

2008 SOCCER Rules and Regulations



for detailed program information including schedules, standings, league memos, and other important announcements, visit:

www.nccdesports.com

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Sports and Athletics Section
Department of Community Services
77 Reads Way, New Castle DE 19720

(302) 395-5890 (office) (302) 395-5892 (fax) (302) 395-5891 (weather line)

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I. LEAGUE LEADERSHIP

- A. Soccer leagues have been established to accommodate adult teams interested in playing soccer in the New Castle County area.
- B. Soccer leagues sponsored by the NCC Sports and Athletics Section will be under the general direction of a Community Services Coordinator (Sports Coordinator) and a staff of Community Services Workers (League Coordinators). After registration and placement of teams by the Sports Office, each league may elect a League Representative to provide representation to the Sports Office.
- C. The Sports Coordinator will conduct a pre-season general informational meeting for all league managers. During the season, three or more managers in a league may request that a meeting be called in order to address any problems that may occur during the season.

II. JURISDICTION

The New Castle County Sports Office, through the leadership of the Sports and Athletics Section Administrator, reserves the right to administer and enforce all rules pertaining to the New Castle County Soccer Program. In instances where penalties are not specified for violations of rules, the Administrator will assume the responsibility to mediate and take corrective action. The Administrator may appoint a committee to help with rulings when necessary. In instances where conflicts exist between rules, these NCC General Soccer Rules and Regulations will supersede all others.

III. ELIGIBILITY OF PLAYERS

A. Age Requirements

All players must meet the following minimum age requirements by the last scheduled playing date of the current regular season:

<u>LEAGUE</u>	<u>MINIMUM AGE</u>
Co-Rec (Over 30)	30 (male players) 18 (female players)
Men's	18
Men's Over 35	35
Women's	18

Exception for Men's, Women's, and female players in Co-Rec leagues: each team may have two (2) players under the age of eighteen on their rosters. These players must be at least sixteen years of age by the last scheduled playing date of the current regular season. Parental approval must be provided by completion of the Youth Waiver / Permission Slip before participation. Managers should retain possession of all Youth Waiver / Permission Slips until they are submitted to the Sports Office.

- B. A player who has been under contract with a professional soccer team within one year of the last scheduled playing date of the current regular season is not eligible to participate in this program. Exception: players who sign an amateur contract with a professional soccer team are permitted to play in NCC soccer leagues.
- C. Roster limitations

<u>LEAGUE</u>	<u>MINIMUM PLAYERS</u>	<u>MAXIMUM PLAYERS</u>
Co-Rec, Over-35, Women	15	25
Indoor	10	15
Men	14	20

- D. No player may play on more than one team in any NCC soccer league (eg. Fall Men's "A" Division and Fall Men's "C" Division). Players are permitted to play in more than one league (eg. Fall Men's and Fall Co-Rec). Exception: female players in Co-Rec leagues may play on more than one team provided they are in different divisions (eg. Co-Rec "A" Division and Co-Rec "B" Division). Females playing under this exception are eligible for only one team during the playoffs and must declare that team by the roster due date. Completed rosters, Individual Waiver Forms, and Youth Waiver / Permission Slips, signed by each player, must be submitted to the Sports Office by the following dates:

<u>SEASON</u>	<u>DUE DATE</u>
Spring	Apr 22
Summer	Jun 24
Fall	Oct 01
Winter	Dec 20

No changes are permitted to the roster after the due date, except as outlined in the emergency roster addition procedure below.

- E. Emergency Roster Addition Forms are available from the Sports and Athletics Office web site (<http://www.nccdesports.com>). There must be a proven loss of players from the original roster and recent chance or incident of forfeiture in order to be eligible to add players. Approved emergency players may not have played on any team in the New Castle County Soccer Program during the current season. The revised roster after the added emergency players must not exceed 14 active and 2 semi-active players.
- F. No changes can be made to a roster after a team has completed its last regular season game.
- G. A manager may rightfully refuse to release a player from a team if that player has failed to return a team uniform or has a financial obligation to that team. In the event a team manager desires to refuse to give a release, the player shall have the right to request assistance from the Sports and Athletics Section Administrator. Once a player plays for a team and is released, he / she may not return to play on that team during the same season. Players released against their will may request a 48 hour extension of the roster deadline to find placement on another team.
- H. Players on teams who withdraw after the roster due date are ineligible to join other teams in the league.

IV. FINANCES

- A. Team admission policy for league play:
 1. In open leagues, the in-county manager from the previous season (or his / her designated successor) will be recognized as the holder of a franchise spot.
 2. A team in "good standing" from the previous season (no debt, no excessive forfeitures, no extreme misconduct, etc...) will be given a specified period to register and retain a position in the soccer program. Replacement teams, if needed, will be accepted based upon the order of receipt of the registration materials and league fee within the designated registration period and in accordance with the following priority guidelines:
 - a. in-county new teams
 - b. non-county old teams
 - c. non-county new teams
 - d. probationary teams
 3. Criteria for determination of in-county status will be as follows:
 - a. manager's home mailing address
 - b. location of company
 - c. 50% of actual rostered players residing within New Castle County
 4. Team acceptance may also be affected by additional factors such as caliber of play preferred, provision of home playing facility, program sponsorships, etc...
 5. Exception to the above policy: NCC reserves the right to utilize a first-come, first-served system of registration or a lottery system, if there are insufficient facilities available to accommodate all returning franchise teams.

- B. Team placement in leagues

Placement of teams in leagues (new & old) will be controlled by the Sports and Athletics Office and based upon previous year's record and input from the pre-season managers' meetings. Old teams requesting to change playing nights have priority in league placement over new teams. New Castle County reserves the right to advance the most qualified teams into the next highest division / league when necessary to maintain the desired structure in the overall soccer program. Teams may also be moved to a lower division / league if necessary. Any team that combines a league championship with a top four finish during the regular season will be required to advance to the next highest league for the following season. In addition, any team with consecutive regular season championships and / or playoff championships will also be moved. Managers' meetings will be held in conjunction with league placement meetings and teams will be allowed to present to the group any placement concerns they may have. A random drawing of qualified teams may be used to fill leagues where shortages of teams exist. Returning teams may not be guaranteed placement in a succeeding year's program.

