



RULES



**STATE
ASSOCIATION**



NEBRASKA LEAGUE RULES

INDEX

SECTION I. INTRODUCTION

- 1.01 Name of League
- 1.02 Mission
- 1.03 Owner of League
- 1.04 Management of League
- 1.05 Rules, Policies and Procedures
- 1.06 Matters Not Provided For
- 1.07 Age Group Management
- 1.08 Site Coordinators
- 1.09 Site Coordinators Duties and Responsibilities
- 1.10 Playing Seasons
- 1.11 Precedence of Games
- 1.12 Team Rights and Privileges
- 1.13 Contact Information and Communication

SECTION II. TEAM APPLICATION AND ADMISSION

- 2.01 Team Eligibility
- 2.03 Good Standing
- 2.04 Club Approval
- 2.05 Structure
- 2.06 Additional League Competitions
- 2.07 Application Deadlines
- 2.08 Application Process
- 2.09 Acceptance of Teams
- 2.10 Acceptance of NL Rules
- 2.11 Final Authority
- 2.12 Fees and Other Expenses
- 2.13 Return of NL Fees

SECTION III. ROSTERS

- 3.01 State/NL Team Rosters
- 3.02 Maximum Roster Size
- 3.03 Member Passes
- 3.04 Player's NL Participation on a Daily Basis
- 3.05 Player's Rostering Limitation within an Age Group
- 3.06 Club Pass Player

SECTION IV. FORMATION OF DIVISIONS AND SUB-DIVISIONS WITHIN TIERS

- 4.01 Divisions of Competitions and Sub-Divisions
- 4.02 Team Selection and Division Placement including Promotion and Relegation

SECTION V. REMOVAL OF TEAM AND NEW TEAMS

- 5.01 Removal of Team from a Division
- 5.02 New Teams in the NL

SECTION VI. GAMES — OPERATIONAL PROCEDURES

- 6.01 Scoring Method
- 6.02 Forfeits
- 6.03 Forfeited Games
- 6.04 Uneven Number of Games
- 6.05 Reporting of Scores
- 6.06 Tiebreakers
- 6.07 Uniforms

NEBRASKA LEAGUE RULES

- 6.08 Number of Games
- 6.09 Scheduling of NL Games
- 6.10 Travel/Hosting
- 6.11 Game Schedule and Rest Periods
- 6.12 Inclement Weather

SECTION VII. RULES OF PLAY

- 7.01 Laws of the Game
- 7.02 Substitutions
- 7.03 Game Length and Ball Size
- 7.04 Field Size
- 7.05 Official Game
- 7.06 Forfeits - Lack of Appearance
- 7.07 Anchored Goals
- 7.08 League Player Rosters and Player/Coach Passes
- 7.09 Playing of Ineligible Player
- 7.10 Member Passes Presented to Referee
- 7.11 Providing League Player Rosters
- 7.12 Uniform Color Conflict
- 7.13 Coaching from Sidelines
- 7.14 Team Bench Supervision
- 7.15 Team Coaches – Licensing Requirement
- 7.16 Heading - Concussion Initiatives
- 7.17 Offsides
- 7.18 Build Out Line

SECTION VIII. GAME CONTROL

- 8.01 Three-Person System
- 8.02 Game Officials
- 8.03 Payment of Referees
- 8.04 Abandonment of Games
- 8.05 Filing of Referee Game Report

SECTION IX. SEND OFFS AND DISCIPLINE

- 9.01 Send-Offs and Expulsions
- 9.02 Disciplinary Actions
- 9.03 Violation of Rules
- 9.04 Disciplinary/Fine Schedule

SECTION X. PROTESTS AND APPEALS

- 10.01 Definition of a Protest
- 10.03 Filing Procedures
- 10.04 Return of Filing Fee
- 10.05 Notification of Parties
- 10.06 Protests of Games Played
- 10.10 US Youth Soccer Bylaw 704, Section 1

NEBRASKA LEAGUE RULES

SECTION I. INTRODUCTION

1.01 Name of League

The name of the League shall be the "Nebraska League" (NL).

1.02 Mission

Ensuring the best possible competitive play among 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.

