

Northeast Elite Soccer League

Rules of Competition

Playing Rules

The FIFA Laws of the Game shall apply with the exceptions of any listed below.

1. Length of Match

- a. Each match shall be comprised of two 45-minute halves with a halftime interval not to exceed 15 minutes. If a match is tied after regulation, it is complete.
- b. For playoff matches, where a winner must be determined, 30 minutes of extra time will be played in two 15-minute periods if the match ends tied after regulation. If still tied, then the winner will be determined by kicks from the penalty mark as prescribed by FIFA.

2. Substitutions

A maximum of seven (7) substitutions shall be allowed. A player who has been replaced by a substitute may not re-enter the match.

3. Standings

- a. Point System - 3 points will be awarded for a victory and 1 point for a tie. The team with the most points wins the regular season. If necessary, the tiebreaker procedure listed below will determine the winner.
- b. Tie Breaker – The tiebreaker will be determined in the following order:
 - 1) Head-to-head competition – If more than two teams are tied, then matches played among those tied teams will determine head-to-head play before moving onto the next tiebreaker.
 - 2) Goal differential
 - 3) Goals against

Rosters

1. Player Pool

- a. Teams must submit a player pool of registered players that will take part in the League. The player pool will be reviewed and verified by the respective State Association.
- b. Teams may submit a player pool with a maximum of 40 players. Once a team reaches 40 players, no more additions will be permitted. There is no requirement for the team to list 40 players from the start of the competition. Players may be added to the player pool as the season progresses.
- c. Players listed in the pool may not be removed and replaced by another player unless done so during the transfer period.
- d. The League Commissioner will announce the dates of the transfer period that will take place between the end of the first half of the season and prior to the start of the second half of the season. Teams may release up to ten (10) players during the transfer period.

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- e. Players released during the transfer period will no longer count towards a team's player pool. Teams may then add to their player pool to reach the 40-player limit.
- f. A registered player listed on a player pool is not eligible to transfer to another NESL team unless the player has been released by the team during the transfer period.
- g. Players are eligible to play in a match as long as they have been registered five (5) days prior to the scheduled match.
- h. The last day to add new players is five (5) days prior to the team's final match day of the first/second half of the regular season. The player pool is frozen at the end of the regular season and no additional players may be added for the playoffs.
- i. The League Commissioner will provide the list of players in a pool to the teams of the League.

2. Player Identification

Teams must present to the referee crew a picture roster or player pass identifying the players eligible to take part in the match. The identifying information shall include the player's name and photograph.

3. Match Day Roster

- a. Teams will be allowed to select no more than 18 players from its official Player Pool to be designated for its match day roster.
- b. A match day roster must be submitted to the referee no later than 30 minutes prior to the start of the match. The form must indicate no more than 11 players that shall start the match and include the players who may enter as substitutes. The roster form shall include the first and last name of each player and the jersey number of the player.
- c. Any player used that has not met the requirements for eligibility shall result in a forfeiture of the match by the offending team.

Match Administrative Matters

1. Uniforms

- a. The teams will provide to the League Commissioner the colors of their home and away uniforms. The home team will have the primary choice of selection of color and may waive that choice in favor of the visiting team.
- b. A clear visible number at least 8 inches in height must be worn on the back of each player's jersey. Each player on a team must wear a number different from the numbers of the other players on the same team.

2. Match Officials

- a. The State Association in which the home match will be played shall be responsible to assign all officials.
- b. The amount of compensation for the officials shall be \$240, paid by each team at \$120. The referee shall receive \$100 and each assistant referee \$70. Payment will be made by cash.

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- c. The League Commissioner will coordinate the assignments with each State Association and give each the schedule in advance.

3. Field & Equipment Requirements

- a. The length of the field may not be more than 120 yards nor less than 100 yards and the width of the field may not be more than 80 yards nor less than 65 yards.
- b. The goals, nets, balls, field markings and flag posts shall meet the requirements in accordance to the FIFA Laws of the Game.

4. Technical Area

Teams will be permitted to have no more than four team officials (coaches, assistant coaches and trainers) along with the 18 players listed on the match roster in the team's technical area. Each team official shall be listed on the team picture roster or shall have an issued identification pass. The identifying information shall include the official's name and photograph.

5. Spectators/Supporters

Spectators/supporters must be seated on the opposite touchline from the team benches or designated seating areas in the stands. Spectators are not permitted on the field or technical area. Teams are responsible for the conduct of their supporters. If it is determined that a match is disrupted or terminated due to the conduct of a team's supporters, sanctions may include forfeiture of match, disqualification from the league and a fine.