B. Entry regulations and provisions:

1. Payment of registration fees:

- a. The full league fee is due at the time of registration unless a deposit amount is specified on the registration flyer. This fee is subject to penalties for withdrawal as outlined below.
- b. Teams will not be placed on the schedule if the full league fee is not paid by the manager's meeting.
- c. Checks should be made payable to "New Castle County" and submitted to the NCC Sports and Athletics Section, c/o New Castle County Mail Center, 87 Reads Way, New Castle DE 19720.
- d. Late penalty: A penalty of 6% will be added to any balances not paid by the due date. Subsequent penalties will be applied at the rate of 1% per month.

2. Guidelines for team entry fee refunds:

<u>SITUATION</u>	<u>MINIMUM PENALTY</u>
a. team withdraws before registration deadline	No penalty (full refund)
b. team withdraws after registration deadline, before scheduling has started, and a replacement team is found	5% of full entry fee
c. team withdraws after registration deadline, before scheduling has started, and no replacement is found	15% of full entry fee
d. team withdraws after registration deadline, after scheduling has started, and replacement team is found	25% of full entry fee
e. team withdraws after registration deadline, after scheduling has started, and no replacement team is found	50% of full entry fee
f. team withdraws after start of season and replacement team is found	Minimum 40% of full entry fee 100% of full entry fee after mid-point of season
g. team withdraws after start of season and no replacement team is found	100% of full entry fee

- 3. New Castle County team entry fees include: light fees, staff and administrative fees, awards fees, assignor's fee, etc... There will be no refunds from minor reductions in services caused by weather or other emergency situations.
- 4. Individual soccer leagues may conduct their own league all-star games; all expenses must be shared among the participants.
- 5. Any team that forfeits on two scheduled dates for failing to field a team to start a game may be dropped from the league and forfeit all fees. Excused forfeits will be given proper consideration.

C. Officials' fees

- 1. "Cash on field" payment procedures (NOTE: each team is responsible for paying one-half of the total officials' fees):
 - a. The rates for the 2005 - 2006 season are as follows:

<u>LEAGUE</u>	<u>1 OFFICIAL</u>	<u>2 OFFICIALS</u>	<u>3 OFFICIALS</u>
Co-Rec, Women (30 min.)	\$50.00	\$37.00 each	N/A
Co-Rec, Women (40 min.)	\$60.00	\$42.00 each	N/A
Indoor (25 min.)	\$24.00	\$15.00 each	N/A
Men (30 min.)	\$58.00	\$47.00 referee \$25.00 linesman	\$42.00 referee \$25.00 linesman \$25.00 linesman
Men (45 min.)	\$68.00	\$60.00 referee \$28.00 linesman	\$52.00 referee \$28.00 linesman \$28.00 linesman

NOTE: Each team is responsible for paying one-half of the fee listed in the chart above.

- b. Officials are to be paid in cash (NO checks!) by the team managers during ground rules. Payment should be made in small bills (NO coin!).

- c. For incomplete games (2nd half does not start) the officials must return one-half of the game fee (split between both managers) before the teams leave the playing site.
 - d. Officials must provide a taxpayer identification number (SSN) to any manager who requests it.
 - e. Teams should have officials sign their score books as proof of payment.
2. Officials may choose not to start a game if unsafe conditions exist. No fee will be paid.
 3. Forfeits, caused by a team having less than the required number of players to start a game, will be paid by NCC. The offending team will be billed for the full officials' fee, plus a \$5.00 administrative fee, both of which must be paid before that team will be allowed to resume participation in the league. Note: forfeits that occur after the game has started (usually caused by player ejection) do not require the officials to return any of the monies paid to them.
 4. If an official has to leave the field for any reason, he / she should turn over his fee to the remaining official who will make the necessary payment adjustment with the teams when the game is over.

V. OFFICIALS

- A. Qualified officials will be assigned by the contracted officials' association.
 1. Officials must obtain their own professional liability insurance and are not entitled to any workman's compensation benefits from New Castle County.
 2. NCC will submit appropriate tax information to the contracted vendor for the amount of services provided at the end of the calendar year.
- B. Volunteer officials, approved by both managers, may officiate if no certified official reports to the playing site. These volunteers shall be paid in the same manner as outlined above. Volunteer officials are covered under New Castle County's general liability insurance for injuries to participants but are not eligible for any workman's compensation medical benefits from New Castle County if personal injury should occur.
- C. All ground rules will be established and agreed upon by the managers and officials before the game. The officials will clarify any disputes. Special league rules which may affect play must also be presented to the officials during the pre-game meeting. It is the responsibility of the team manager to check with the officials on rule modifications / interpretations and make his / her team aware of them.
- D. Officials are the sole judges of play. Their decisions are final and only subject to appeal as outlined in Rule IX. (Protests). At the official's request, the NCC coordinator may be consulted for advice.
- E. When games are not cancelled in advance, the officials will determine if conditions are playable at city, county, and school fields. At privately-owned fields, the decision to start will be up to the home team manager and then rest in the hands of the officials. Staff members of the agency owning the field have the authority to overrule the decision of the officials and stop play on a wet field.
- F. Procedure for stopping games due to inclement weather:
NOTE: The NCC Sports and Athletics Section Lightning Policy is included in the Appendices of this document.
 1. The officials have final authority to stop or continue a game in the event of inclement weather. The officials should confer with the NCC coordinator if one is present, but the final decision is up to the officials.
 2. The officials, after stopping or delaying the start of a game for weather related reasons, should instruct the players to remain at the site until a final decision to suspend the game is made. The officials should also remain on the site.
 3. After a reasonable amount of time, the officials should resume the game, provided the field remains playable. As a general guideline, the game can be resumed when at least 30 minutes have passed after the last visible sign of lightning is seen or clap of thunder is heard.
 4. At any time the field is declared unplayable by the officials, they shall advise the teams and NCC coordinator that the games are suspended.
 5. If the officials on one field suspend a game, they (or the NCC coordinator) should advise the officials at other fields in the complex, who in turn should suspend their games.
- G. Officials must report all ejections by phone to their assignor and the Sports Office (573-2043) within the next working day (8:00 AM – 3:00 PM). The report should include the players' name, jersey number, team, league, date of occurrence, and reason for ejection. The Sports Office will require written reports for major incidences of misconduct; they may be faxed to the office at 573-2040.
- H. Comments regarding specific officials may be submitted in writing by team managers to the Sports Coordinator. In general, comments regarding an official's judgement will not be reviewed but will be retained in case of repeated complaints against the same individual. Comments regarding rule interpretations or unprofessional actions by officials will be reviewed and forwarded to the proper association. A written response will be required from that association. Usually, comments from the winning team are viewed more favorably than those from the losing team.

