



# New Team Handbook

## PURPOSE

To assist Nebraska State Soccer Association in ensuring 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.

## LEAGUE STRUCTURE

NL will consist of playing divisions for teams in specified age groups, with the most competitive NL teams in a Premier I Division and other teams in one or more less competitive divisions than the Premier I Division. The League Director, established under section 202 of this Charter, with direction from the Advisory Committees, has the authority on structuring the NL, dividing it into various age groups and playing divisions, assigning teams to the age group divisions, and providing for the promotion and relegation of teams in those divisions.

The League Director may determine on a seasonal year basis to offer other competitions (e.g. Regional Competitive/Recreational Leagues) for specific clubs, teams, or both clubs and teams. These competitions shall be administered by the League Director with specific competition rules and procedures approved by the League Director.

## ADDITIONAL INFORMATION

After reading this handbook go to the league website – [www.nebraskaleague.org](http://www.nebraskaleague.org), click on the “SEASON INFO” tab and read the current season information. This will help with information for the current season.

## PLAYING SEASONS

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 middle of August and early November. The League Director shall determine the start and end dates of each season. Season may be added as needed to promote soccer state-wide.

## 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 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 NL website.

## 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 direction from the Technical Advisory Committee or by

filling out the Request to team to Play Up and Age Group (found on website).

Teams must enter an initial NL 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 game roster must be printed off prior to each game showing the (18) eighteen 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.

## **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.

## **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).

## **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.

## **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.

## **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 staff 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 staff instead of entering scores.

## 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.

## 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.

## 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.

## RESCHEDULES DUE TO WEATHER

Teams will have 5 days to reschedule these games then the league will reschedule based on provided blackout dates.

## SUBSTITUTIONS

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.

## 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

## FIELD SIZE

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

1. U9 and U10
  - a. Length: Recommended 60 yards - minimum 55 yards maximum 65 yards.
  - b. Width: Recommended 40 yards minimum - 35 yards maximum 45 yards.
2. U11 and U12
  - a. Length: Recommended 75 yards - minimum 70 yards maximum 80 yards.

- b. Width: Recommended 50 yards minimum 45 yards maximum 55 yards.
- 3. U13 and U14
  - a. Length: Recommended 100 yards - minimum 100 yards maximum 110 yards.
  - b. Width: Recommended 65 yards - minimum 62 yards maximum 68 yards.
- 4. U15 – U19
  - a. Length: Recommended 110 yards - minimum 105 yards maximum 120 yards.
  - b. Width: Recommended 75 yards - minimum 70 yards maximum 80 yards.

## **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.

## **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 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 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.

## **REGISTERING TEAM**

All teams will need to be registered through Affinity software at the league website <https://secure.sportsaffinity.com/tour/index.asp?sessionguid=&domain=nebraskaleaguefall2017%2Eaffinitysoccer%2Ecom>. Please check out the registration page on the website to help guide you through this process.

## **BLACKOUT DATES/CONFLICTS/COACHING CONFLICTS**

Team will be responsible to submit blackout dates by the deadline. Teams will not be allowed to blackout more than 8 weekend dates (Saturday and Sunday on the same weekend count as 2). In the Fall, we will have 8 weekends for teams playing in state cup and 10 weekends for all other teams. Although, we try to play as many games as possible on the weekends, teams need to be prepared to play during the **weekdays** due to lack of fields and referees. They must give us at least two weekdays each week they can play. Weekday games will be played between teams that have 1 ½ hours of travel or less. If teams are not from the same area they will only play weekday games when the sunset schedule allows for two games on a night. Play dates will be determined by the league based on blackout dates, field availability and scheduling requirements.

Teams that blackout all Saturdays or all Sundays will be expected to allow a game or two to be played on those dates. Due to opponents and field availability we may have to have teams play on a date they have blacked out.

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 you do not have conflicts. In other words, two teams play on Saturday and the other team on Sunday.

## **RESCHEDULING GAMES FOR CONFLICTS AFTER SCHEDULE IS RELEASED**

Teams need to be aware of the rules governing reschedules. 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. We will be releasing a new website that will have a page dedicated to rescheduling procedures. 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.
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 3-7 days in advance. Fines increase for each additional reschedule.
5. **Any request 2 days prior to game will be considered a forfeit.** Be organized!!!!

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

## **RESCHEDULING GAMES**

Rescheduling procedures can be found under the rescheduling link on the Nebraska League website.