

Rules And Regulations / Code Of Conduct

Nappanee Adult Soccer League

League Director

Seth Douwsma

574-849-9040

sethdouwsma@gmail.com

Mission Statement

The Nappanee Adult Soccer League (NASL) features two divisions of play--Premier and Coed. The Premier division is targeted towards adult males with a playing background at the high school, college, or higher levels. The Coed Division is targeted toward both adult males and females of all skill levels. The NASL exists for the purpose of providing a safe, fair, and fun soccer league for the participants and their families. To this end, the NASL requires all players to sign a Release of Liability and Code of Conduct form prior to being registered in the league where they agree to act in a positive, friendly, and sporting manner. The NASL in turn provides both a League Director and referees who understand and abide by these principles and ensure that violations of these principles are addressed and resolved.

Age

Adult Men and Women: must be 18 years of age or older to register.

League Rules

The latest version of the FIFA Laws of the Game as described in the United States Soccer Federation website (www.ussoccer.com) with the following additions:

- A. Fields:** Games will be played at the Nappanee Soccer Complex featuring 3 full-sized fields (1 turf, 2 grass). The complex is located at 501 Wellfield Park Drive, Nappanee, IN 46550
- B. Ball:** The NASL will supply four #5 FIFA regulation soccer balls which are approved for NFHS and NCAA play. The League Director will have the balls ready for play before each game.
- C. Players and Substitutions:**

C1. Premier Division Players: Teams consists of eleven (11) players. A minimum of seven (7) players is required to start a game.

C2. Coed Division Players: Teams consists of eleven (11) players. A minimum of seven (7) players is required to start a game. Teams must maintain a minimum of four (4) female players on the field at all times.

1. If a team cannot field a minimum of four (4) female players in accordance with Section F.1, Forfeit Time, the game is a forfeit.
2. If a team starts the game with four (4) female players and loses one or more female players due to injury, sickness or absence during the game, and cannot substitute for the lost female player(s) with a female from the team roster, the game must be terminated.
3. Teams cannot play with more than seven (7) male players at any time (i.e. six male field players and one male goalkeeper maximum or 7 male field players). The following table illustrates the player requirements on the field:

C3. Substitutions: A team is allowed to substitute one or more players at the following times:

- On either team's goal kick.
- On a own team's throw-in
- On the opposing team's throw-in provided they substitute
- If an injury occurs, players on either side may substitute
- Both sides may substitute after a goal scored by either team

Substitutions must be requested from the official or nearest assistant referee. Substitutes **MUST** enter the field at the halfway line and only enter the field once the substituted player has left the field. The substituted player may exit the field anywhere.

C4. Guest Players: In the event a team does not meet the paragraph C1 or C2 minimum player requirements, a team may recruit guest players to avoid game forfeiture but each player **must** sign the Release of Liability and Code of Conduct form. The League Director will check in before each game to have the form ready to sign for new players.

D. Player Equipment

D1. Shin Guards: All players are required to wear shin-guards at all times on the field, **NO EXCEPTIONS!**

D2. Uniforms: All players on each team must have the same color jersey. Uniforms are not required to have numbers. In the event two teams have the same color, pennies will be provided by the League Director to continue play.

D3. No Jewelry Or Casts Allowed. Exception: Wedding bands, obvious religious items (e.g. Cross, Star of David, etc.) and medical alert bracelets and activity tracking devices are permitted provided they are taped-down OR OTHERWISE COVERED with no sharp edges exposed. Activity tracking devices include "FITBITS" and similar devices. If worn on the wrist or otherwise exposed, they must be completely covered by a sweat band, tape, or similar

covering. With respect to a permitted item's cover, the referee's decision regarding the acceptability of that covering is final. Wedding bands/rings with protrusions, ear rings, necklaces, watches, hard or soft bracelets, hard plastic/metal hair clips, or any other item deemed dangerous by the referee are not permitted and must be removed prior to the player entering the field of play. In addition, hard casts (i.e. made of plaster, metal, plastic, etc.) or soft casts (i.e. made from tape, foam, bandages, etc.) are not allowed. Players refusing to remove prohibited items will not be allowed to play. **NO EXCEPTIONS!**

D4. Footwear: Shoes with toe cleats (i.e. a single cleat at the toe of the shoe) are prohibited. Firm ground shoes can be used on the turf field.

E. Game Officials: The NASL schedules officials for every game. If for any reason there is no official at a game site contact the League Director immediately.

E1. Rain-Out / Cancellation Procedure: The NASL will send text and/or email notifications to team managers and members in the act of cancellations. After arriving for the first scheduled game, referees are required to stay at the field until the start of the last scheduled game even if the weather does not permit the games to start or finish. Referees are permitted to leave the field only after the last scheduled game is played to full time or terminated early for weather or other cause.