VI. OFFICIAL GAME

- A. Games played in NCC soccer leagues will be governed by the current Federation Internationale de Football Association (FIFA) Rules and Regulations except as amended by the United States Soccer Federation (USSF), and these New Castle County Soccer League General Rules and Regulations.
- B. Teams should report to the playing sites at least twenty minutes before the scheduled starting time of their game. Coordinators at lighted facilities can require teams to start up to ten minutes earlier than scheduled if the required numbers of players are present for each team. Exception: during the playoffs, both managers must agree to start the game early.
- C. The player requirements for various soccer leagues are as follows:

<u>LEAGUES</u>	<u>PLAYERS</u>	<u>REQUIRED TO START</u>	<u>REQUIRED TO CONTINUE</u>
Men, Over-35, Women	11	7	7
Co-Rec*	11	7	7
Indoor (Ab Jones)	5	4	4
Indoor (Kirkwood)	6	4	4

* Refer to specific league rules for additional requirement for male / female players

- D. Grace period
 - 1. There will be a five minute grace period from the scheduled starting time of each game.
 - 2. Should a team not have the required number of players after the grace period has expired, any one of the following options may be used:
 - a. The manager of the offended team may grant the shorthanded team extra time. Up to 30 minutes after the scheduled starting time, the opposing manager may elect to use option (b) or (c) below, or start the game using the following procedures: the game clock will start at the end of the grace period and the extra time will be deducted from the first half. If players arrive on time, the game will be played as normal. The officials will be paid as outlined in Rule V. above. The game may not be protested due to one team having an insufficient number of players to start. NOTE: at 30 minutes after the scheduled starting time, the game will automatically be declared a forfeit.
 - b. Players may be borrowed from the other team. The contest is viewed as an exhibition game and the offended team is awarded a win by forfeit. Participants are bound by all NCC rules and regulations. Officials are to work the game as normal and are to be paid as outlined in Rule V. above.
 - c. The offended team manager may accept a forfeit. No game will be played. The officials will be paid by NCC and the offending team will be billed as outlined in Rule V. above.
- E. A game shall be considered official any time after the second half has begun. NOTE: It is expected that officials will not start the second half unless they have a reasonable expectation of completing a significant portion of that half. The second half should never be started "just to make the game official".
- F. Game times will be as follows:

<u>LEAGUE</u>	<u>PLAYING TIME</u>	<u>HALF-TIME</u>
Indoor	50 min. (2x25)	5 min.
All Summer Leagues, Fall Co-Recreation	60 min. (2x30)	5 min.
Fall Over-35, Fall Women, Spring Co-Recreation	80 min. (2x40)	5 min.
Fall Men	90 min. (2x45)	5 min.

- G. Regular season games will be ended five minutes before the scheduled starting time of a succeeding game.
- H. Player substitution (co-rec, over-35, and women's leagues only)
 Players may be changed at any time from the halfway line, provided the player or players leaving the field are beyond the touchline and in their own team bench area before the change is made and the substitute has received a signal from the referee. **Penalty:** a yellow card will be issued to any player who enters the field without receiving a signal from the referee or enters the field and participates in a play before the substitution can be legally completed as described above.

VII. LEAGUE SEASON

- A. Seasons will generally consist of 8 – 10 weeks of regular season play followed by two weeks of playoffs. Soccer leagues will be held as follows:

<u>LEAGUE</u>	<u>SEASON</u>	<u>APPROX. GAMES</u>
Spring Co-Rec	Apr – May	8
Summer Men, Over-35, Women	Jun – Aug	12
Fall Co-Rec, Men, Over-35, Women	Sep – Nov	10
Winter Indoor	Nov – Feb	10

B. Make-up policy

1. During the regular season, all incomplete games will be replayed from the start of the game only if they have a direct bearing on final league standings. Teams may be required to play on off-nights to prevent a delay in the start of the playoffs. During the playoffs, all incomplete or tie games will be resumed from the point of suspension.
2. Upon receiving written notification of a make-up game, opposing managers are required to confirm the game with one another and the league coordinator. If a make-up game is not played due to improper notification, the game may be:
 - a. ruled a “no contest” and deleted from the schedule
 - b. rescheduled only if final league standings are affected
 Managers are encouraged to check with their coordinator on a weekly basis regarding make-up dates for postponed games. It is the responsibility of the manager to obtain all necessary information regarding postponed games.

C. Weekly standing / playoff guidelines

1. League standings will be calculated based on a W/T point system. Teams will receive three (3) points for a win, one (1) point for a tie game, and zero (0) points for a loss. The team with the highest W/T point total at the end of the season will be declared the regular season champion.
2. Ties in the final standings will be settled by the following tie-breaker system:
 - a. Most wins
 - b. Head-to-head record among tied teams
 - c. Head-to-head goal difference
 - d. Goal difference among common opponents
 - e. Goal difference among all teams
 - f. Coin flip
 In the event of a tie involving three or more teams, tie-breaking procedures will be followed until one team has a clear advantage. That team receives the higher seed, and the tie-breaking procedures are started over to resolve the remaining ties.
3. Teams will be seeded in the playoffs based on their regular season record, eg. 1st place vs 8th place, 2nd place vs 7th place, 3rd place vs 6th place, 4th place vs 5th place. The home team will be the team with the higher seed.

