

NASHOBA VALLEY YOUTH SOCCER LEAGUE

POLICIES & PROCEDURES

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SECTION 1. PARTICIPANT SAFETY

The objective of NVYSL, as described in our Constitution, is to promote a vital soccer program designed to educate and develop Players, Coaches and Referees. As part of this mission, NVYSL affirms its commitment to policies, procedures, programs and events designed to promote, nurture, and safeguard the mental, physical, and emotional well-being of all participants in our NVYSL community: Players, Coaches, Referees, Spectators, Administrators and all personnel involved with our member organizations.

NVYSL member organizations should follow Massachusetts Youth Soccer Association health and safety guidelines and policies in order to protect the health and well-being of all participants. All Club Risk Managers, directors, and coaches should be familiar with the safety policies posted on the Mass Youth Soccer website: <https://www.mayouthsoccer.org/>. If there is a conflict between Mass Youth Soccer and NVYSL safety policies, Mass Youth Soccer policies shall take precedence.

SECTION 2. LEAGUE OPERATIONS

Chapter 1 : LEAGUE STRUCTURE

2.1.01 : Expectations of Clubs

- 1) Promote good sportsmanship.
- 2) Do not tolerate unsportsmanlike behavior by coaches, players or spectators.
- 3) Promote good soccer through the development of ball and game skills.

- 4) Maintain rosters.
- 5) Provide a list of potential candidates for voting and nonvoting members of the Board.
- 6) For the FALL playing season, ensure that all players on all teams play at least half of each game. For all Rec teams, ensure that all players play at least half of each game in both the Fall AND Spring seasons. Exceptions shall only be for injuries, sickness or discipline.
- 7) A player shall only play for one team in the Nashoba Valley Youth Soccer League.

2.1.02 : League Structure [Updated Mar2022]

The NVYSL offers two categories of play. The Division 1 Group is for Grade 5/6 and older teams to compete to represent NVYSL at the MTOC Tournament in the spring season. The Recreational Group is Non-Outcome based play for Grade 3/4 and Outcome based for Grade 5/6 and older. In the event there are an insufficient number of teams registered for the Division 1 Group, a blended Division 1/Division 2 Group may be formed by combining the Division 1 Group teams with the Division 2 teams from the Recreational Group. In the spring season, Grade 5/6 and Grade 7/8 teams in a blended Division 1/Division 2 Group adhere to Division 1 Group policies.

- 1) Recreational Group play is offered for Grade 3/4
- 2) Division 1 Group and Recreational Group play are offered for Grade 5/6 and Grade 7/8
- 3) Division 1 Group play is offered for Grades JV (grades 9/10/11) and Varsity (grades 11/12/PG) in the spring season.

2.1.02(a) Team Selection to MTOC [Updated Mar2022]

MTOC teams from the Division 1 Group are sent to MTOC as selected by a post-season playoff after the regular season. All Division 1 Group teams that do not qualify for the MTOC playoff may play in the Nashoba Cup.

Division 2 teams are eligible to play in the Nashoba Cup.

In a blended Division 1/Division 2 Group, those teams are eligible to be selected for MTOC under this policy. This sub-section applies to the Spring division placement and standings.

2.1.03 : Age Grouping

For the Fall 2016 and Spring 2017 playing seasons, players shall be grouped as follows:

- 1) Under 19 years of age on 31 July 2016
- 2) Under 18 years of age on 31 July 2016
- 3) Under 16 years of age on 31 July 2016
- 4) Under 14 years of age on 31 July 2016
- 5) Under 12 years of age on 31 July 2016
- 6) Under 10 years of age on 31 July 2016

To meet US Youth Soccer and Mass. Youth Soccer requirements, no exceptions will be approved to permit players older than the given age to play in any age group except that:

- 1) An age exception may be granted under the Americans with Disabilities Act, subject to formal documented proof
- 2) The NVYSL Roster Registrar may grant an age waiver (at the request of a town only) to a child who is grade-appropriate for the age group but is otherwise too old for the age group, subject to two conditions:
 - (a) The team on which the child plays is placed in Division 3 (Recreational); AND
 - (b) The age group in which the child is playing is U-14 or younger.

For purposes of determining grade-appropriateness, a child who is not age-appropriate must be in Grade 8 or below to play in U-14, Grade 6 or below to play in U-12, or Grade 4 or below to play in U-10.

Chapter 2 : ELIGIBILITY

2.2.01 : Team Eligibility

2.2.01(a) Residency

At least 75 percent of the players on a team must reside in towns served by NVYSL for the team to be eligible for NVYSL play. For the purpose of team residency, a school choice player is considered to be a resident of the town where the choice school is located.

2.2.01(b) Responsibility of Club and Coach for Team Eligibility

The club and coach of a NVYSL team are responsible for verifying that the team is in compliance with these team eligibility rules.

2.2.02 : Coach Eligibility

A head coach MUST be at least 18 years of age by the date of the first match played by his or her team at the start of the season.

A head coach or assistant coach cannot also be a player on his or her team.

A person younger than 18 years of age may be rostered as an assistant coach of a team on which he or she is not a rostered player.

An affiliated adult, at least 18 years of age, must be present on the team sideline at each match played by a team. In the event that the team has no rostered adult coach available for a match, an adult affiliated with the team's club may serve as the responsible coach for the match. This adult must present evidence of his/her club affiliation to the match referee by means of a coach passcard from another team, a roster from another team with said adult as coach, or a driver's license matching the name and address of one of the club officials shown in the current NVYSL book. For purposes of this by-law, "affiliated" also means formally affiliated with Mass Youth Soccer.

A team that does not meet these requirements for its coach cannot play in the NVYSL.

2.2.03 : Player Eligibility [Updated Mar2022]

2.2.03(a) Residency

A player is eligible for a NVYSL team of a member club if he/she meets any ONE of the following criteria:

- a) The player resides in the town(s)* served by the NVYSL club.
- b) The player is a full time student at a school located in the town(s)* served by the NVYSL club.
- c) If a player resides in a town which has no soccer club, or which does not offer play in the player's gender/age group during the season under consideration, or which does not have an open roster slot in the player's gender/age group, said player may freely choose any team in the state.
- d) If a player has played for NVYSL teams of a NVYSL club for at least the last two consecutive playing seasons of that NVYSL club, he/she is eligible to continue playing for that club.
- e) An Under-15-and older player who resides in a town served by a multi-town regional high school may play for a team in any town served by the school. Specific exclusions from multi-town schools include charter schools, vocational high schools, and private high schools.
- f) A player who plays on a high school team for a school different than his/her own through an MIAA-sanctioned cooperative arrangement may play on the team of the town where the school is located.

In all cases except criterion (a) above, supporting documentation, as stipulated by the NVYSL Board, must be submitted with the team roster. In particular, if a player resides in a town outside the NVYSL, then a written release must be obtained from both :

- 1) the President of the soccer club that serves that town; AND
- 2) the President of the soccer League that serves that town.

2.2.03(b) NVYSL Multi-Town Clubs [Updated Mar2022]

NVYSL clubs serve only the town in which they are located unless they are defined by NVYSL to be Multi-Town Clubs. The NVYSL Multi-Town Clubs are :

Athol	serves	Athol , Orange , Royston , Petersham , New Salem
Ayer-Shirley	serves	Ayer , Shirley
Chair City	serves	Baldwinville , Gardner, Phillipston, Templeton
Groton-Dunstable	serves	Groton , Dunstable
Harvard	serves	Harvard , Still River
Nashoba United	serves	Lancaster, Stow
Oakmont	serves	Ashburnham , Westminster
Townsend-Ashby	serves	Townsend , Ashby

The intent of the Player Eligibility by-law is to protect the interests and choices afforded to a player, not to give a club a claim to a player.