E2. Lightning Policy: Games will be played unless one of the following occurs:

1. There is lightning close to the field. If you see the flash and hear the thunder less than 30 seconds after the flash the match will be suspended until it is safe to play. You must wait a minimum of 30 minutes from the LAST event where the light to sound is less than 30 seconds. The Referee may wait longer if he/she decides it is still dangerous to play.
2. If you are surrounded by lightning on 3 or more sides, the match **MUST** be suspended even if the light to sound is greater than 30 seconds. You must wait at least 30 minutes after lightning no longer appears to surround the field.

The game clock will continue to run during the suspension. No additional time will be added in the case of suspension due to weather.

E3. Score and Time Keeping: Score keeping and Timekeeping will be performed on the field by the referee, or by an assistant referee at the referee's direction.

F. Game Duration: Two 35 minute halves with running time. The exact duration of halves will be specified for each season depending on field availability and time constraints. Officials may stop the clock for injury if excessive time is required to attend to the injured player, provided schedule constraints permit. The game clock starts at the scheduled game time without exception.

F1. Forfeit Time: A 10 minute grace period will be given to a team not able to meet the minimum player requirements of paragraph A C1 at game time. A forfeit will result in a 1-0 loss for the forfeiting team. After forfeiture, the game can still be played as a scrimmage or "friendly" between the two scheduled teams. Even if it is a forfeit, Referees are required to stay and officiate the game if both teams still want to play. Teams can share players between the two

scheduled teams or any team scheduled at their field, if the game is a forfeit. All players playing in a forfeited game must be registered players.

F2. Half-Time: Half-time period is 5 minutes long. Teams should be ready to restart play when half-time is over. The clock will start at the end of half-time even if the teams are not ready to start.

G. Scoring: 3 points will be awarded for a win, 1 point for a draw, and 0 points for a loss. League standings are determined by:

1. Greatest number of points obtained in all matches
2. Goal difference in all matches
3. Greatest number of goals scored in all matches.
4. Coin Flip

G2. Draws: If the match is tied at the end of regulation, no overtime or penalty kicks will be played. The match simply ends in a draw.

H. Fouls and Misconduct

H1. Cautions (Yellow Cards) and Sendoffs (Red Cards): Cautions and sendoffs are administered in accordance with Law 12, Fouls and Misconduct. The League Director will review these incidents to determine if further disciplinary action is necessary.

H2. Field Conduct: In order for the referee to keep better control of the game, all teams must observe the following:

- While the ball is in play, no coach/manager, player or spectator shall interfere and/or approach a referee.
- Children must be supervised at ALL times. Children are required to stay off the field of play.
- If the Referee feels he/she cannot control the game for the safety of the players, he/she has the right to terminate the game. If the game is terminated after the first half is completed it is considered a full game.

Schedules

1. Schedules will be posted on the web site throughout the season. Please check regularly for updates or field changes.
2. Make sure the league has a correct email address for your team manager at all times.
3. Game times are not guaranteed. Games will be scheduled around field and Referee availability. In some cases, teams may be required to play on a day/night not normally scheduled due to holidays, rain-outs, cancellations, etc.
4. Games canceled due to rain, field problems, or other factors beyond our control will not be rescheduled unless the field and referee availability allow.

Roster

Roster size is 11 players minimum. Coed teams must include at least 4 females. All players must sign a Release of Liability and Code of Conduct form.

Player Eligibility

Players are not permitted to play on more than one team in the same division in the same season, nor are they allowed to play if their name does not appear in the league database. A player *is allowed* to play in both the Premier *and* Coed divisions.

1. The League Director or Game Official may check your team roster at any time. If an illegal player is suspected, the Game Official or League Director has the right to take appropriate action. At a minimum, the illegal player must be removed for the duration of the match. A violation could cause a game forfeiture.
2. Players in violation of this rule, as well as the team representative of the team in violation, will be reported to the NASL for sanctioning. The League Director has the final decision as to the extent of any punishment.
3. For protest purposes, a player may be asked by the Game Official or League Director to fill out the information on the game report.

The League reserves the right to accept or reject a player's registration.

Conduct

ALL FORMS OF VIOLENT CONDUCT AND SERIOUS FOUL PLAY WILL WARRANT AUTOMATIC EJECTION WITH NO WARNINGS GIVEN. Sendoffs (receiving a red card or two yellow cards in one game) will warrant automatic ejection of said player from the playing field. Spectator violent conduct will warrant automatic ejection of said person from the vicinity of the playing field. The match will be SUSPENDED while the player or spectator leaves the premises. If an ejected player or spectator does not leave the premises within two (2) minutes, the match can be TERMINATED.