VIII.EQUIPMENT AND GENERAL TEAM RESPONSIBILITIES

- A. Team managers are advised to have a written agreement with their sponsor prior to the start of the season regarding the designated ownership of uniforms and equipment.

C. Uniforms

All players shall wear uniform shirts alike in color, trim, and style. Goalkeepers must wear a shirt with a contrasting color. If both teams have the same colored jerseys, the home team is required to change or wear scrimmage vests. A minimum six inch numeral is required on the back of each jersey. Penalty: a player may not participate if he / she does not meet the uniform requirement unless a forfeit would result. Switching shirts among team members is not permissible. All teams must meet the uniform requirements after the dates listed below:

<u>SEASON</u>	<u>DUE DATE</u>
Spring	Apr 21
Summer	Jun 22
Fall	Oct 01

Winter	Dec 20
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Teams with incomplete uniforms may seek a temporary special allowance from the Sports Coordinator in order to participate.

- B. The home team is responsible for supplying two regulation game balls.
- C. The home team is responsible for supplying four corner flags (outdoor leagues).
- D. Teams are responsible for providing their own first-aid and medical supplies.
- E. The manager of the winning team is responsible for reporting the game score and the number of officials to the league coordinator by 9:30 PM on the night of the game. Scores from games that end after 9:30 PM should be reported as soon as possible after the game is concluded. Incomplete games, tie games, and games not played must be reported by both managers in order to facilitate rescheduling. Coordinators will phone in game scores to the News Journal nightly; these scores usually appear in the Sports Section with 1 – 2 days after the game is played. Coordinators will also forward up to date league standings to the Sports Office by 9:00 AM each Friday morning. The Sports Office will then compile all league standings and forward them to the News Journal for publication in the Sunday Sports Section. Penalty: under emergency situations only, the winning team manager will have up to one (1) week to report a game score. Failure of the winning team to report the game score and the number of officials within this time period will result in the game being recorded as a loss for both teams. It is the responsibility of the team manager to verify that game scores and team records are properly reported. The penalties listed in this section may be applied without warning. League coordinators are not responsible for pursuing scores from teams.
- F. Team managers are asked to report to their league coordinator any major injuries which occur during the course of a game. All players are advised to carry some form of personal medical insurance to protect against expenses incurred from injuries. Do not move any player that appears to have head, neck, or back injuries. Call 911 for proper assistance.
- G. Inclement weather procedures
 1. Every effort will be made by the Sports and Athletics Office to decide on cancellation of games by 4:00 PM (weekdays) and 10:00 AM (weekends). At that time, an announcement will be placed on the Inclement Weather Message Line (573-2039). No information will be given before the posted times and no information will be given to anyone who directly calls the Sports Office.
 2. In the event that inclement weather occurs after the posted times, teams should call the Inclement Weather Message Line. If an updated message was not placed on the recorder, teams should report to the playing sites and the decision to play will be made as outlined in Rule V.E.
- H. Team managers must notify the Sports and Athletics Section in writing if there is any player on their team with a handicap that may warrant special attention from the NCC staff members or officials during the season. In addition, managers (or acting managers) are required to inform officials during ground rules regarding the special needs of any such player.
- I. Use of metal spikes is prohibited. Multi-purpose synthetic or rubber cleats are acceptable, except in indoor leagues where soft-soled shoes are required (dark-soled or crepe sneakers or street shoes are prohibited).
- J. Players are responsible for the repair of incidental property damages caused to others at both county-owned and private facilities.
- K. New Castle County Code Sec 24-13: "Horses, cattle, livestock, and domestic animals of any kind are prohibited in any park, except a dog or cat on leash under control of a person is permitted". Pets are not permitted to be left unattended (i.e. chained to a fence).

IX. PROTESTS

- A. Regular season
 1. Protests must be filed in writing to the Sports Coordinator within 48 hours of completion of the game (office hours are Mon – Fri, 8:00 AM – 4:00 PM). Protests will only be accepted if they involve the misinterpretation of a playing rule; protests based solely on the judgement of an official or coordinator will not be accepted. The protest must be registered with the officials at the time of the questionable play. The protesting manager must make a verbal notification to the officials that he is "playing the game under protest" and cite the reason for this action. The manager must also notify the opposing team and scorekeeper so proper notations can be made in both score books.
 2. A \$20.00 protest fee must accompany all protests.
 - a. The protest will be reviewed by an experienced soccer appointee and a preliminary decision (to uphold or deny) will be announced. If the manager accepts the outcome of the preliminary decision, the protest fee will be returned.
 - b. If the manager chooses to appeal, a committee will be appointed to hear the protest; the decision of the committee will be final.

- c. If upheld, the protest fee will be returned to the protesting team.
- d. If denied, the protest fee will be deposited into the Sports and Athletics Section Revenue Account.
- 3. Valid protested games will be resumed from the point of error only if they have a direct bearing on the final league standings. Exception: the use of an ineligible player results in the game being declared a forfeit.
- B. Protest procedure regarding ineligible players:
 - 1. Same procedure as above. The manager must request to see a player's ID on the field. If no ID can be shown, the offending player must sign the protesting teams score book or line-up card and enter their date of birth (month, date, and year). Failure to request to see a player's ID may nullify the protest. Failure to provide the ID or sign the score book as instructed above shall result in the protest being honored.
 - 2. If an ineligible player is reported after the protest deadline by the offended manager, an investigation will take place and, if confirmed, one win will be deducted and one loss added to the overall record of the team in violation.
 - 3. Third party protests may not be acted upon unless a verbal notification was made at the field of play by the observer.
- C. Protest procedure during playoffs:
 - 1. The protest must be filed at the time of the questionable play.
 - 2. The manager of the offended team will announce to the officials that he wishes to protest the game.
 - 3. The officials will stop the game and call one of the people listed below: Their decision on the protest is final.