2.2.03(c) Single Team Rostering in NVYSL [Updated Mar2022]

A player may not be rostered on more than one NVYSL team at any given time. A player may not be rostered on a NVYSL Division1 (or blended Division1/Division 2) Group team and an MTOC-eligible team from another League at any given time.

2.2.03(d) Dual Rostering on Select Club Teams

Per current Mass Youth Soccer rules, an NVYSL player Grade7/8 or younger may be dual rostered on a Region One, New England Premiership, MAPLE or MASC team. NVYSL players Grade 9 and older cannot be dual rostered on a Region One, New England Premiership, MAPLE or MASC team, or any team declared for the Massachusetts State Cup, or any team playing in a league whose champion gains direct placement in the US Youth Soccer Region One Championship Tournament. A Region One, MAPLE, New England Premiership or MASC player Grade7/8 or younger may be rostered on any NVYSL team, regardless of the age of the NVYSL team.. Mass Youth Soccer rules supercede this section.

2.2.03(e) Responsibility of Club and Coach for Player Eligibility

The club and coach of a NVYSL team are responsible for being aware and making the players aware of all League eligibility rules. The club and coach are also responsible for verifying that all players on the team are in compliance with these rules.

2.2.04 : Teams Playing Unregistered or Ineligible Players

If a team is determined to have played an unregistered player or registered player not eligible to play on that team for any game, the minimum "penalty/sanction" to be assessed by the League shall be the following :

- 1) The game or games involving the unregistered or ineligible player shall be forfeited and the League forfeit fine shall be assessed for each game.
- 2) The town shall be assessed an additional \$50.00 fine.
- 3) The player shall be suspended from the next game, following notification by the Board, if it is determined that the player "knowingly" played as an unregistered or ineligible player.
- 4) And the coach shall be suspended from the next game, following notification by the Board, if it is determined that the coach knew of the player's unregistered or ineligible status beforehand.
- 5) In the SPRING season three (3) points shall be deducted from the team's point count used to determine League standings.

The Board may assess a more severe penalty or impose sanctions against the player, coach, team, and/or club as the Board deems appropriate after investigating the facts of the situation.

Chapter 3 : TEAM REGISTRATION & PLACEMENT

2.3.01 : Team Registration Process

The NVYSL team registration process consists of the following series of events according to the NVYSL calendar for the current season :

2.3.01(a) Preliminary Team Registration Date

Each member club submits its preliminary list of teams along with any requests for exceptions to the League placement rules. This provides both the League and the member clubs a clear picture of which competitions are viable and of any exceptions to the placement the League must consider. The League will review all waiver requests and inform the clubs of their decisions prior to the final team registration.

2.3.01(b) Final Team Registration Date

Each member club submits its final list of teams and field assignments.

2.3.01(c) Late Team Registration

A team may only be added after the Final Team Registration Date with League approval. If a Grade5/6-or-older team is added after the final registration date, then an additional \$250 late registration fee per added team shall be assessed. The late registration fee for a Grade3/4 team is \$125. These fees cover penalties and any rescheduling costs.

2.3.01(d) Late Team Withdrawal

If a club withdraws a Grade5/6-or-older team after the Final Team Registration Date, then a \$500 late withdrawal fee shall be assessed for each withdrawn team. The late withdrawal fee for a Grade3/4 team is \$250. These fees cover penalties and any rescheduling costs. The registration payment shall be returned to the club.

2.3.01(e) Initial Roster Submission Date

This is the date on which teams are required to submit their initial team rosters to the League for certification. If a valid initial team roster is not received by the League Roster Registrar by this date, then a \$25 late roster submission fee shall be assessed for each team that is late. A valid roster must have (1) the minimum number of players for a match and (2) a coach.

2.3.01(f) Club Affiliation Date

Each club must be affiliated by Mass Youth Soccer before any of its teams are permitted to participate in NVYSL matches. If a club is not affiliated on or before the Club Affiliation Date, then that club shall be assessed a \$100 fine. If a club is not affiliated before its first scheduled League game, then that club shall be assessed an additional \$200 fine. In addition, the club shall be placed on League probation for the next two seasons of League competition. If a second offense occurs in either of the next two seasons during the probation period, then the Sportsmanship Review Committee will determine an appropriate action.

2.3.01(g) Final Fee Payment Date

Each club must have all its registration fees and past fines paid in full before they will be permitted to participate in NVYSL matches. If a club has not paid its registration fees and past fines in full on or before the Final Fee Payment Date, then that club shall be assessed a \$100 late payment fee. If a club has not paid its registration fees and past fines in full before its first scheduled League game, then that club shall be assessed an additional \$200 fine. In addition, the club shall be placed on League probation for the next two seasons of League competition.

2.3.02 : Competition Committee

2.3.02(a) Purpose

The purpose of the Competition Committee is to provide the most even competition among teams.

2.3.02(b) Membership

The Competition Committee will be composed of the President, Team Registrar, Roster Registrar, and the Age Directors, and others knowledgeable of the sport and the league, who will be appointed by the President.. Age Directors will make recommendations regarding team placement decisions. The President will serve as chairperson. Member clubs will be informed of placements different than originally requested on a timely basis, and have the opportunity to appeal placements.

2.3.03 : Team Placement [Updated Mar2022]

Clubs may submit teams in any Group that is offered. A minimum of four teams will be required to have regular

competition in each Group unless the Board makes a specific exception. In the event there is an insufficient number of teams registered in a Group, the Competition Committee or respective Age Director may blend or combine teams from multiple Groups together to form a Group large enough to have regular competition. For example, if there are an insufficient number of teams in Division 1 Group, the teams from Division 1 Group and Division 2 Recreational Group may be combined to form a blended Division 1/Division 2 Group.

The Recreational Group may be divided into two or more Flights, nominally enumerated Divisions 2 to 5, and, if necessary, sub-Flights to provide competitive balance within the Flight or sub-Flight.

Grade 3/4 teams will be placed in flights by the Grade 3/4 Directors based on previous records to provide the most even competition. MTOC teams will be placed in the Division 1 (or blended Division 1/Division 2) Group by the Competition Committee based on the team records the previous spring and previous fall and any other information deemed appropriate by the Competition Committee. The placement of MTOC teams in flights within the Division 1 (or blended Division 1/Division 2) Group will be by random draw. Grade 5/6 and older Recreational Group teams will be placed in flights as determined by the Age Director and the Competition Committee. In the Recreational Group, consideration will be given to a club request to place multiple club teams in separate flights.

2.3.04 : Team Commitment

Any team refusing to play in a playoff, or refusing to represent the NVYSL in a post season tournament (MTOC or other league-sponsored tournament entry) will forfeit its right to the division championship and to all awards.

If NVYSL suffers a monetary loss for such default by its tournament team, the team's town or club organization will be required to make good for the loss. Said loss may include fines levied on the NVYSL for non-participation of its team, tournament entry fees and fines imposed by the tournament sponsoring organization for match forfeits.

The Competition Committee may impose additional sanctions after review.

Chapter 4 : TEAM ROSTERS

2.4.01 : Valid Team Rosters [Updated Mar2022]

2.4.01(a) Roster Requirements

A roster is valid if it is typed, with players' names on the roster in alphabetical order by last name, and includes :

- 1) the Registrar's signature.
- 2) the official Registrar title.
- 3) the date of the validation.

In addition, blank lines for additional players shall be crossed out.

Coaches are responsible for making sure that the correct player numbers appear on the rosters for each game. Player numbers may be either handwritten or typed on rosters.

