLAY**

### **7.01 Laws of the Game**

Games will be played under the applicable rules of Nebraska State Soccer, US Soccer and US Youth Soccer. Teams are responsible for obtaining and being familiar with the FIFA Laws of the Game as they govern play subject to the modifications noted herein. The FIFA Laws of the Game are posted in the Team Tool Box and Referee Tool Box pages on the NL website.

### **7.02 Substitutions**

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In the Premier and Director Division at the U15, U16, U17, U18 and U19 age groups the NL will operate under the FIFA-Seven (7) “per half” substitution system. Once replaced, players cannot re-enter the game during that half of play. Substitutions may be made during any stoppage in play at the discretion of the referee. In all other divisions and age groups, unlimited substitutions will be permitted. Substitutions may be made during any stoppage in play at the discretion of the referee.

## 7.03 Game Length, Ball Size and Play Format

Age Group	Length of Half	Ball Size	# of Players on Field
U9 and U10	25 min.	4	7v7
U11 and U12	30 min.	4	9v9
U13 and U14	35 min.	5	11v11
U15 and U16	40 min.	5	11v11
U17 and U19	45 min.	5	11v11

## 7.05 Official Game

A game shall be considered official after one full half of play is completed (the second half does not have to start). If less than one half is completed and the game is abandoned, the entire game must be replayed, subject to NL review by the League Director. If a game is abandoned in the second half of play due to inclement weather, the final score will be the score at the time the game is abandoned. If a game is abandoned for any other reason including but not limited to gross misconduct, the League Director will decide the disposition of the game score following review of all information available including but not limited to Referee Game Reports, Head Coach Game Reports, etc.

## 7.06 Forfeits - Lack of Appearance

A fifteen (10) minute delay in the start of a game due to a team’s lack of appearance is permitted for scheduled games before the game is abandoned. The Referee will report the Lack of Appearance to the League Director within twelve (12) hours. The League Director will determine the outcome of the game, but Lack of Appearance is normally a forfeit.

## 7.07 Anchored Goals

The coaches and referees should inspect the integrity of the goals to ensure they are secure and suitable for play. Games shall not begin until both goals have been firmly secured with at least one anchor, if the goal cannot be anchored, the game will not be played. Ideally, there should be two anchors on each goal. In the FIFA Laws of Play – Law 5 indicates that the referee has the final determination as to properly anchored goals. NL will ask parent’s to also check to make sure goals are anchored, if not, they should not allow their child to play. Any unanchored goals or integrity issues will be reported to League Director by the Head Coaches in their game report and to the Referee Assignor by the Referee in their game report within twelve (12) hours. The Referee Assignor will notify the League Director.

## 7.08 NL Player Rosters and Player/Bench Personnel Passes

Prior to printing the NL Player Roster, the Head Coach or Team Manager must login on the website, go to “Player Roster” and set the players participating in the next game to “Active”. Once the players are set to “Active” and the Roster printed, the date is printed on the Roster. The Roster can be changed at any time before the game, but the last Roster printed will be the “Frozen” game Roster. The Roster will be available to print off up to Four (4) days prior to the game. **Teams need to bring two copies of the Roster to each game.** One for the referee and one for your opponent. Each team must bring their laminated Nebraska State Soccer member passes or have the app for Digital Paases and their Rosters to every game. Rosters and passes are to be given to the Referee prior to the start of a game at check-in. No more than fourteen (14) players at the U9/U10 age group, no more than eighteen (18) players at the U11/U12 age group and no more than eighteen (18) players at the U13 through U19 age group from a team may appear as “Active” on the Roster and play in any game.

## 7.09 Playing of Ineligible Player

A team that plays an ineligible player shall be subject to disciplinary action including but not limited to: forfeiture of the game, a fine, suspension of the team’s coach from NL competition, or expulsion of the team from the NL.

## 7.10 Member Passes Presented to Referee

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In the Premier and Director Divisions at the U15 through U19 age groups player passes shall be presented to the referee upon entering the field of play. Passes will be returned to the players at the end of the half. Players will present passes upon entering the game during the second half. At all other divisions and age groups due to the unlimited substitution rule for these age groups, all passes are to be presented to the Referee prior to the game. Referees are to collect the passes for any non-participating player that is sitting on a team's bench for the game prior to the game to ensure that such players do not participate in the game. Such passes are to be returned to the team following the game.

### **7.11 Providing Team Rosters**

Official NL Player Roster **must be provided to the opposing team** coach/manager prior to the start of the game.