6. Match Not Completed in its Entirety

- a. If the match is terminated clearly as the result of misconduct of one of the teams, its management and/or its followers, then the match shall be determined a forfeit by the offending team and the result will be recorded as 3:0 forfeit in favor to the opposing team. Review and disposition of such a situation shall be conducted by the League Commissioner. The decision may be appealed to the Executive Committee.
- b. If the match is terminated due to one of the teams no longer able to field the minimum required seven (7) players to continue the match, then the match shall be determined a forfeit by the team that no longer could continue with the minimum required and the result will be recorded as 3:0 forfeit in favor to the opposing team.
- c. If match is terminated before completion of regulation due to weather or other unforeseen circumstance, it shall be replayed in its entirety.

Team Official & Player Discipline

1. Arbitration Committee

- a. An Arbitration Committee shall be appointed by the Board of Directors
- b. The committee shall consist of the League Commissioner and two other individuals from the arbitration pool to review discipline matters.
- c. Each state association will name an individual to serve on the arbitration pool.

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2. Behavior of Team Officials

- a. Coaches, assistant coaches, trainers and others allowed to be in the technical area are expected to behave in a responsible manner.
- b. A team official may be expelled from the field by the referee, in which case the team official must leave the technical and playing area of the field entirely and no longer participate directly or indirectly in the match.
- c. The dismissed team official will also be suspended from participating in the next scheduled match of the official's team.
- d. The League reserves the authority to impose further sanctions necessary to uphold the integrity of the game.

3. Player Suspensions

- a. A player accumulating four (4) yellow cards in four separate matches, shall be suspended for one (1) match. Two (2) yellow cards issued to a player in the same match shall not count towards the count.
- b. A player issued a red card, including as a result of being issued two (2) yellow cards in the same match, shall be suspended at minimum for one (1) game.
- c. A player issued a red card for violent conduct due to fighting or striking another player shall be suspended a minimum of two matches.
- d. The Arbitration Board shall review the circumstances concerning all red cards issued. If the Arbitration Board determines that the actions of the player warrants greater penalty than the minimum penalties imposed, then authority is reserved to impose further sanctions necessary to uphold the integrity of the game.
- e. A suspension shall be served by the player at the next scheduled match.

4. Fines

- a. Red Card - \$50
- b. Yellow Card - \$10
- c. Fines will be deducted from the performance/discipline bond. Teams have ten (10) days to replenish the bond to continue the season.

Administrative Matters

1. Performance/Discipline Bond

- a. The performance/discipline bond will be applied
 - 1) in case of a forfeit for reimbursement of costs for referees or other expenses for the opponent or League associated with the forfeit.
 - 2) Fines imposed for misconduct
- b. If applied for a forfeit, then a team has one opportunity to replenish the bond prior to its next scheduled match in order to continue playing in the League.

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- c. If the bond is not replenished, then the team is removed from further participation in the League.

2. Withdrawal from a Scheduled Match or from the League

- a. Any team withdrawing from a match must give notice of its intention to withdraw to the League Commissioner seven (7) days in advance of the scheduled match and must state the reason for the withdrawal.
- b. The match will not be rescheduled and the result will be recorded as 3:0 forfeit in favor of the team not withdrawing from the match.
- c. If a team withdraws from a match less than the required seven (7) days, the performance bond will be applied and the team must replenish the bond prior to its next scheduled match in order to continue playing in the League.
- d. If a team withdraws from the League for the remainder of the scheduled season, the performance bond will be applied and the Executive Committee shall review the circumstances of the withdrawal and determine if the team will be ineligible from future participation in the League.

3. Field Permits

- a. Each team is responsible for acquiring the proper permit and authority for use of its location and will be expected to have the field available for its scheduled home match.
- b. If a team becomes aware that a field will not be available for use due to weather or some other unforeseen circumstance, it is responsible to communicate the matter with the League Commissioner, the opponent and its State Association (who will contact its referee assignor). Notice should be given no less than 6 hours prior to the scheduled start time of the match or 7:00 am that date, whichever comes sooner.
- c. Each team is responsible to acquire the proper certificate of insurance through its State Association naming the permit holder as the additional insured and including Northeast Elite Soccer League in the description along with all affiliated teams.
- d. Teams may have a gate with entry fee to its matches as well as operate concessions. It is the responsibility of the team to adhere to all local and state laws concerning the operations of concessions. If alcohol is served or sold on the premises, it is the responsibility for the team to purchase the appropriate liability insurance policy and name the Northeast Elite Soccer League, its teams, US Adult Soccer and the appropriate State Association as additional insured.
- e. If a team has a gate, it must give advance notice to its opponent of the entry fee. The home team must also provide free entry to the players and staff of the visiting team.

4. Protests

- a. A protest related to a match shall be filed in writing to the League Commissioner no later than 5:00 PM the day after a match. It may be sent by facsimile, overnight mail or electronic mail. A fee of \$250 accompanies the protest and will be deducted from the performance bond. The fee must be replenished within seven (7) days from filing of the protest.
- b. The protest must describe in detail the grounds of the protest.

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- c. A protest may be withdrawn in writing after it has been submitted.
- d. The protest fee shall be returned if the protest is sustained.