<u>CONTACT</u>	<u>TITLE</u>	<u>PHONE</u>
Andy Bero	NCC Sports Coordinator	547-6112 (c)
Dominic Berta	Soccer Coordinator	738-4696 (h)

- 4. If any one of the above individuals cannot be reached, the officials working the game will discuss the play and make a decision using the appropriate soccer rules books and NCC soccer rules publications as a guide. Their decision on the protest is final.

X. CONDUCT OF PLAYERS, COACHES, AND MANAGERS

NOTICE: By signing their team roster and player waiver forms, managers and players agree to abide by all policies and procedures for the NCC Adult Soccer Program. Individuals who are reported for violations of the policies described below will be subject to the appropriate disciplinary action based upon the review of reports that are filed with the Sports Office. No hearings will be held. Suspension memos will be mailed to all teams involved and also published on the Sports and Athletics website (<http://www.nccdesports.com>). Violations will be recorded in a database maintained by the Sports and Athletics Office and repeat offenders will receive more severe penalties.

- A. No player, coach, or manager may participate in a league activity while under the influence of drugs or intoxicating beverages. Upon notification from the officials or a NCC staff member, the team is responsible for removing any player in violation. The sale, consumption, or possession of intoxicating liquor or beverages or dangerous or narcotic drugs or gambling of any kind is prohibited in any park facility under the jurisdiction of New Castle County.
- B. Any reports of player misconduct shall be reviewed by officials of the New Castle County Sports and Athletics Office, who will then impose appropriate penalties. Players with patterns of poor behavior will be subject to more stringent penalties. The NCC Sports Office is currently considering mandatory classes and / or community service for repeat offenders.
- C. All Board of Education and / or private agency property owners' rules governing the use of their facilities must be obeyed as part of these rules and regulations. Failure to adhere to this policy may cause the Sports Office to forfeit it's rights to utilize these facilities.
- D. All teams will be held responsible for the actions by any player, coach, spectator, or any other person affiliated with the team towards officials and / or coordinators. Each team must control and identify anyone so involved or the team will be disciplined. Individuals committing severe infractions may be subject to banishment from all NCC Sports programs for a lengthy period of time.

- E. The team manager will be held accountable by the NCC Sports Office for the conduct and financial responsibility of his team. Players may be placed on temporary suspension until team fees are paid.
- F. Automatic suspension policy
Any person ejected from a game for unsportsmanlike conduct must leave the playing area (sight and sound) immediately. In addition, the player will automatically receive a minimum one game suspension (to be served in the next played game) without appeal. Suspended individuals are not permitted to attend their team's games. Managers are responsible for enforcement of this policy; written notification is not required. Use of a suspended player will result in a forfeiture of the game and additional suspensions for the player and manager.
- G. Soft Red Card (does not apply to Men's leagues): At the discretion of the officials, a player, coach, or other bench personnel shall be disqualified (soft-red) and the number of players on the field shall not be reduced for:
 - 1. Excessive celebration
 - 2. Non-flagrant, off-ball actions
 - 3. Taunting, which is intended to embarrass, ridicule, or demean others (including comments pertaining to race, religion, gender, or national origin).
 - 4. Profanity not specifically directed to any individualAn indirect free kick shall be awarded to the non-offending team from the spot of the ball. An official shall signal a "soft-red" foul by displaying both the yellow and red cards simultaneously. Any player who receives a "soft-red" foul will be removed for the remainder of the game and will not serve any additional suspension unless subsequent violations occur.
- H. Major suspension or suspensions issued at the end of a season will carry over into the next season of play.
- I. Teams should not loiter in parking or residential areas following games.
- J. Third party interference: Only one member of a coaching staff and / or the player involved may dispute, in a respectful manner, a call with an official. Anyone else entering the dispute will be ejected from the game and will receive a minimum one game suspension. Players are advised not to leave their playing positions or the team bench area, or they will subject themselves to possible ejection under this rule.
- K. Zero tolerance: The New Castle County Sports and Athletics Office is unwilling to accept any profane language or disrespectful behavior by any participant or spectator towards officials, staff members, or playing opponents. Violators will be subject to all disciplinary penalties listed in this document.
- L. Player – player altercations: All players leaving their field positions during an altercation will be ejected from the game and receive a minimum one (1) game suspension. All players leaving the team bench area to during an altercation in progress will be ejected from the game and receive a minimum three (3) game suspension. If judged to be participating in the altercation, the penalty for fighting will also apply. If the majority of players of either team (as judged by the officials and coordinator) are participating in the altercation, the game will be forfeited and the following game for each offending team will also be forfeited. In addition, a \$50.00 fine will be imposed on the offending team, to be paid in cash at the Sports Office before the next scheduled game. This fine will be forwarded to the offending team's next opponent as compensation for the lost game.

