



2019 Spring 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 – December 17th
2. Registration Deadline – January 25th – *Note – 15U/16U “Trapped” teams must register by the deadline, but we will not place teams in divisions until after March 2 at 12 pm so clubs know the makeup of these teams. If a team does not form and must withdraw there will be a full refund.*
3. Blackout Dates Deadline – February 4
4. Schedule Release – March 8th
5. Spring Play Dates – March 23rd – June 9th - *Premier/State Cup teams will need to have weekends open in the first part of the season.*
6. No play – Easter Sunday – April 21st – *We plan on playing the Saturday of Easter Weekend and Memorial Day weekend. Teams will need to blackout these days/dates if they do not want to play.*

AGE GROUPS OF COMPETITION

Teams must register to the Age Groups of the oldest player on the team

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

TEAM REGISTRATION

Team must have a Head Coach and Team Manager to register. Please talk with your club to get Team Managers added to your team. Team Managers are required to complete a background check and complete the SafeSport training as they have rights to sensitive information for the team.

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. Clubs will be refunded for teams playing less games or invoiced for teams playing more games. Teams at 11U-16U will play 6 to 9 games. Premier teams could have an additional game against National League Midwest Conference teams. These will be quality games for our Premier teams.

Deposits have increased slightly to better reflect the fees charged during the team recon after the season (if all games are played) and adjustment to the admin fee to correct fees charged for marking fields that have added to our costs.

Field Turf – We will be using more fields with field turf. This allows us to play games during wet conditions. There may be a field turf surcharge fee added to games played on these fields.

Deposit	
9U/10U	TBD
11U/12U	\$700.00
13U/14U	\$820.00
15U/16U	\$900.00

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, but could add or delete divisions as needed:

U9/U10 – TBD

11U – 13U – Premier, First Division, Second Division, Third Division and Forth Division (as needed)

14U – 16U – Premier, First Division, Second Division, Third Division (as needed)

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 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 24 player League Player Roster at 9U-12U and a 32 at 13U and up 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.

We will be considering eliminating/limiting reschedule requests. At a minimum, we will be increasing the reschedule fees.

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>

Trapped Players: We will be offering a 15U/16U Divisions for "trapped" 15U and 16U players, **but the team they play on will have to be registered on the State Registration to the oldest player on the team.** A "trapped" player means they are an 15U/16U player but not playing high school soccer or high school soccer is not offered at their school. **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

We will schedule teams on their primary and secondary days of play. If we must schedule on other 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 (New)
12U	SUN	THUR
13U	SAT (New)	TUES (New)
14U	SUN	THUR
15U	SUN	MON (New)

PREMIER SELF-SCHEDULE MEETINGS

Teams invited to play in the Premier Division will be **required** to have a team representative at a Self-Schedule Meeting for their division. Teams that do not have a representative will be **accessed a substantial fine** and the league will schedule their games. If the league schedules the team it must play on those dates. Team representatives can only

represent one team at each meeting. Team Reps need to be prepared to schedule game dates and any time conflicts on a play date.

Meeting Dates and Times:

February 9th

9:00 am - 11U Boys and Girls

12:00 pm - 13U Boys and Girls

February 10th

9:00 am - 12U Boys and Girls

12:00 pm - 14U Boys and Girls

Teams need to plan for a 2-hour meeting, but schedules must be completed before reps leave the room. Once completed the reps will be released. More information will be sent out in January to the teams that are invited to the Premier Division.

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

We are in the process of reviewing and updating the reschedule procedures. Teams need to be aware of the rules governing reschedules, which will be updated 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.**

Weather Reschedules – Teams will have 5 to 7 days to reschedule these games and 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 assessed a **forfeit**. These games will be rescheduled based on the blackout dates submitted. Get your games rescheduled right away!

REFEREES

Games should be officiated by the three-person FIFA/USSF Referee System for 11U through 16U 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.

After the game, **both teams** need to enter the score of the game into the league software. On the results page, if a game has a “**CS**” this means “Contested Score” and teams did not enter the same score. If this happens the league will use the Referee Game Card to verify the score and make a change as needed. If you notice this on any game notify the league.

Do not enter any comments to the Game Stat Entry (Game Card). Comments do not go directly to the league. Please email any comments directly to Jeff Hulbert, League Director at league@nebraskastatesoccer.org

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.