1.03 Owner of League

The NL is owned and operated by the Nebraska State Soccer Association, Inc. (Nebraska State Soccer). Participation in the NL is governed by the rules adopted by the Federation Internationale de Football Association (FIFA), the United States Soccer Federation (US Soccer), US Youth Soccer and Nebraska State Soccer, except where modified below.

1.04 Management of League

The NL shall be managed and supervised, by the League Director with advice from State Staff and the TAC (Technical Advisory Committee).

1.05 Rules, Policies and Procedures

The League Director will have authority, subject to the provisions of the Nebraska League Charter, to promulgate all league rules, policies and procedures reasonable and necessary for the administration and growth of the NL.

1.06 Matters Not Provided For

The League Director shall have final authority in all matters not specifically provided for by the policies or rules.

1.07 Age Group Management

Each age group will be managed and supervised by the League Director or league staff, which will be responsible for, but not limited to, the following:

1. Approving venues;
2. Creating game schedules;
3. Serving as the liaison with the Nebraska Referee Committee and League Referee Assignors to ensure that game officials are assigned;
4. Collecting and reviewing State Association approved League Player Rosters from teams/club;
5. Recording and posting of scores and standings; and
6. Ensuring communication of age group news and information is shared with teams.

1.08 Site Coordinators

All Site Coordinators shall be approved by the League Director.

1. In cases where a participating NL clubs are hosting multiple games at a club site, the host club must provide a Site Coordinator for the NL event as needed.
2. For NL events hosted at a non-NL club complex, the League Director, working with the complex, will determine need of a Site Coordinator for the event. If needed, the League Director will determine the Site Coordinator.

1.09 Site Coordinators Duties and Responsibilities

The Site Coordinator's duties and responsibilities under the jurisdiction of the League Director shall include but not be limited to:

1. Serve as main contact for the League Director;
2. Ensure that the game fields are ready for play;
3. Contact the League Director/Asst League Director on closures; and
4. Completing any other duties as assigned by the League Director.

1.10 Playing Seasons

NEBRASKA LEAGUE RULES

The NL shall operate two separate time frames to complete playing seasons. The Spring session will be played between middle of March and early June and the Fall session will be played between August and early November. The League Director shall determine the start and end dates of each season. Seasons may be added as needed to promote soccer state-wide.

1.11 Precedence of Games

US Youth Soccer National Championship Series (e.g. Nebraska State Cup) competition will have priority over NL games.

1.12 Team Rights and Privileges

Any team in the NL shall have the same rights and privileges those accorded to any team playing in a league within Nebraska State Soccer. At the 13U and 14U Age Groups, team participation in the NL during the Spring and Fall seasons will meet the requirements of the US Youth Soccer National Championship Series (e.g. Nebraska State Cup). At the 15U through 18U Age Groups, team participation in the NL during the Fall season will meet the requirements of the US Youth Soccer National Championship Series (e.g. Nebraska State Cup). At the 13U age group, the NL results will be used for Midwest Regional Leagues (MRL) qualifying for the 14U age group the following fall. At the 15U through 18U age groups the NL results will be used with the results from Nebraska State Cup to decide MRL qualifying.

1.13 Contact Information and Communication

All member teams of the NL shall enter contact information during the application process, this will include, but not limited to:

1. The Head Coach's name, address, cell phone numbers and valid email address; and
2. The Team Manager's or Assistant Coach name, address, cell phone numbers and valid email address.

Text, email and website forms will be the primary means of communication within the NL. It is the responsibility of each team to ensure that accurate contact information is on the team account within Affinity league software.

SECTION II. TEAM APPLICATION AND ADMISSION

2.01 Team Eligibility

Any team affiliated with Nebraska State Soccer or another US Youth Soccer State Association may apply for entry to the NL.

2.03 Good Standing

All teams must be properly registered teams that meet the requirements for participation and are in good standing with their respective State Association.

2.04 Club Approval

All teams applying for membership in the NL must be approved by their respective Club.

2.05 Structure

The NL will offer competition for boys and girls age groups, including the 9U –19U age groups. For each season the League Director will determine the number of divisions offered in each gender age group.