XI. TABLE OF VIOLATIONS AND RECOMMENDED PENALTIES

<u>OFFENSE</u>	<u>1st ACTION</u>	<u>2nd ACTION (same season)</u>
A. Failure to submit roster by due date, failure to call in game scores and/or officials attendance after verbal warning, failure to submit completed line-up card during pre-game	One (1) game suspension for manager and loss of points for game	Forfeit
B. Inadvertent use of ineligible player, unintentional roster omissions	Up to four (4) week suspension of manager and/or player plus forfeiture of game	Ejection of manager and / or player for the remainder of the season, forfeiture of games, and loss of managerial privileges for the following season
C. Intentional use of ineligible player, using assumed names	Up to four (4) week suspension of manager, player is ejected from league, and team is prohibited from playing in playoffs	Ejection of team from league for the remainder of the season, forfeiture of games, and loss of managerial privileges for the following season
D. Participating while appearing to be under the influence of alcohol or drugs	Ejection from game	Ejection from league
E. Use of alcohol or drugs on NCC or school property	Warning and/or one (1) game suspension	Ejection from league
F. Misconduct preceding or following game	All disciplinary procedures listed in the NCC league rules apply	Ejection from league
G. Second yellow card in any game	Ejection from game and additional one (1) game suspension	See accumulated yellow card penalty below
H. Third yellow card in a season (also applies to all subsequent yellow cards)	One (1) game suspension	N/A
I. Red card fouls not otherwise covered in this table	Minimum one (1) game suspension	Minimum three(3) game suspension and possible ejection from league
J. Soft red card (Co-Rec, Indoor, Over-35, and Women's leagues only)	Removal from game. Player may stay on sideline. Further misconduct will result in ejection and minimum one (1) game suspension.	Minimum one (1) game suspension
K. Removing shirt so player identification is difficult	Ejection from game and minimum two (2) game suspension in addition to all other listed penalties; penalties to be served by manager if player is not identified	Ejection from league
L. Fighting, violent conduct, or serious foul play that causes serious injury to opponent	Minimum two (2) year suspension from all NCC Sports activities	N/A
M. Fighting (aggressor), violent conduct, attempting to injure (intentional serious foul play)	Ejection from game and minimum three (3) game suspension	Ejection from league for the remainder of season (minimum five (5) game suspension)
N. Fighting (non-aggressor), serious foul play	Ejection from game and minimum two (2) game suspension	Ejection from league for the remainder of season (minimum five (5) game suspension)
O. Failure to immediately leave facility after ejection, continuous harassment of officials, persistent arguing	Ejection from game and minimum three (3) game suspension	Ejection from league
P. Returning after game to encounter official, charging official, incidental threatening of official	Ejection from game and minimum five (5) game suspension	Ejection from league for the remainder of season (minimum one (1) year suspension)

<u>OFFENSE</u>	<u>1st ACTION</u>	<u>2nd ACTION (same season)</u>
Q. Intentionally threatening official, returning after game to encounter official outside of playing facility	Minimum six (6) month suspension from all NCC sports activities	N/A
R. Accidental (unintentional) bumping of official or staff member	Ejection from game plus minimum three (3) game suspension	Ejection from league with long term suspension probable.
S. Physical altercation with official or staff member	Ejection from game plus minimum (1) year suspension from all NCC sports activities	N/A
T. Malicious destruction of NCC or school facility and/or property	Suspension from league until proper restitution is made to proper agency	Ejection from league
U. Repeat offender - player has been red carded within the past three (3) calendar years	All penalties listed above apply plus and additional one (1) game suspension.	

XII. ASSUMPTION OF RISK

The New Castle County Sports and Athletics Section and its officers assume no responsibility for injuries to members of any team holding franchise in this league no matter under what circumstances they were incurred. Adoption of these rules by the team managers shall be the equivalent of full and lawful release and discharge of any and all claims that any participant may have or that may arise in the future against any of the above-named for injury to their persons or property.

XIII.SAVINGS CLAUSE

If any clause, sentence, paragraph, section, or portion of these rules and regulations for any reason shall be adjudged invalid by a court having jurisdiction, such judgement shall not affect, impair, or invalidate the remainder of these rules and regulations not directly involved in the controversy in which judgement was rendered.

XIV. SUSPENSION LISTS

A. Long-term suspensions:

Long Term Suspensions

The following suspension list was last compiled on Wednesday, August 30, 2006.

<u>PLAYER</u>	<u>TEAM</u>	<u>SPORT</u>	<u>SUSPENSION</u>	<u>EFFECTIVE</u>	<u>ELIGIBLE</u>
*Blackstone, Don	Kings	Fall Football	Past Debt ('05)	All Sports	Indefinite
Bull, Erich	Wailing Souls	Indoor Soccer	Past Debt	All Sports	Indefinite
Byam, Christopher	Big Red	Summer Basketball	Past Debt ('04)	All Sports	Indefinite
DiMarzio, Nicol	Tigers	Field Hockey	Past Debt	All Sports	Indefinite
Driver, Andre	Panthers	Basketball	Past Debt	All Sports	Indefinite
Ekdahl, Kurt	Budweiser	Softball	Past Debt ('92)	All Sports	Indefinite
Ford, Ken	Cotton Club	Summer Basketball	Past Debt ('96)	All Sports	Indefinite
Hubbard, Mike	H&J	Winter Basketball	Past Debt ('99)	All Sports	Indefinite
Johnson, Solomon	Purple Soul	Summer Basketball	Past Debt ('03)	All Sports	Indefinite
Krupanski, Vince	Coatesville Sabres	Ice Hockey	Past Debt ('93)	All Sports	Indefinite
Marks, Rob	Video Clearance Out.	Touch Football	Pending	All Sports	Indefinite
Mendez, Bonifacio	Guerrero Azteca	Soccer	Past Debt	All Sports	Indefinite
Perillo, Whip	Port	Softball	Past Debt ('00)	All Sports	Indefinite
Parson, Marty	Bower's Street	Summer Basketball	Eleven Years	All Sports	08/02/12
*Horton, Will	HSBC Chairmen	Summer Basketball	Five Years	All Sports	07/13/11
*Fleming, Scott	AstraZeneca Blast	Soccer	Two years	All Sports	01/02/08
Barnes, Jerry	Talley	Summer Basketball	Ten Years	All Sports	08/06/07
Del Angel, Cesar	Coyotes	Soccer	Probation	All Sports	12/31/06
Rivera, Reseno	Base de Lungu	Soccer	Two years	All Sports	11/14/06
			Probation	All Sports	12/31/07

- *Denotes new additions*

Note(s): Players are not permitted to be at playing sites while under suspension. Future misconduct will result in more severe penalties. If there are any questions on suspensions, please call the Sports & Athletics Office at 573-2043.

sports/general/suspensions.longterm.doc

B. Short-term suspensions:

Short term suspensions will be listed separately on a handout issued to all managers at the beginning of each soccer season.