### **7.12 Uniform Color Conflict**

As part of the application process, each team was asked to declare their home and away uniform colors. When there is a conflict in uniform color, the team listed as "Home Team" must change their uniform color, subject to the Referee's decision. The "Away Team" shall wear your away color. In the Premier Division, players in the bench area will wear pennies that do not conflict with the uniform color of either team.

### **7.13 Coaching from Sidelines**

Limited coaching from inside the team's respective Technical Area is permitted. Only one person at a time is authorized to convey tactical instructions from the Technical Area. Bench Personnel may not leave their team's Technical Area or enter the field of play without permission from the Referee. If the Technical Area is not marked on the field, the technical area will extend 1 yard on either side of the designated seated area and extends forward up to a distance of 1 yard from the touch line. The Referee should define the Technical Area prior to the start of the game within the guidelines of this section.

### **7.14 Team Bench Supervision**

At all age groups and divisions, a coach, manager or team official must supervise a NL team always at the Team Bench Area. Coaches, managers and team officials are required to provide the Referee with a bench personnel pass certifying that the coach, manager or team official is currently rostered with the team/club. If by expulsion or emergency, a team does not have a coach, manager or team official to supervise the NL team during a NL game, then the game shall be abandoned and reported to the League Director. The League Director shall declare the game a forfeit.

### **7.16 Heading - Concussion Initiatives**

The Nebraska State Soccer Association has adopted the recommendations from US Soccer concerning concussion initiatives, including providing outreach and education to our Members. As part of this initiative, effective July 1, 2016 no intentional heading of the ball (competition or practice) will be allowed by: (1) all U11 and lower age groups regardless of the actual age of the player, and (2) all individual players 10 years or younger playing above the U11 age group. When such a player deliberately heads the ball in a game, an indirect free kick will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

### **7.17 Offsides**

Due to US Soccer mandates offsides will be in effect for U9 through U19 age groups.

### **7.18 Build Out Line**

Due to US Soccer mandates at the U9/U10 age group we will be using "Build Out Lines" on the fields. The build out line is used to promote playing the ball out of the back in an unpressured setting. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team should move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass or throw/roll the ball to a teammate (no punting). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

## **SECTION VIII. GAME CONTROL**

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## 8.01 Three-Person System

Games should be officiated by the three-person FIFA/USSF Referee System for U9 through U19 age groups. 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 as long as there is one Certified Referee on the game.

## 8.04 Abandonment of Games

Referees may abandon games for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of his/her players and spectators. Upon request by the Referee or Assistant Referee, coaches are responsible to assist in the control of parents, fans, and spectators. The Referee will report the abandonment of any game to the League Director within twelve (12) hours. The League Director shall ascertain the facts and determine appropriate disciplinary action that may include:

1. Reprimand;
2. Forfeiture of game as appropriate;
3. Suspension from future NL games or
4. A more severe penalty.

If play is stopped at any time due to one of the teams (by action of players, coaches, administrators, spectators) adjudged to be at fault, it shall be at the discretion of the League Director whether the game is to be replayed or declared a forfeit.

## SECTION IX. SEND-OFFS, EXPULSION, INCIDENTS AND DISCIPLINE

### 9.01 Send-Offs and Expulsions

Players can be sent-off (red card) and coaches or team officials can be expelled from the field of play and its immediate surrounds. NL feels strongly that all participants must conduct themselves in a responsible manner. Unsporting behavior will not be tolerated. NL will track and internally post all send-offs and expulsions. Teams will be awarded negative points for poor behavior that point total will be tracked and posted at the end of each season. Teams with proper behavior will be given good sportsmanship status. NL will follow Nebraska State Soccer's penalties at a minimum, but may have stricter discipline. Below are the type of penalties and the number of games and fine for the suspension:

1. Players
  - a. During a Seasonal Year – Regardless of the Team

1. Serious Foul Play	First Offense – 1	Next Offense – 3
2. Violent Conduct	First Offense – 2	Next Offense – 5
3. Spitting	First Offense – 4	Next Offense – 10
4. Deny of goal scoring opportunity	First Offense – 1	Next Offense – 2
5. Deny of goal scoring opportunity – Handling	First Offense – 1	Next Offense – 2
6. Offensive/Abusive Language	First Offense – 1	Next Offense – 3
7. Second Caution	First Offense – 1	Next Offense – 2
2. Bench Personnel or team officials  
See Fees and Fine Schedule on the NL website. This may change season to season.

### 9.02 Disciplinary Actions

All disciplinary measures imposed by the NL will be served under NL play.