2.06 Additional League Competitions

The League Director may determine on a seasonal basis to offer other competitions in league format for specific clubs and/or teams (e.g. Competitive/Recreational Leagues). Such league competitions shall be administered by the NL with specific competition rules and procedures approved by the League Director.

2.07 Application Deadlines

All applications for participation in the NL must be received by the deadline established by the League Director for each playing season.

NEBRASKA LEAGUE RULES

2.08 Application Process

Team Applications to participate in the NL must be completed online at the NL website by the advertised deadline by the League Director.

2.09 Acceptance of Teams

The League Director will evaluate all applications from Club approved teams and determine final acceptance, and divisional placement into the NL.

2.10 Acceptance of NL Rules

Any teams applying to play in the NL, agrees to accept, abide by and comply with all rules, policies, and decisions by the NL and/or League Director and further agrees to pay all fees that are due to the NL for participation.

2.11 Final Authority

The League Director after consultation with the Club shall have the final authority and right to suspend any team for violations. These violations include but are not limited to: failure to play NL games as scheduled; failure to comply with NL rules; and/or failure to pay assessed NL fees or fines on time.

2.12 Fees and Other Expenses

Each team playing in the NL will pay the deposit/fees established by the League Director. The NL is not responsible for expenses incurred by teams through travel, housing, coaching, uniforms, and other related team operating costs.

2.13 Return of NL Fees

The NL shall return any fees paid to the NL for any team that is not admitted into the NL. Once the team divisions are posted on the NL website, the team fee for the season becomes non-refundable.

SECTION III. TEAM ROSTERS

3.01 State/NL Team Rosters

Teams must be rostered to the age group of the oldest player on the team. Teams will not be allowed to play up unless invited by the League Director with advice from the TAC.

Teams must enter an initial League Player Roster on the NL website by the deadline advertised by the League Director. This roster will be checked versus the State Roster and the registration database. The roster will be the initial roster that will be used as the continuity roster for the US Youth National Championship Series.

The roster can be changed at any time, but a League Player Roster must be printed off prior to each game showing the active players for that game. The roster must be presented with the passes, paper or digital, 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 League Player Roster Size

1. At 9U and 10U age groups the maximum number of **active** players on a League Player Roster shall be 14;
2. At 11U and 12U age groups the maximum number of **active** players on a League Player Roster shall be 18; and
3. At the 13U, 14U, 15U, 16U, 17U, 18U or 19U age groups the maximum number of **active** players on a League 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.

NEBRASKA LEAGUE RULES

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 League 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 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 League 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 League Player Roster.

In the spring season, "trapped" 15U and 16U 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 15U/16U player but not playing high school soccer.

SECTION IV. FORMATION OF DIVISIONS AND SUB-DIVISIONS

4.01 Divisions of Competitions and Sub-Divisions

The divisions of competition may be named: Premier, First Division, Second Division, Third Division and Fourth Division. Within each division, based on the number of teams participating in a gender/age group, the League Director may further split the teams into sub-divisions. The NL may conduct qualification competitions to determine placement of teams into tiers for future seasons of play.

4.02 Team Selection and Division Placement including Promotion and Relegation

The League Director will submit a list of teams and divisions to the TAC to review prior to each seasonal year. The League Director and TAC will meet and finalize the divisions of each boys and girls age group. The process of determining the placement of teams into division may Promotion and Relegation of teams between divisions based on the finish of teams in the previous year's NL standings, head to head competition and Nebraska State Cup results. If needed, there could be games to determine qualifying for divisions.

At 9U, 10U, 11U through 15U age groups, teams will be placed in divisions for the Fall session and may be relegated or promoted for the Spring session. The mission of the league is to get teams of similar ability into the proper division. At the 16U, 17U, and 18U/19U age groups teams will only play the Fall session.

SECTION V. REMOVAL OF TEAM AND NEW TEAMS

5.01 Removal of Team from a Division

Teams that had previously earned placement in any division team may need to show continuity of roster to retain their slot. If the roster has a significant change from the previous season the team may be relegated.

5.02 New Teams in the NL

New teams will be placed based on the information provided or known, but in most cases, will not be placed at the Premier Division.