If processed by a town/club registrar, a copy of the validated roster shall be submitted to the League Roster Registrar before the roster can be used in a league match.

Only players on the roster at the time of validation are permitted to play.

2.4.01(b) Roster Size [Updated Mar2017]

For 11v11 play the maximum size for a team is 22.

For 9v9 play the maximum size for a team is 16.

For 7v7 play the maximum size for a team is 12.

2.4.01(c) Permissible Roster Changes [Updated Mar2022]

For Division 1 (or blended Division 1/Division 2) Group teams in the spring season, no over-age players are

permitted and there are no exceptions to the maximum roster size of 22. For Division 1 (or blended Division 1/Division 2) Group teams in the spring season, three roster deletions (dropping a player from the roster) may be made during the playing season, prior to the roster freeze date established by NVYSL. If a roster has fewer than the maximum number of players on it, players may be added at any time prior to the roster freeze date.

For Recreational Group teams, players may be added to, dropped from, or transferred between teams at any time during the season in accordance with the League Bylaws.

2.4.01(d) Validation of Roster Changes

For Grade5/6 and older, all rosters and roster changes must be validated by the NVYSL Roster Registrar.

For Grade3/4, the original roster must be validated by the NVYSL Roster Registrar. Any Grade3/4 roster changes involving an extra player, an over-age player, or a non-resident player must still be validated by the NVYSL Roster Registrar. All other normal roster changes must be validated by the town/club Registrar.

2.4.02 : Team Rosters for Games [Updated Mar2020]

The coach must provide two (2) validated copies of his team roster to the referee prior to each NVYSL match. Only players named on a valid team roster may play. See Policy 2.4.01 : Valid Team Rosters.

If a coach is unable to present an NVYSL-approved roster, then before the match may begin, a temporary roster including the name and date of birth of each player must be prepared. This roster will be sent to the NVYSL Roster Registrar for player eligibility verification.

2.4.03 : Player Pass Program [Updated Aug2021]

The NVYSL Player Pass Program enables flexibility in Player personnel movements on a per-match basis, while respecting the sanctity and integrity of the NVYSL Approved Roster. A Host Team may for one game at a time host a Guest Player from another Team in their Club, subject to the following conditions :

2.4.04(a) Requirements for Host Teams

- The Host Team carries no more than THREE (3) Guest Players for any particular match.

2.4.04(b) Requirements for Guest Players [Updated Aug2021]

- Each Guest Player will play no more than TWO (2) NVYSL matches in one day.
- Each Guest Player is currently rostered on another NVYSL Team within the same Club, at an age group and/or division level equivalent to or below the level of the Host Team. Divisions 1 and 2 will be considered equivalent, and Divisions 3, 4, and 5 will be considered equivalent.
- A Guest Player may participate in a Player Pass no more than THREE (3) times during a season.

2.4.04(c) Player Pass Procedure

Any Host Team intending to invoke a Player Pass must obtain approval from their Club Registrar (or designee), who will notify the NVYSL Roster Registrar and the appropriate NVYSL Age Director that a Player Pass is being used.

During Player check-in, the Host Team's Coach must present the Referee with the following documents :

- copies of the Host Team's standard NVYSL Approved Roster, with absent Players clearly marked;
- copies of all NVYSL Approved Rosters from which Guest Players are being drawn, with Guest Player(s) clearly marked;
- a completed NVYSL Player Pass form.

Following the match, the Referee will document use of a Player Pass in their Game Report.

2.4.04(d) Misconduct

- Any Team determined to have violated or abused the Player Pass Policy will have their Player Pass privileges revoked for the remainder of that season.
- Any Club with multiple Teams found in violation of the Player Pass Policy will have their Player Pass privileges revoked for all Teams in that Club for the remainder of that season.

Chapter 5 : RESCHEDULING

2.5.01 : Game Time Changes [Updated Dec2015]

Games must be played as scheduled except as provided below:

2.5.01(a) Mutual Agreement of Opposing Coaches

Game time may be changed by mutual agreement of coaches, but only after the change has been approved by the Age Director. Any game time changes must have mutual agreement of the coaches and approval of the Age Director at least 10 days prior to the scheduled date of the match. Within 10 days of the match, it must be played as scheduled. Game time may not be changed by mutual agreement of the coaches for Grade9/10, Grade11/12 and Post-Graduate scheduled games in the spring season.

2.5.01(b) Unplayable Field Conditions

This will be allowed within 24 hours and up to 2 hours before the scheduled time of the game. The host town/club shall notify the Referee Director, the Age Director, and the visiting coach of any such changes.

2.5.01(c) Rescheduling

If a match must be postponed due to weather or unavailable field, the coaches must agree on a makeup date and time, then the home team must secure a playable field, take responsibility for contacting the referee assignor, and notify the NVYSL Age Director. For spring season MTOC matches, both teams must notify the NVYSL Age Director at least 72 hours before the rescheduled date/time.

2.5.01(d) Easter Weekend/Rosh Hashanah/Yom Kippur

This will be allowed up to 1 week in advance of the scheduled time of the game. The team requesting the change shall notify the Referee Director, the Age Director, and the opposing team coach prior to this time or the game must be played as scheduled.

2.5.01(e) Columbus Day Weekend

Rescheduled games will be allowed as a matter of right to allow teams to participate in Columbus Day weekend tournaments. This will be allowed up to 10 days in advance of the scheduled time of the game.

2.5.01(f) Memorial Day Weekend

This will be allowed up to 1 week in advance of the rescheduled time of the game. The team requesting the change shall notify the Referee Director, the Age Director, and the opposing team coach prior to this time or the game must be played as scheduled.

2.5.01(g) Grade3/4, Grade5/6, and Grade7/8 Conflicts with Academic or Religious Events

A team will be permitted to reschedule a match due to a conflict with either an academic or religious event provided that the town/team involved completes the necessary schedule and game time changes by the start of season play. The team requesting the change shall notify the Referee Director, the Age Director and the opposing team coach prior to the start of the season, or the match must be played as scheduled. Examples include required and planned school functions outside of normal school hours, academic-related events (e.g. College Board testing, National Merit Scholarship testing), and religious classes or events (e.g. C.C.D.). In the event of a late decision by school, religious, or other authorities to add or change the time of an event, the Age Director will decide how to resolve the schedule conflict.

2.5.01(h) Grade9/10, Grade11/12 and Post-Graduate Game Time Changes in the Spring Season

Game time change of a scheduled game by mutual agreement of coaches (paragraph 2.5.01(a)) is not permitted. The game must be played as scheduled unless the field is unplayable. If a game is not played and the field is playable, then a forfeit shall be assessed to the team or teams that cannot field a team for that game.

2.5.01(i) Grade9/10, Grade11/12 and Post-Graduate Game Time Change requests prior to the start of the Spring Season. [Updated Dec2015]

For the Grade9/10, Grade11/12 and Post-Graduate teams that play on Sunday, two schedule change requests per

team will be permitted by the NVYSL Board. One acceptable change request can be for High School Graduation. This must be submitted with the final registration. A second acceptable request can be for an official school date. This bylaw covers organized school trips such as Band trips, Chorus trips, Senior Class trips, and trips to another country. The request must be submitted to the NVYSL Team Registrar prior to the start of the season. The request must include the reason and the number of players affected.

2.5.02 : Make-Up Games

All missed games shall be rescheduled within one week of their scheduled date. A rescheduled game shall be played within two weeks of the originally scheduled date unless otherwise approved by the Division Director.