1. Any player or coach/manager ejected from a game will be reported to the League Director for disciplinary action. At a minimum, there will be a one (1) game suspension, in addition to the game in which player or coach/manager was suspended.
2. The League Director will review each case and assess the proper disciplinary action in accordance with the NASL Disciplinary Guidelines listed below.
3. No coach/manger, player, or spectator shall:
 - Threaten an official or another player, coach/manager or spectator
 - Lay a hand upon, shove, or strike an official or another player, coach/manager or spectator
 - Be guilty of objectionable demonstrations or verbal dissent at official's decision

- Refuse to abide by official's decision
 - Physically or verbally attack any player, official, coach/manager, or spectator
4. Any player removed from a game must leave the playing field immediately.
 5. League Director and Game Officials have the authority to give warnings to players, substitutes, and spectators and suspend/eject if necessary. The League Director or Game Official reserves the right to make the final decision in all matters if the referee is incapacitated.
 6. Players guilty of Violent Conduct are subject to termination from the NASL upon review by the League Director
 7. MASS CONFRONTATION – Teams involved in a mass confrontation will be sanctioned with a MINIMUM one game suspension, based on the referee's report. If it can be established that the majority of the players of either team become involved, OR that the behavior of the few involved is such that the game must be terminated for safety reasons, either or both teams are subject to suspensions. Cases involving mass confrontation will be evaluated and decided upon by the League Director. Decisions made by the League Director regarding mass confrontation MAY NOT be appealed.
 8. Mass confrontation is defined as involvement by one or more players from either team with a situation on the field that does not directly involve them. Mass confrontation is usually occurs following serious foul play or violent conduct and may or may not require a match to be terminated.
 9. The league reserves the right to evaluate reports of unsporting conduct or failure to uphold the league's standards of conduct. A player's behavior or actions may be evaluated for compliance, even if no sanctions have been taken against them by the referees. In the case where violations to these principles occur, the League Director will take the necessary corrective actions, ranging from friendly reminders of the rules to player suspension.

Sanctioning Guidelines for Player Misconduct

Level 1 Sanctions

One-game minimum suspension with no monetary fine.

1. Commits serious foul play (for violent conduct; see Level 2 Sanctions).
2. Denies the opposing team a goal or obvious goal-scoring opportunity by handling the ball or other offense punishable by a free kick or penalty kick.
3. Uses non-directed offensive, insulting or abusive language and/or gestures.
4. Receives a second caution (two yellow cards) within the same game.
5. Receives a third caution (three yellow cards) within the same season.

Level 2 Sanctions

Two-game minimum suspension with possible monetary fine.

1. Commits violent conduct (for fighting, see Level 3 Sanctions). Suspension plus \$0 to \$25 fine.
2. Uses offensive, insulting or abusive language and/or gestures directed at opponents, teammates or spectators (if toward referees; see Level 3 Sanctions). Suspension plus \$0 to \$25 fine.
3. Plays an illegal player. Suspension plus \$0 to \$25 fine assessed against both the team rep and player involved.

Level 3 Sanctions

Three-game minimum suspension (up to a lifetime ban) plus mandatory monetary fine.

1. Any fighting incident. Suspension plus \$25 to \$75 fine.
2. Uses offensive, insulting or abusive language and/or gestures directed at the referee, assistant referee, and/or game official. Suspension plus \$25 to \$50 fine.
3. Spits at an opponent, teammate, referee or any other person. Suspension plus \$25 to \$50 fine.
4. Any referee physical assault. Suspension plus \$50 to \$150 fine.

Alcoholic Beverages And Tobacco Products

Alcoholic beverages and tobacco products are NOT allowed at any playing field at any time. Teams are responsible for their spectators. Drinking or use of tobacco products is not allowed in recreation programs.

First Offense – Team: Forfeiture of next game. Player: Suspension from next game

Second Offense – Team and/or player suspended or terminated from the league.

Reporting Procedures

Please contact the League Director if a player or team representatives desires to report incidents of behavior not meeting the league's conduct requirements. The fact that a player is not cautioned or sent off by the referee is not validation that the player in question is meeting the conduct requirements of the NASL. Players whose conduct is in violation of these requirements will be reviewed by the League Director in the same manner as players receiving cautions or sendoffs (yellow or red cards). The League reserves the right to suspend or terminate a player who, in the opinion of the League Director, is a detriment to the League's objective of providing a fun, fair, and safe environment for its players.

League Standings

The league maintains a standings page to reflect the wins, losses, and draws for each team. League standings and scores will be updated and available on this website.

League Communication & Updates

All cancellations will be posted on Facebook and Twitter at the official @NappaneeParks accounts. The League Director will also communicate with Team Managers via text to inform each team of schedule updates or cancellations.

A designated Facebook Group <https://www.facebook.com/groups/NappaneeASL> has been formed to help communicate league information as well. The intention of this group is for players and teams to interact in a positive way in a central location. Any using abusive, negative or harassing language or content will be removed from the group.

Also, you can sign up for text alerts through www.rainedout.net/. To register for text notifications, simply search for “City of Nappanee” and follow prompts to register. Finally, be sure to select the “Soccer” group to receive notifications for this specific league.