NEBRASKA LEAGUE RULES

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 9U or 10U 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

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. If 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.

6.04 Uneven Number of Games

If the teams in a division/sub-division do not play the same number of games due to unforeseen circumstances, not including games that teams refuse to play (i.e. forfeits), the Final Standings may be determined by using the percentage of points earned versus the maximum points the team could have earned. The League Director will also determine any tie-breaking procedures that may need to be applied.

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.

6.06 Tiebreakers

If two teams are tied based on points earned, the team's placement will be determined in accordance with the following sequential criteria. If more than two teams are tied, Winner of head to head will not be used until a criterion creates a situation where a team or teams are eliminated. The tiebreakers are used to eliminate a team. If the elimination of more than one team creates a winner, the process is done. If two teams are still involved, then the tiebreaker for the teams that are tied resorts to the tiebreakers starting with Winner of Head to Head:

- a. Winner of head to head competition.
- b. Most Total Wins (all games).
- c. Goal Differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game.
- d. Fewest goals against.
- e. Coin Toss

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.

NEBRASKA LEAGUE RULES

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

6.08 Number of Games

The scheduled number of games shall be determined by the League Director based on the number of teams in a division, MRL schedules and any play-off process. League Director will attempt to schedule teams for seven (7) or more games, unless the conflicts reduce the number of games. Deposits will be based off seven (7) games but will be adjusted once schedules are finalized or during the end of season recon.

6.09 Scheduling of NL Games

All NL games will be scheduled by the League Director or designee.

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.

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

In all 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
9U and 10U	25 min.	4	7v7
11U and 12U	30 min.	4	9v9
13U and 14U	35 min.	5	11v11
15U and 16U	40 min.	5	11v11
17U and 19U	45 min.	5	11v11

7.04 Field Size

Fields for all age groups must meet the FIFA requirements. The NL recommended field size for:

- a. 9U and 10U
 1. Length: Recommended 60 yards - minimum 55 yards maximum 65 yards.
 2. Width: Recommended 40 yards minimum - 35 yards maximum 45 yards.
- b. 11U and 12U
 1. Length: Recommended 75 yards - minimum 70 yards maximum 80 yards.
 2. Width: Recommended 50 yards minimum 45 yards maximum 55 yards.
- c. 13U and 14U

NEBRASKA LEAGUE RULES

1. Length: Recommended 100 yards - minimum 100 yards maximum 110 yards.
 2. Width: Recommended 65 yards - minimum 62 yards maximum 68 yards.
- d. 15U – 19U
1. Length: Recommended 110 yards - minimum 105 yards maximum 120 yards.
 2. Width: Recommended 75 yards - minimum 70 yards maximum 80 yards.

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 ten (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 League Player Rosters and Player/Bench Personnel Passes

Prior to printing the League Player Roster, the Head Coach or Team Manager must login on the website, go to "League 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 Passes 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 9U/10U age group, no more than eighteen (18) players at the 11U/12U age group and no more than eighteen (18) players at the 13U through 19U 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

At all 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 League Player Rosters

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

NEBRASKA LEAGUE RULES

7.12 Uniform Color Conflict

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.

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 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 11U and lower age groups regardless of the actual age of the player, and (2) all individual players 10 years or younger playing above the 11U 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 9U through 19U age groups.

7.18 Build Out Line

Due to US Soccer mandates at the 9U/10U 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

8.01 Three-Person System

Games should be officiated by the three-person FIFA/USSF Referee System for 11U through 19U age groups. At 9U/10U, only a center ref will be used. 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.

8.02 Game Officials

Games officials will be assigned under the authority of the NL working with Nebraska State Soccer SRA or SYRA. The SRA and SYRA will recruit and approve the Referee Assignor in each community or region.

NEBRASKA LEAGUE RULES

8.03 Payment of Referees

Referees and Assistant Referees assigned under the provisions of these NL Rules shall be paid weekly by the Nebraska State Soccer office or its designee. Referee Assignors/SRA will provide paysheets to the League Director showing individual Referees, their pay for games called during the requested date range. The League Director will determine the dates for submittals and payments.