Each age group will have a designated day of the week to make up its games. These days are as follows;

- a) Grade3/4 - Monday
- b) Grade5/6 - Tuesday
- c) Grade7/8 - Wednesday
- d) Grade9/10, Grade11/12 and Post-Graduate – Saturday

If the coaches can mutually agree on a different day, it will be acceptable as long as the game is played within the two weeks of the originally scheduled date. Any conflicts shall be discussed with the Division Director.

TBAs will be assigned throughout the regular schedule in flights with an odd number of teams. A TBA should be played within two weeks of its scheduled date. A TBA can be played prior to its scheduled date if agreeable to both coaches.

The Division Directors and Board (if necessary) will address exceptions to this rule and make appropriate adjustments if necessary. For the spring season, Grade9/10, Grade11/12 and Post-Graduate games will be scheduled for Saturday to eliminate TBAs.

2.5.03 : Replay of Abandoned Games

If a game is abandoned before it has been completed due to sudden inclement or dangerous weather, that game shall be re-scheduled as a make-up game and replayed in its entirety unless BOTH coaches agree to accept the result of the partially played game as final. If a game is abandoned due to fracas or other inappropriate conduct by players, coaches, or spectators, the Chairman of the Competition Committee (League President) will decide whether or not the game is to be replayed.

Chapter 6 : STANDINGS & TIEBREAKERS

2.6.01 : League Standings and Game Score Reporting [Updated Aug2021]

2.6.01(a) Spring Season

League standings and game score records will be kept during the spring season. A team shall receive three (3) points in the standings for a win, one (1) point for a tie and zero (0) points for a loss. Standings points will be deducted for Yellow Card/Red Card/Ejections as described elsewhere in these Bylaws. Each Age Director will have the responsibility of maintaining a record of both game scores and Division standings. The town (club) has the responsibility of sending a game report for all games scheduled for the previous week by the following Tuesday via the NVYSL web site score reporting procedure.

2.6.01(b) MTOC Group Tiebreakers for a Spot in NCup tournament

If two teams are tied for a spot in the Nashoba Cup Tournament, then the winner will be determined by a one game playoff at a date and time arranged by the Age Director.

If there are more than two teams tied for a spot in the Nashoba Cup Tournament, there will be a series of games played to determine the representative. For example, if three teams were tied, two of the teams would play each other and the winner of that game would play the third team. The winner of that second game would be the representative.

The ORDER of play will be decided by the tie breaker procedure for seeding above. For example, in the case of the three-way tie, if one of the three teams had beaten the other two during the season (head-to-head), that team would play the winner of a game between the other two teams. If there was no clear cut head-to-head winner, then the team with greatest goal differential would play the winner of a game between the other two teams. If a tie for highest goal differential occurred then the team with the least goals allowed would play the winner of a game between the other two teams. If a tie for least goals allowed occurred, then a coin toss would be used to decide the order.

2.6.01(c) MTOC Group seeding for Nashoba Cup Tournament

The teams will be seeded in the NCUP in accordance with their season records and the tie breaker procedure for seeding, if necessary. For all NCup matches, the higher seeded team will provide will be the home team.

The tie breaking procedure for seeding is :

- 1) Winner of head-to-head competition
- 2) Total goal differential (goals scored minus goals allowed) with a maximum differential of 4 goals per match
- 3) Least goals allowed
- 4) Coin Toss

Note that in the above tie breaking procedure, all games that count in the standings will be used. In case of a forfeit, the game score shall be 4-0.

2.6.01(d) MTOC Group [Updated Mar2016]

NVYSL representative(s) to the MTOC Tournament will be based on results of play in the end-of-season NVYSL NCup Tournament. Team eligibility, seedings, policies and procedures for the NVYSL NCup Tournament are available on the NCup Information page on the NVYSL website at: <http://www.nvysl.org/NCup.php>.

2.6.01(e) Breaking Ties in Playoff or Tournament Matches

If a playoff or tournament game is tied at the end of regulation play, then, for Grade7/8 and below, two 10 minute overtime periods shall be played, for Grade 9 and above, two 15 minute overtime periods shall be played. The teams shall switch ends at the end of regulation play. The teams shall again switch ends after the first overtime period and kick off immediately. There is no break between overtime periods. Both overtime periods will be played to their full duration. If the score remains tied after the completion of both overtime periods, then FIFA rules for penalty kicks shall be used to determine the winner.

2.6.01(f) Fall Season

Records of game scores will be kept during the fall season. These will be used for fall midseason team placement correction, if necessary, and as inputs to spring team placement, where appropriate. Each Age Director will have the responsibility of maintaining a record of game scores.

2.6.01(g) Game Score Reporting

The town/club shall post to the NVYSL web site the scores for all games within 72 hours of their completion. The town shall report all matches NOT played within 72 hours of their scheduled playing time. For each week that the game report is not received on time or is not complete, the town/club shall be fined \$25.00.

If a game report is not received within one week of the scheduled game date, one of the following actions will be taken :

- a) If one team has reported the score, that score shall be recorded as the final result.
- b) If neither team has reported a score, the game will not be recorded and neither team will receive points in the standings. In addition, each team will be assessed the forfeiture fee at the Division Director's discretion.

2.6.01(h) Excessive and Unreasonable Goal Differentials [Updated Aug2021]

NVYSL values competitive balance between Teams in a flight as a vehicle of its commitment to fostering player development and good sportsmanship. NVYSL further recognizes potent negative consequences that excessive scoring can exert on all parties involved in a match. Therefore, NVYSL relies on Coaches to mitigate competitive imbalances during matches by actively and aggressively pursuing measures to prevent excessive scoring.

An EXCESSIVE Goal Differential (EGD) is defined as the winning team scoring greater than or equal to seven (≥ 7) goals more than the losing team. That is, the maximum goal differential limit without being considered Excessive is 6.

Instances of EGD will trigger email notifications to the Age Director, as well as the Coaches and Club Officials of both Teams involved in the match. NVYSL Age Directors will investigate instances of EGD, including but not limited to, requiring written reports from all involved Coaches describing the context of the excessive scoring. If the NVYSL Age Director determines an EGD match constitutes a sportsmanship violation, the matter will be escalated to the NVYSL Sportsmanship Officer for review and possible action against the Coach, Team, or Club.

If the instance of EGD is a sportsmanship violation and is the second or more EGD match by the team within the season, regardless if the previous instance was determined to be a sportsmanship violation, the Head Coach (or designee, if the Head Coach was absent) of the offending Team will serve a suspension from their next match unless the NVYSL Sportsmanship Officer determines there were extenuating circumstances that warrants other action.

2.6.02 : Protests

Protests relating to a specific game may only be lodged by a coach or manager of a team playing in the game. Protests must be in writing and must be sent to the Protest Officer, with the protest fee of \$100, within 48 hours following the playing of the match. The fee will be refunded only if the protest is upheld. Any protest of a championship match must be initiated by notifying the referee or a League officer on the field at the end of the match. Protests will be accepted for hearing only for games played in the spring season in the MTOC regular season, playoffs, and tournaments.

The outcome of a match may be protested after it has been played only if either :

- a) There was an incorrect application of the Laws of the Game or Rules of NVYSL for a specific incident which directly affected the outcome of the match; OR
- b) A team plays an ineligible player.

A judgment call by the referee cannot be protested. Claims of referee bias or non-neutrality cannot be protested.

Protests relating to the grounds, goals or other appurtenances of the match will not be considered unless an objection has been lodged with the match referee BEFORE the commencement of the match. The referee shall require the responsible team to remove the cause of the objection, if this be possible, without unduly delaying the process of the match.

2.6.03 : Protest Committee

2.6.03(a) Purpose

The purpose of the Protest Committee is to rule on all protests and to determine the disposition of abandoned matches.