XV. APPENDICES

NOTE: The rules listed in the appendices supersede the General Soccer Rules and Regulations listed in this section.

- Indoor Soccer Rules
- Co-Rec (Over 30) Soccer Rules
- Women's Soccer Rules
- Men's Soccer Rules
- Men's Over-35 Soccer Rules
- Weather and Environmental Conditions

APPENDIX A: Indoor Soccer Addendum

VI. OFFICIAL GAME

- A. Kirkwood facility – six (6) players; Ab Jones facility – five (5) players. At either site, after a second yellow card is issued, both teams must drop to five (5) players (before any shorthanded penalties). The minimum number of players to start or continue a game at either facility is four (4).
- B. At the Ab Jones facility, one sideline will be used as a touch line. All other walls will be considered in the field of play.
- C. The penalty area will consist of a box approximately 8' x 15' (or the closest appropriate lines) to be determined by the officials prior to the start of the game.
- D. Out of bounds
 - 1. The ceiling, lights, rafters, HVAC elements, scoreboard and anything else suspended above the playing area are out of play. The penalty for kicking a ball that hits any of the above mentioned items will be an indirect free kick to the opposing team taken from a point at the spot where the kick infraction occurred. If the official considers the kicking act to be intentional or made in a reckless and dangerous manner he may impose an unsportsmanlike conduct penalty to the kicker. A deflected ball that strikes an out of play area will not be penalized, but play will be stopped and restarted by a drop ball. If the ball should strike a legal basketball apparatus suspended over the penalty area, play will be stopped and restarted with a drop ball at the center line.
 - 2. If the ball should get stuck in or under folded seats, or in any material or equipment stored in the playing area, play will be stopped and restarted with a drop ball.
 - 3. Players serving penalties will stand by the coordinator, who will time the penalty and signal for re-entry.
- E. Goalkeeper rules
 - 1. The goalkeeper may use his hands only within the penalty area. Outside of the penalty area, he is considered the same as any other player.
 - 2. The goalkeeper may not punt or drop kick the ball. No kick or throw by the goalkeeper after a hand possession may be further than half court before coming into contact with a wall or another player. Penalty: indirect free kick for opposing team at half court.
 - 3. When in possession of the ball, the goalkeeper may not be touched or approached by an offensive player.
 - 4. A player may not kick the ball to his / her goalkeeper for a hand possession.
- F. Substitution
 - 1. Unlimited substitution will be permitted and may be done “on the fly”. The player being substituted must leave the field of play before the substitute may enter. Improper substitution will result in an indirect free kick for the opposition at the point where the ball was located when the illegal substitution was made.
 - 2. The goalkeeper may be substituted for only during stopped play.
 - 3. An ejected player may not be substituted for.
- G. There will be no throw-ins; a “below the knee” kick-in will be used instead. A goal may not be scored directly from a kick-in. The player who initiates a kick-in may not touch the ball once it has entered the field of play until contact is made by another player.
- H. Indirect kicks going into the goal will be ruled dead.
- I. Opposing players must remain a minimum of 10 feet from the ball during all kicks and kick-ins.
- J. No sliding tackles are allowed. Penalty: indirect free kick. Sliding saves are permitted by the goalkeeper.
- K. The center kick-off may be taken in any direction.
- L. A center kick-off will be used to restart play after a goal is scored.
- M. Penalty kicks will be taken from the penalty kick mark. All players, except the defending goalkeeper, must be behind the ball and at least fifteen feet from the penalty kick point.
- N. Offsides will not be called except when a player receives the ball in the offensive penalty area from a teammate in the defensive half of the court. There will be no offside violation if the player enters the penalty area after the ball has been kicked.
- O. A ball kicked intentionally or violently into an opponent directly from a kick-in or restart will result in a red card being issued to the kicker.
- P. Playoff games that end in a tie will be decided by a ten (10) minute sudden-death overtime period. Penalty kicks will determine the winner if the game remains tied after overtime. The five players on the court at the end of the overtime period will alternate penalty kicks. The team with the most goals after all

five players have completed their kick will be declared the winner. If the game remains tied, new players will alternate penalty kicks one-on-one until a winner can be determined.

VII. LEAGUE SEASON

- A. League standings will be calculated based on a W/T point system. Teams will receive two (2) points for a win, one (1) point for a tie game, and zero (0) points for a loss.
- B. When using tie-breaker procedures to decide ties in the final standings, the maximum goal differential in any one game will be eight.

VIII. EQUIPMENT AND GENERAL TEAM RESPONSIBILITIES

- A. Shorts, long warm-ups, or sweat pants should be worn. Jeans or regular slacks will not be permitted.
- B. The official ball used will be the yellow regulation indoor (felt) size 5 soccer ball. The home team will supply the game ball and the visiting team will supply a back-up ball. If neither team can supply a regulation ball, the game will ruled a “no contest” and deleted from the schedule.
- C. All players must wear approved soccer shin guards.
- D. Spiked shoes or turf shoes are prohibited at all facilities. Kirkwood Soccer Club prohibits the use of dark-soled sneakers. Players who are caught on the playing surface wearing dark-soled shoes will be required to leave the facility with no warning.
- E. Warming up by kicking soccer balls in any area of the Kirkwood Soccer Club outside of the playing rink is prohibited. Players who are caught kicking soccer balls outside of the rink will be required to leave the facility.

X. CONDUCT OF PLAYERS, COACHES, AND MANAGERS

- A. Team managers must police their team areas after the game.
- B. The coordinator may, at his discretion, end the game, eject a player(s) or team, or take any other action deemed necessary for control of the program and facility.
- C. At the discretion of the referee, a flagrant or violent direct kick will result in the offending player being removed without substitution for two or five minutes, plus a possible yellow card.
- D. At the discretion of the coordinator, ejected players must leave the building and grounds within five minutes.
- E. Two incidents of violent conduct in the same season will result in the team being placed on probation for the remainder of the season. The team may also lose eligibility for the following season.
- F. When a second ejection is received by one team in a single game (field and bench penalties apply), the game will be terminated with the probability of forfeiture.
- G. Any player who attempts to injure another player will be ejected from the league, regardless of whether or not a card has been issued for the incident. Reports from the officials and / or coordinator will be reviewed by the Recreation Supervisor who will then issue the appropriate penalty.