The league will use the Nebraska State Soccer Pay Scale advertised on the Nebraska State Soccer website. No one will submit a request for payment unless the Referee has submitted a game report on the approved referee software system.

Referees must submit a W-9 before they will be paid.

If fields are closed and/or games are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled game only.

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.

8.05 Filing of Referee Game Report

The Referee must file such Game Report on the approved referee software within twenty-four (24) hours of the game. In the event of a send-off, expulsion of bench personnel or incident, the Report must be filed within twelve (12) hours of the game. Filing shall be defined as providing pertinent game information on the Report and filling out the appropriate forms on the Nebraska League website under Referee Tool Box or on the approved referee software.

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. 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

NEBRASKA LEAGUE RULES

	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.

9.03 Violation of Rules

Any violation of the rules herein or Nebraska State Soccer rules will be subject to disciplinary action by the NL based on the NL or Nebraska State Soccer rules or governing documents.

9.04 Disciplinary Issues/Fines

The League Director will determine any discipline and fines.

SECTION X. PROTESTS AND APPEALS

10.01 Definition of a Protest

A *Protest* is a formal written objection of any violation of established rules, policies, or procedures related to a specific game. Referee judgement (e.g. calls) decisions cannot be protested. Only those teams directly involved in a game (i.e. the two competing teams) are permitted to protest a game result. Third parties, i.e., coaches from other teams, club administrators, parents, cannot file protests on a specific game.

10.03 Filing Procedures

A Protest must be filed in writing and must include:

1. The nature and specifics of the complaint;
2. A listing of the rules, policies, or procedures that have been violated;
3. A statement of the desired resolution;
4. Copies of all documents relevant to the Protest; and
5. The filing fee for a protest is \$300.00 (certified check or money order – made payable to Nebraska League.)

All Protests must be filed with the League Director. The original document of the Protest along with all supporting documents, must be sent by Registered or Certified U. S. Mail – Return Receipt Requested.

10.04 Return of Filing Fee

If a Protest is upheld, then the filing fee shall be returned to the entity filing the Protest; otherwise the filing fee is non-refundable.

10.05 Notification of Parties

The League Director shall notify all parties involved, no later than three (3) business days from receipt of an Protest, that an Protest has been filed.

10.06 Protests of Games Played

Notice of intent to Protest activity that occurred during a game must be registered with the League Director within twenty-four (24) hours of completion of the game. All Protests must be submitted in writing with the appropriate fee to the League Director. The Protest must be postmarked no later than three (3) business days from game completion in accordance with the Filing Procedures listed in Section 10.03. The Referee is the final authority on the field of play. All decisions of the referees with the respect to matters of fact, including judgment matters are final. The League Director is authorized to settle disputes which arise during a NL game. The League Director will hear the Protest, investigate and adjudicate all allegations of misconduct by teams, coaches, players or others involved related to such game and may impose appropriate sanctions for any violation found. A decision on a Protest must be made within fourteen (14) business days from the receipt of a Protest. Decisions shall be reduced to written form and shall be sent to the principal parties no later than two (2) business days from the conclusion of

NEBRASKA LEAGUE RULES

investigation and adjudication (Sundays and holidays excepted).

10.10 US Youth Soccer Bylaw 704, Section 1

USYSA Bylaw 704, section 1 states that: "No member of USYSA, official, league, club team, player, coach, administrative, or referee may invoke the aid of the courts of the United States or of a state without first exhausting all available remedies within the appropriate soccer organizations, as provided within USYSA." Additionally, for violation of USYSA Bylaw 704, the offending party shall be subject to suspension and/or fines, and shall be liable to the NL, Nebraska State Soccer and USYSA for all expenses incurred by the NL, Nebraska State Soccer or USYSA and its officers and members of the Board of Directors in defending each court action, including the following: (a) court costs; (b) attorney's fees; (c) reasonable compensation for time spent by the NL, Nebraska State Soccer or USYSA officials and employees in responding to and defending against allegations in the action, including responses to discovery and court appearances; (d) travel expenses; and (e) expenses for holding special meetings by the NL, Nebraska State Soccer or USYSA necessitated by court action.