2.6.03(b) Membership

The Protest Committee will be chaired by the Vice President (who is the NVYSL Protest Officer) and must have at least two other members chosen by the chairperson.

2.6.03(c) Procedure

The chairperson, when notified of a protest, shall cause the committee to fact find and, if necessary, hold a hearing. Deliberations and a final decision will be made in closed session. A decision shall be rendered within 14 days of receipt of all required written material. All Protest Committee actions shall be reported in writing and sent to the parties involved, the President, the Secretary, the Referee Director and the Division Director. The Protest Committee shall report any activity at the next NVYSL Board meeting.

2.6.03(d) Conflict of Interest

A member of the Protest Committee shall be disqualified from deliberating or ruling on a particular protest if that member :

- a) was involved in the game as a coach or referee;
- b) is the spouse of an involved coach or referee;
- c) has a child playing on one of the teams involved; OR
- d) is from a town or association so involved.

The President shall appoint acting members to serve in the place of those disqualified.

2.6.03(e) Appeal

A decision of the Protest Committee may be appealed to Mass Youth Soccer.

SECTION 3. RULES OF COMPETITION

Chapter 1 : UNIVERSAL

3.1.01 : Rules of Play

Current FIFA International Laws of the Game shall govern play with exceptions as noted. Coaches and other interested parties may obtain an electronic copy of the Laws from the referee section of the US Soccer Federation web site, <http://www.ussoccer.com>.

3.1.02 : Ball Sizes

- a) Grade11/12 and Post-Graduate : Size 5
- b) Grade9/10: Size 5
- c) Grade7/8 : Size 5
- d) Grade5/6 : Size 4
- e) Grade3/4 : Size 4

3.1.03 : Uniforms and Equipment

Players on a team shall wear uniquely numbered shirts of the same color. Numbers shall be a minimum of 6" high and clearly visible. In the event of two teams of the same color playing, it is the responsibility of the AWAY team to bring shirts of a different color.

Cutoffs, jams, and visible boxer shorts are not allowed. Sweats, spandex, etc., are only allowed if weather or medical conditions dictate their use. NO JEWELRY (this also means studs) is permitted and wrist bands must be removed or taped.

Hard casts or splints on arms, legs, wrists, or fingers are not allowed. Referees have no latitude regarding casts and splints. Knee or elbow braces with exposed metal must be covered by protective padding.

Each player must wear shinguards or he/she will not be allowed to play.

3.1.04 : Playing Periods [Updated Aug2016]

- a) High School Rec : Two 35 minute halves
- b) Grade9/10, Grade11/12 and Post-Graduate : Two 40 minute halves
- c) Grade7/8 : Two 35 minute halves
- d) Grade3/4 and Grade5/6 : Two 30 minute halves

The half-time interval shall be 5 minutes.

3.1.05 : Game Times [Updated Aug2021]

3.1.05(a) Saturday

- a) Girls Grade3/4 : 9:00 AM
- b) Boys Grade3/4 : 10:30 AM
- c) Girls Grade5/6 : 12:00 PM
- d) Boys Grade5/6 : 1:30 PM

- e) Girls Grade7/8 : 3:00 PM
- f) Boys Grade7/8 : 4:30 PM
- g) High School (Grade9/10/11, Grade11/12/Post-Graduate) : 6:00 PM or earlier w/mutual agreement

3.1.05(b) Sunday

High School (Grade9/10/11, Grade11/12/Post-Graduate) : 1:00 PM or 3:00 PM or 5:00 PM

Matches may be scheduled at different times than above to deal with lack of available fields or to make up a postponed match.

3.1.06 : Stoppage for Player Rehydration [Updated Jul2015]

In conditions of high heat and humidity, the referee may stop play for 1 minute per half to allow the participants to rehydrate. Such stoppages may be initiated by the referee directly or pursuant to a request by either coach.

3.1.07 : Team and Spectator Location

The home team shall be allowed to select the touchline where the teams are to be located. Eligible coaches and players of both teams shall be located on the same touchline. Spectators of both teams shall be located outside the opposite touchline. Spectators are not permitted behind goal areas or lines. All coaches, spectators, and players not on the field shall remain at least 3 feet behind the touchline. When possible, the home club is encouraged to paint additional dashed lines a minimum 3 feet outside the touchlines on both sides of the field. If there is a marked team technical area, coaches and players not involved in active play must remain within its confines. The exceptions are player substitutions and a coach attending to an injured player on the field with permission by the referee to enter the field. This Bylaw shall apply unless physically impossible as determined by the referee.

3.1.08 : Substitutions [Updated Mar2016]

Substitutions shall be unlimited except where specified otherwise in the Rules and Regulations for a special competition. A substitution may take place at any stoppage of play, with permission from the Referee. The substitution rules apply to all NVYSL age groups and levels of play.

Chapter 2 : 11v11 FORMAT

3.2.01 : Minimum Number of Players for 11v11 Competition

In eleven versus eleven (11v11) competition, a team shall have at least seven (7) players including the goalkeeper on the field at all times or forfeit the game.

3.2.02 : Limited Heading in Grade 7/8 [Updated Mar2016]

Consistent with the 'Recognize to Recover (R2R)' Player Health & Safety Campaign announced by USSF in December 2015, and further adopted by MYSA in March 2016, NVYSL requires that heading training in the Grade 7/8 Divisions be limited to a maximum of 30 minutes per week, with no more than 15-20 headers per Player per week. Grade 7/8 Players are permitted to head the ball without limit during matches.

Chapter 3 : 9v9 FORMAT

3.3.01 : Modified Rules for 9v9 Play in Grade 5/6 Division [Updated Oct2021]

3.3.01(a) THE FIELD OF PLAY

The Field of Play for 9v9 matches in the Grade 5/6 Division shall have dimensions of approximately 70 yards long (Touch Line) by approximately 55 yards wide (Goal Line).

The Field of Play shall have the following markings :

- 1) Halfway Line with a Center Mark at its midpoint
- 2) Center Circle with a radius of approximately 8 yards from the Center Mark

- 3) Penalty Area marked by two lines drawn at right angles to the Goal Line, approximately 14 yards from the inside of each goalpost, extending into the field of play for approximately 14 yards and joined by a Penalty Line drawn parallel with the Goal Line.
- 4) Penalty Mark drawn 10 yards from the midpoint between the goalposts.
- 5) An arc of a circle with a radius of approximately 8 yards from the Penalty Mark drawn outside the Penalty Line.
- 6) Goal Area marked by two lines drawn at right angles to the Goal Line, approximately 6 yards from the inside of each goalpost, extending into the field of play for approximately 6 yards and joined by a line drawn parallel with the Goal Line.

3.3.01(b) GOALS

The Goals for 9v9 matches in the Grade 5/6 Division shall have dimensions of approximately 6 feet tall by approximately 6 yards wide, where available. Goals must be firmly secured to the ground.

3.3.01(c) THE BALL

The Ball for 9v9 matches in the Grade 5/6 Division shall be Size #4.

3.3.01(d) NUMBER OF PLAYERS

Each Team must field no fewer than SEVEN (7) and no more than NINE (9) Players in order for a 9v9 match in the Grade 5/6 Division to begin or continue. One Player on each Team must be a Goalkeeper.

A Team is permitted to willingly and intentionally play shorthanded with fewer than NINE (9) but no fewer than SEVEN (7) Players, one of whom must be a Goalkeeper.

The maximum roster size for the Grade 5/6 Division is 15 Players.

3.3.01(e) DURATION OF PLAY

All 9v9 matches in the Grade 5/6 Division shall consist of two 30 minute halves, with a half-time interval of 5 minutes.