APPENDIX B: Co-Rec (Over 30) Soccer Addendum

VI. OFFICIAL GAME

- C. Three (3) female players are required to be on the playing field (in any position) at all times. A team may play shorthanded with two (2) female players, but cannot play shorthanded with one (1) female player unless the shorthanded situation was caused by an injury during the game.
 - 1. Excluding the goaltender, no team may have more than seven (7) male players on the field.
 - 2. The playing requirements for this league are as follows:

GOALTENDER	MAXIMUM MALE PLAYERS ON FIELD	MINIMUM FEMALE PLAYERS ON FIELD	COMMENT
Male	7	3	Required
	7	2	Short-handed
	7	1	Due to injury
Female	7	2	Short-handed
	7	1	Due to injury

- H. Sliding in any form which endangers the safety of a player(s) will be sanctioned as serious foul play.

VII. LEAGUE SEASON

C. Weekly standing / playoff guidelines

1. League standings will be calculated based on a W/T point system. Teams will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.

APPENDIX C: Women's Soccer Addendum**VI. OFFICIAL GAME**

- F. Weeknight make-up games (Spring and Fall leagues) will be played with 30 minute halves and a five (5) minute half-time.

VII. LEAGUE SEASON

- A. 1. Summer league curfew: When two games are scheduled on a field (6:00 PM / 7:15 PM), the first game will end at 7:10 PM regardless of the starting time. Officials should notify the teams at 7:05 PM that the game will end in five (5) minutes when it is obvious that the game cannot be completed by the curfew time.

C. Weekly standing / playoff guidelines

1. League standings will be calculated based on a W/T point system. Teams will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.

APPENDIX D: Men's Soccer Addendum**III. ELIGIBILITY OF PLAYERS**

- A. Add to existing text: All teams and players must be members of the United States Amateur Soccer Association.

IV. FINANCES

- B. 3. Add to existing text: The registration fee charged by the Delaware Soccer Association includes an affiliation fee, liability insurance fee, and player supplemental medical insurance fee.

VII. LEAGUE SEASON

- A. 1. Summer league curfew: When two games are scheduled on a field (6:00 PM / 7:15 PM), the first game will end at 7:10 PM regardless of the starting time. Officials should notify the teams at 7:05 PM that the game will end in five (5) minutes when it is obvious that the game cannot be completed by the curfew time.

C. Weekly standing / playoff guidelines

1. League standings will be calculated based on a W/T point system. Teams will receive three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.

XI. TABLE OF VIOLATIONS AND RECOMMENDED PENALTIES

- G. Delete entire section – there are no soft-red cards in USSF sanctioned matches.

APPENDIX E: Over-35 Soccer Addendum**VI. OFFICIAL GAME**

- H. Sliding in any form is prohibited with the exception of the goaltender, who may slide to block a shot.

XVI. LIGHTNING POLICY**APPENDIX F: WEATHER AND ENVIRONMENTAL CONDITIONS**

Weather conditions at outdoor facilities, directly affect the safety of the participants. These conditions vary greatly in different parts of the country. This section deals with the basic knowledge everyone needs in order to evaluate certain weather or environmental conditions in order to make decisions relating to players safety.

A coach's personal knowledge of weather and environmental conditions may be limited to knowing which agencies can supply information concerning outdoor safety. Many state and local weather bureaus provide 24 hour telephone service for weather reports (429-9000). Their telephone numbers should be included on the list of emergency telephone numbers and carried to all games. Local weather conditions may change quickly and drastically. A call to these agencies two or three times daily can prevent coaches and players from getting caught in unexpected storms.

Local radio stations broadcast weather reports throughout the day. In remote areas, additional weather information can be received by means of CB radios and scanners.

Once bad weather is predicted, staff members should be on the alert for signs such as thunder and lightning. Precautionary measures should be taken if lightning is observed. Estimating the distance to the storm is relatively easy. When you see lightning, begin counting seconds. Continue to count until you hear the thunder. Light travels approximately 186,000 miles per second (300,000 kilometers). Sound travels about 1,100 feet per second (330 meters). Divide the number of seconds between the lightning and the thunder by five to estimate the distance to the storm in miles. Divide the number of seconds by three to obtain the distance in kilometers. For example:

1. Lightning is seen.
2. Begin counting - one thousand one, one thousand two, one thousand three, and so on.
3. Thunder is heard.
4. Stop counting. Six seconds have been counted.
5. Divide by five to determine the distance in miles. The storm is approximately one and two-tenths miles away.
6. Divide by three to find the distance in kilometers. The storm is approximately two kilometers away.

There are no set rules for determining exactly when games must be stopped. Since sound travels more slowly than light, it is a safe practice to stop play and evaluate conditions at the first sound of thunder.

SAFETY PROCEDURES

Suggestions for further protection are as follows:

- . Clear the field.
- . Get inside an automobile (roll up windows) or large building.
- . Stay away from metal pipes, metal railings, wire fences, or other metal objects that may carry lightning. (These include back-stops, dugouts, motorcycles, etc.)
- . Avoid using the telephone unless it is an emergency.
- . Do not stay in structures in open areas, such as picnic shelters.
- . Stay away from heights, beaches, fields, and tall trees.
- . Do not use the showers, or drinking fountains.
- . If outdoors: a) Crouch down - put feet together and cover ears; b) Avoid proximity (minimum of 15 ft.) to other people.

A suggested guideline for determining when to resume play is to return to the field 15 minutes after the last sound or visible sign of the storm. However, continual observation should be made, and weather forecasts should be monitored on the radio.

NOTE: The main portion of above excerpt taken from the American Red Cross Water Safety Manual and amended to assist participants and staff in the NCC Athletic Programs.