3.3.01(f) 8-YARD RULE

Opposing Players shall be at least 8 yards from the ball on the kickoff, corner kicks, direct kicks, and indirect free kicks, rather than 10 yards as normally required for 11v11 play.

3.3.01(g) GOALKEEPER DISTRIBUTION

After a Goalkeeper takes possession and distributes the ball (e.g., by throw, punt, dropkick, etc.), the ball must next touch a Player or the Field prior to entering the Penalty Area of the opposing Team, or there is a loss of the ball and play restarts with an indirect free kick at the Halfway Line.

3.3.01(h) GOAL KICK [Updated Oct2021]

The Goal Kick shall be taken from anywhere in the Goal Area. Opposing Players must stand outside the Penalty Area until the ball is in play, or the Goal Kick shall be retaken. After the Goal Kick is put in play, the ball must next touch a Player or the Field prior to entering the Penalty Area of the opposing Team, or there is a loss of the ball and play restarts with an indirect free kick at the Halfway Line.

3.3.01(i) NO HEADING IN MATCHES IN THE Grade 5/6 DIVISION [Updated Mar2016]

NVYSL prohibits heading by Players during matches in the Grade 5/6 Division. Coaches are permitted to train Players in the Grade 5/6 Division proper technique for heading the ball only during practice, and must ensure that training is limited to a maximum of 30 minutes per week with no more than 15-20 headers per Player per week. Referees shall penalize any Player who deliberately heads or attempts to head the ball by awarding an indirect free kick for the opposing team from the spot of the infraction. If the heading infraction is committed by a defending Player inside the Goal Area or the Penalty Area, the indirect free kick shall be taken from the point on the Penalty Line nearest the spot of the infraction. An apparent goal scored as a result of deliberate heading shall be disallowed.

Chapter 4 : 7v7 FORMAT

3.4.01 : Modified Rules for 7v7 Play in Grade 3/4 Division [Updated Oct2021]

3.4.01(a) THE FIELD OF PLAY

The Field of Play for 7v7 matches in the Grade 3/4 Division shall have dimensions of approximately 60 yards long (Touch Line) by approximately 50 yards wide (Goal Line).

The Field of Play shall have the following markings :

- 1) Halfway Line with a Center Mark at its midpoint
- 2) Center Circle with a radius of approximately 8 yards from the Center Mark
- 3) Penalty Area marked by a Penalty Line extending from one Touch Line to the other, approximately 12 yards from and parallel to the Goal Line. No Goal Area is required.
- 4) Penalty Mark drawn approximately 9 yards from the midpoint between the goalposts.

3.4.01(b) GOALS

The Goals for 7v7 matches in the Grade 3/4 Division shall have dimensions of approximately 6 feet tall by approximately 4 yards wide, where available. Goals must be firmly secured to the ground.

3.4.01(c) THE BALL

The Ball for 7v7 matches in the Grade 3/4 Division shall be Size #4.

3.4.01(d) NUMBER OF PLAYERS

Each Team must field no fewer than FIVE (5) and no more than SEVEN (7) Players in order for a 7v7 match in the Grade 3/4 Division to begin or continue. One Player on each Team must be a Goalkeeper.

A Team is permitted to willingly and intentionally play shorthanded with fewer than SEVEN (7) but no fewer than FIVE(5) Players, one of whom must be a Goalkeeper.

The maximum roster size for the Grade3/4 Division is 11 Players.

3.4.01(e) DURATION OF PLAY

All 7v7 matches in the Grade 3/4 Division shall consist of two 30 minute halves, with a half-time interval of 5 minutes.

3.4.01(f) 8-YARD RULE

Opposing Players shall be at least 8 yards from the ball on the kickoff, corner kicks, direct kicks, and indirect free kicks, rather than 10 yards as normally required for 11v11 play.

3.4.01(g) PENALTY KICK

A Penalty Kick shall be taken from a stationary ball placed at the Penalty Mark within the Penalty Area. All Players except the Goalkeeper and Kicker must be outside the Penalty Area until the ball is kicked.

3.4.01(h) GOALKEEPER DISTRIBUTION

After a Goalkeeper takes possession and distributes the ball (e.g., by throw, punt, dropkick, etc.), the ball must next touch a Player or the Field prior to entering the Penalty Area of the opposing Team, or there is a loss of the ball and play restarts with an indirect free kick at the Halfway Line.

3.4.01(i) GOAL KICK [Updated Oct2021]

The Goal Kick shall be taken from anywhere in the Penalty Area, up to and including the Penalty Line. Opposing Players must stand no closer than the Halfway Line until the Goal Kick is taken, or the Goal Kick is re-taken. After the Goal Kick is put in play, the ball must next touch a Player or the Field prior to entering the Penalty Area of the opposing Team, or there is a loss of the ball and play restarts with an indirect free kick at the Halfway Line.

3.4.01(j) INDIRECT KICKS

Indirect kicks by the offensive Team due to a foul by the defense within the Penalty Area shall be taken from the point on the Penalty Line nearest the spot of the infraction.

3.4.01(k) DROP BALLS

A drop ball due to an event within the Penalty Area shall be taken from the point on the Penalty Line nearest the spot of the infraction.

3.4.01(l) OFFSIDE LAW

The Offside Law shall be enforced only for 7v7 matches in the Rec1 Flight of the Grade 3/4 Division. The Offside Law shall not apply in any other matches in the Grade 3/4 Division.

3.4.01(m) NO HEADING [Updated Mar2016]

NVYSL prohibits heading by Players in in the Grade 3/4 Division. Coaches must not instruct, encourage, or permit Players in the Grade 3/4 Division to head the ball during any practice, match, or other soccer activity. Referees shall penalize any Player who deliberately heads or attempts to head the ball by awarding an indirect free kick for the opposing team from the spot of the infraction. If the heading infraction is committed by a defending Player inside the Penalty Area, the indirect free kick shall be taken from the point on the Penalty Line nearest the spot of the infraction. An apparent goal scored as a result of deliberate heading shall be disallowed.

SECTION 4. REFEREES

Chapter 1 : PROTOCOL

4.1.01 : Referees

Referees attain certification by successfully completing a course run by the Massachusetts State Referee Committee, or other recognized USSF organizations and maintain certification for the current calendar year through annual recertification courses.

Either a one-person system or a three-person system shall be used for League games. The two-person system used by some non-FIFA leagues MUST NOT be used. If there are only two referees available, their roles are center referee and assistant referee. If the two-person system is used, the result of the match will not count in the standings.

In accordance with FIFA laws of the game the referee may stop, suspend, or terminate (abandon) a match. The referee may restart a match after it has been stopped or suspended. The referee may not restart a match after it has been terminated (abandoned). The referee must report the circumstances of an abandoned match to the Competition Committee Chairman (League President).

Referee quality is an important factor to the success of our program. The proper channel to submit constructive comments to the Nashoba Valley Soccer Referee Director is to use the Referee Evaluation Form found on the NVYSL web site at www.nvysl.org. The Referee Evaluation Form cannot serve as the basis for a match protest.

4.1.02 : Referee Assignors

Each member NVYSL town club must have a certified Referee Assignor whose duties are to assign referees as required. The NVYSL Referee Assignor must also be certified. Referee assignors attain certification by successfully completing a course run by the Massachusetts State Referee Committee, and maintain certification through annual recertification courses.

4.1.03 : Referee Pool

Each club, through its Town Referee Assignor, is expected to contribute referees to the NVYSL referee pool, and to encourage the recruitment and development of referees.

4.1.04 : Referee Assignment – Town of Residence

Referees are paid professionals expected to maintain their neutrality toward the teams on the field, regardless of town of residence of the referee.

Chapter 2 : PROCESS

4.2.01 : Referee Assignment – Responsibility [Updated Jan2017]

4.2.01(a) Fall Season

In the FALL season, the home club Referee Assignor assigns referees to all scheduled games, TBA games, and makeup games.

4.2.01(b) Spring Season [Updated Jan2017]

League Assignor:

- a) All regular season matches for the high school age groups
- b) Post- season playoff matches
- c) All tournaments and jamborees
- d) Assist Home Club Assignors upon request

Home Club Assignor:

- a) All regular season matches for grade 7/8 and younger age groups
- b) Rescheduled matches and TBAs

4.2.02 : Referee No-Shows

If the scheduled referee does not show up at the field for the match, the opposing coaches have the following options.

- a) Agree on a single substitute referee for the entire match and the match counts in the standings.
- b) Do not play the match and set a make-up date.

If the match is played with a substitute referee, then no protests will be heard on the judgment or decisions of the substitute referee.

Matches officiated by non-certified referees are neither sanctioned nor permitted. The NVYSL will not pay uncertified referees and it will not reimburse town clubs for assigning them.

Coaches must report ALL referee no-shows to the responsible NVYSL age director as soon as is practical.

4.2.03 : Referee Pre-Match Responsibilities

The center referee is responsible for making sure that the field is in a safe condition prior to the start of a match, checking that goals are properly anchored against tipping over and making sure that the entire playing surface is safe.

The center referee is responsible for checking in each team prior to the start of the match, and may delegate check-in to available assistant referees. Roster check-in includes verifying the coaches' names, checking off the name of each player present, assuring that the correct uniform numbers are recorded for each player, and, in MTOC flights, verifying that the photos on passcards match the person shown on the roster. Any exceptions must be noted by the referee with submittal of game card and rosters for payment. Physical player check-in requires that all players conform to the uniform and equipment bylaw.

4.2.04 : Referee Payment

If a certified referee shows up at the field for a match for which he/she has been assigned, then that referee shall be paid whether or not the match is played.

NVYSL will not pay non-certified referees.

NVYSL will not pay referees who do friendly matches between two NVYSL teams. The referee(s) for friendly matches must be arranged by the participating clubs and paid by one or both of the participating clubs. In particular, if a NVYSL match is forfeited by one of the teams, then that NVYSL match has been "played" and a "makeup" match is deemed a friendly match.

Referee pay sheets are prepared by the League Referee Paymaster for Grade5/6 – Post-Graduate matches based on pay cards and team rosters submitted by the referee, and referees are paid in a timely manner. Referee payment for Grade3/4 matches is provided by the home team club in accordance with the pay scale established by the NVYSL Board.

Chapter 3 : SUPPORT

4.3.01 : Referee Support

The coaches shall support referees at all times :

- 1) Coaches are responsible for fan behavior. Any coach who does not comply with a referee's request to deal with a fan shall be issued a misconduct as deemed appropriate by the referee.
- 2) Any fan who verbally or physically assaults a referee prior to, during, or following a game will be subject to a review by the Sportsmanship Committee and may be prohibited from viewing games for a period deemed appropriate. The enforcement of this prohibition will be the responsibility of the town of the fan.
- 3) Any team/town that refuses to provide the name and address of a fan who verbally or physically assaulted the referee will be subject to review of the Sportsmanship Committee and may be denied play in NVYSL as a result of that review.
- 4) If a coach has a serious disagreement with a referee, he/she is expected to adhere to the NVYSL zero-tolerance bylaw before, during and after the game. The coach is expected to express his/her opinions about the referee, stating facts via a REFEREE EVALUATION found on the league website (www.nvysl.org). The NVYSL Referee Director will evaluate referee evaluations and act accordingly. The coach is expected NOT to express his critical opinion outside of these channels, especially by means of emails and verbal communication.

4.3.02 : Referee Assessors and Referee Mentors

The NVYSL fully supports the initiatives of the Massachusetts State Referee Committee (MSRC) to advance referees through formal referee assessments and informal referee mentoring sessions done by senior referees. At the request of any referee, the NVYSL Referee Director will collaborate with the MSRC to schedule an assessment of the referee during a match appropriate to the referee's ability, either as an assessment for upgrade or for a general critique. Referee assessors and referee mentors are observers at a field of play and they have no special standing to intervene in the proceedings of a match. If an assessor or referee mentor chooses to intervene due to a perceived safety issue, he/she is expected to do so with considerable discretion and tact.

4.3.03 : NVYSL Zero Tolerance Bylaw [Updated Nov2015]

Every coach and all spectators shall support the referee. Failure to do so undermines the referee's authority and has the potential to create a hostile environment for players, the referee, and all the other participants and spectators. Consequently, NVYSL has adopted the following rule:

No coach or spectator is to address the referee during or after the game!

4.3.03(a) Coaches - Allowable Exceptions [Updated Nov2015]

- a) Responding to a referee initiating a communication
- b) Making substitutions
- c) Pointing out emergencies or safety issues

Penalties:

- 1st Minor Infraction - Referee should ignore
- 1st Serious Infraction - Caution or ejection depending on seriousness of infraction per FIFA
- 2nd Minor Infraction - A verbal warning
- 3rd Infraction - Caution
- 4th Infraction - Ejection

4.3.03(b) Spectators –Allowable Exceptions

- a) Responding to a referee initiating a communication
- b) Pointing out emergencies or safety issues

Penalties:

- 1st Infraction - Referee should stop the game and ask the coach to quiet the offending spectator.
- 2nd Infraction - A verbal warning. Referee should stop the game and ask the coach to warn the spectator that the next infraction will be an ejection or the referee will abandon the game.
- 3rd Infraction - The referee shall instruct the coach to direct the spectator to leave the field. The referee should abandon the game if the spectator does not leave the field. If the referee abandons the game, the referee shall file a report, and NVYSL may impose a forfeit on the spectator's team.

4.3.03(c) Players

Communications among players and referees are governed by the FIFA Laws of the Game.

SECTION 5. MISCONDUCT

Chapter 1 : PROCESS

5.1.01 : Sportsmanship Review Committee

5.1.01(a) Purpose

The purpose of the Sportsmanship Review Committee (SRC) is to promote good sportsmanship within NVYSL and to review issues of :

- a) Lack of sportsmanship
- b) Inappropriate conduct
- c) Unbecoming conduct
- d) Serious violation of the Constitution, Bylaws or NVYSL rules.

5.1.01(b) Membership

The SRC will be chaired by the Sportsmanship Review Officer and shall consist of at least three impartial members chosen by the Chairperson. Membership will have at least as many NVYSL board members as non-board members. Whenever possible, one or more members shall be from outside the NVYSL Board. The Chairperson shall vote only in cases where there is a tie.

5.1.01(c) Procedure

The Chairperson, when notified of a sportsmanship issue, and after fact finding, shall have the authority to suspend immediately the individual, team, or club pending a hearing by the SRC. The Chairperson shall schedule an SRC hearing after receiving written notification of the sportsmanship issue. Timely notice shall be communicated (at the same time) to all individuals and/or clubs involved. All parties involved will be invited to attend the hearing to present evidence and witnesses. Unless otherwise specified by the chairman, all documented evidence along with a list of attendees and witnesses shall be submitted to the Chairperson at least 48 hours prior to the scheduled hearing. A final decision by the SRC shall be completed within 14 days of the hearing. All SRC actions shall be reported in writing and sent to the parties involved, the President, the Secretary, the Referee Director, and the Division Director. The SRC shall report any activity at the next NVYSL Board meeting.

5.1.01(d) Conflict of Interest

A member of the SRC shall be disqualified from deliberating or ruling on a particular issue if that member: was involved in the issue; is the spouse of an involved person; has a child playing on an involved team; or is from a town or association so involved. The Chairperson shall appoint acting members to serve in place of those disqualified.

5.1.01(e) Penalties

The SRC shall have the authority to suspend an individual, a team or a club, to reduce a team's points, or to take any other actions provided for in the Bylaws or Constitution.

5.1.01(f) Appeal

A decision of the SRC may be appealed to Mass Youth Soccer.

5.1.02 : Unbecoming Conduct

Player, coach, referee, team or club behavior that is judged unbecoming or inappropriate shall be referred to the Sportsmanship Review Committee for review and action.

5.1.03 : Fracas

If two teams are involved in a fracas before, during, or after a match, the teams involved in the fracas will be subject to a mandatory sportsmanship review committee meeting. The findings may include (but are not limited to) suspensions of individual participants, financial penalties as described elsewhere in the NVYSL by-laws, and possible suspension of eligibility for any post-season tournaments in which they represent the NVYSL. For purposes of this by-law, a fracas is defined as a physical altercation involving more than two participants. A participant of a match is any one of the following classes of persons present at the field of play of an NVYSL match: player, coach, assistant coach, or spectator. If either a player or a coach is involved in a fracas, he/she will not be allowed to play/coach in the next game played by his/her team.

Chapter 2 : INCIDENT MANAGEMENT

5.2.01 : Yellow Cards / Red Cards / Ejections

5.2.01(a) Players

If a player receives a Yellow Card, or a Red Card, the actions detailed in the table below will take place :

In a Game	Action Required / Notes	Card Points ^d
1st Yellow Card	Player must leave field. ^a Player may return at the next substitution opportunity.	1
2nd Yellow Card	Player is shown a red card. Player must leave the field of play. ^b Team plays with one less player for the balance of the game. ^c Player is prohibited from playing in the next match for this team while representing the NVYSL.	1
Red Card (not as a result of two yellow cards)	Player must leave the field of play. ^b Team plays with one less player for the balance of the game. ^c Player is prohibited from playing in the next match for this team while representing the NVYSL.	2

In a Season	Action Required / Notes	Card Points ^d
1st Yellow Card	Follow rules as above.	1
2nd Yellow Card	Follow rules as above.	1
3rd Yellow Card (No red card in same game)	Player may continue to play in that game. Player is prohibited from playing in the next match for this team while representing the NVYSL.	2 (2 for Red Card equivalent)
3rd Yellow Card (Red card in same game as a result of two yellow cards)	Player must leave the field of play. ^b Team plays with one less player for the balance of the game. ^c Player is prohibited from playing in the next match for this team while representing the NVYSL.	2 (1 for each Yellow Card)
3rd Yellow Card (Red card in same game as result of separate sending off)	Player must leave the field of play ² . Team plays with one less player for the balance of the game ³ . Player is prohibited from playing in the next match for this team while representing the NVYSL.	3 (1 for Yellow Card + 2 for Red Card)

4th Yellow Card (regardless of red card status)	Player may continue to play in that game. Player is prohibited from playing in the next match for this team while representing the NVYSL.	1
5th Yellow Card (and each subsequent, regardless of red card status)	Player may continue to play in that game. Player is prohibited from playing in the next match for this team while representing the NVYSL. Sportsmanship Review Committee hearing must be held before player can participate in league games.	1
1st Red Card	Follow Rules as above	2
2nd Red Card	Player is prohibited from playing in the next two (2) matches for this team while representing the NVYSL.	2
3rd Red Card	Player is prohibited from playing for the remainder of the season for this team while representing the NVYSL. ^e	2 ^f

NOTES :

- a) Unless the number of players drops below the minimum number required to play.
- b) Player must remain at least 200 yards from the field for the remainder of the game and for 60 minutes following the game. Adult supervision of the player is required.
- c) One less player PER RED CARD. If the number of players drops below the required minimum to play, the team with not enough players will forfeit the match.
- d) No individual player may receive more than 3 card points in a game. See examples below.
- e) The season includes playoffs and tournament matches.
- f) If fewer than four (4) games remain for the current season, this prohibition extends through the first four (4) matches of the next season in which the player is eligible and rostered to compete within the NVYSL.

5.2.01(b) Coaches

If a coach (including assistant coach) is dismissed from a game, he/she must leave the entire field of play immediately. Ejected or suspended coaches must remain a minimum of 200 yards from the field from 60 minutes before the game until 60 minutes following the game. The ejected coach may not contact, communicate with, or send information to any players or coaching staff, by any means during the course of the game. In addition, the coach will be suspended from coaching the next TWO games played by his/her team.

If a coach accumulates TWO cautions in games from which he/she was not dismissed, the coach will be suspended from coaching the next game played by his/her team.

To eliminate any uncertainty about a referee's action toward a coach, the referee is advised to show a YELLOW card to a coach along with a verbal statement of caution, or a RED card along with a verbal statement of dismissal, as appropriate. Failure of the referee to show a yellow or red card will not be allowed as a basis for an appeal of the caution or dismissal of the coach.

5.2.01(c) Card Points

Card points shall be assessed as follows:

- 1) 1 card point for each yellow card issued to a player
- 2) 2 card points for each red card issued to a player
- 3) 2 card points for each caution / yellow card issued to a coach
- 4) 3 card points for each dismissal / red card issued to a coach

A team which receives a total of eight (8) card points within one season shall be penalized three (3) points in its division standings.

A team with twelve (12) card points shall be penalized an additional three (3) points in its standings.

A team with sixteen (16) card points shall be penalized an additional three (3) points in its standings and shall be reviewed by the Sportsmanship Review Committee for further disciplinary action.

5.2.01(d) Suspensions

Game suspensions apply and carry forward to all NVYSL-sanctioned games including any championship games (playoffs, MTOC, and Nashoba Cup games). If necessary, coach and player suspensions carry over to the next season in which a coach or player is active in the NVYSL.

5.2.01(e) Sportsmanship Review

The Sportsmanship Officer will review referee reports for all RED cards issued, and for cumulative YELLOW cards issued, to determine whether a Sportsmanship Review Committee hearing is necessary to consider further action.

5.2.02 : Electronic or Mechanical Noisemakers

Use of electronic or mechanical noisemakers during a match is prohibited. People who use noisemakers are showing their enthusiasm and support for their team, but the other team often sees these actions as unsporting behavior. A match referee has the option to stop a match and request that the coach of a team tell the team's fans to stop using noisemakers.

5.2.03 : Late Arrivals

Each team should arrive at the field at least 30 minutes prior to the scheduled time for the game. If either team is not prepared to take the field by 5 minutes after the scheduled start time or the availability of the field, that team shall forfeit with a 4-0 loss. If the team does arrive before the referee leaves the area, then the referee may conduct a shortened game (which will not count toward competitive standings, i.e., the forfeit stands), utilizing the time until the next scheduled game.

5.2.04 : Forfeits

A team that forfeits a game or games shall be fined as described below. This fee may be waived on a case by case basis by the League President. The fine is payable at the end of the season.

- 1) A team that plays at least 70 percent of its games shall be fined \$50 for each forfeited game.
- 2) A team that plays less than 70 percent of its games but at least 50 percent of its games shall be fined \$200.
- 3) A team that plays less than 50 percent of its games shall be fined \$500 and its club shall be placed on probation for the next two seasons. If a second offense occurs in either of the next two seasons during the probation period, then an appropriate action will be determined by the Sportsmanship Review Committee.