

NEW RIVER UNITED SOCCER ASSOCIATION  
ADULT LEAGUE RULES & REGULATIONS  
FALL 2009/SPRING 2010

**CONTENTS**

**PURPOSE**

**GENERAL**

**PLAYER AND TEAM REGISTRATION**

**ROSTERS, PLAYER PASSES, GUEST PASSES**

**REGULAR SEASON SCHEDULE**

**LAWS OF THE GAME**

**PLAYING FIELD**

**TEAM CONDUCT**

**MISCONDUCT**

**COMPLAINTS AND PROTESTS**

**OFFICIALS**

NEW RIVER UNITED SOCCER ASSOCIATION  
ADULT LEAGUE RULES & REGULATIONS  
FALL 2009/SPRING 2010

**PURPOSE**

The New River United Soccer Association (NRUSA) Adult League rules & regulations were established to provide competitive, safe, and enjoyable soccer for all players.

**GENERAL**

- FIFA Laws of the Game shall apply except as amended herein.
- Lack of knowledge of these NRUSA Rules will not relieve any Team Manager, Assistant Team Manager, Coach or Player of a team participating in NRUSA, from the responsibilities and possible penalties herein. **ALL TEAMS OFFICIALS, AND PLAYERS, BY PARTICIPATING IN NRUSA PLAY, AGREE THAT THEY ARE BOUND BY THESE RULES.**
- The rules and regulations are intended for Fall 2009/Spring 2010 play and will be review and modified as needed for the Fall 2010/Spring 2011 season.
- The MDCVSA Registration Pass is for the seasonal year, September 1 to August 31 of the seasonal year.
- Players must be 18 years of age by the start of league play.
- There will be two co-ed divisions: Competitive A and Competitive B. NRUSA reserves the right to place teams in higher/lower divisions to ensure competitive balance. NRUSA also reserves the right to combine all teams into one mixed division.
- Each team will have a designated Team Manager and an Assistant Team Manager that is known to NRUSA.
- The Fall 2008 season will run from 8 September 2009 to 15 November 2009. Games will be played on weekends and weeknights (as daylight allows) at the following fields: TBD.
- The Spring 2009 season will run from: TBD. Games will be played on weekends and weeknights at the following fields: TBD.
- Games will be played 11 v 11 with two 45-minute halves.
- Each team is guaranteed 8-9 games for the Fall 2009 season. Additional tournament games will be added as the schedule allows.
- The Fall 2009 season will be limited to 12 teams. Team limits for Spring 2010 will be determined prior to that season.
- The fee for Fall 2009 will be \$80. The fee for Spring 2010 will be \$80.
- The number of games for the Spring 2010 season will be determined prior to the registration for that season.

NEW RIVER UNITED SOCCER ASSOCIATION  
ADULT LEAGUE RULES & REGULATIONS  
FALL 2009/SPRING 2010

**PLAYER AND TEAM REGISTRATION**

The Team Manager must ensure a **Team Registration Form** (can be found online) is submitted to the NRUSA office. This will be a paper form for the Fall 2009 season.

The first 12 teams to submit this form will be allowed to register with the Adult League. Teams must have a minimum of 11 players to form a team. If a team registers but does not have enough players register they are subject to being merged with another team or not allowed to form. Adult League officials will communicate with all teams over 12 regarding their status and league availability.

Anyone wishing to participate in the NRUSA Adult League for Fall 2009 must register and pay the registration fee(s) by the appropriate dates indicated above for each season. If a player wishes s/he may play on different teams in both A and B divisions but they are then required to pay the fee for each division. A player cannot play on two teams for one fee. Players must also sign the NRUSA Waiver and Code of Conduct form before they are allowed to participate.

All Team Managers are required to attend the Team Manager meeting for each season they have a team registered.

**ROSTERS, PLAYER PASSES, GUEST PASSES**

**ROSTERS**

Team Managers and/or Assistant Team Managers are required to have a copy of their approved roster at all league games. Teams will be required to turn over a copy of their approved roster before each league game. It is recommended that more than one member of the team have a copy of the approved team roster in order to comply with this rule when the primary individual is not present. If a team does not have a copy of their approved roster at game time, they will be assessed a forfeit.

Approved rosters will be given to each Team Manager prior their team's first game of the season.

If a team chooses to use any guest players during a game they will add the player's name(s) and number(s) to the official roster that will be given to the Referee at said game.

Each team is allowed a maximum of 22 players on their roster.

Each team must have a minimum of 11 players on their roster to form a team.

Once rosters are approved and final you may not add or drop a player.

**PLAYER PASSES**

The Player Pass year runs from September 1 – August 31. Every player must renew their Player Pass before each Fall season. If a player begins playing in the Spring they will need to purchase a Player Pass at that time.

A valid Player Pass includes the following:

- Player's photo
- Player's name and signature
- Player's NRUSA ID number (assigned by Adult League Officials)
- Dates the pass is valid
- League
- Club/Team name
- Adult League Registrar signature

NEW RIVER UNITED SOCCER ASSOCIATION  
ADULT LEAGUE RULES & REGULATIONS  
FALL 2009/SPRING 2010

At the Team Manager meeting each Team Manager will receive partially filled-out player passes and instructions on completing the passes.

- All Player Passes must be completed and returned to the NRUSA Adult League to complete the player registration process.
- Players must have their player passes at each game to be eligible to play.
- Players will be checked-in by the referees at each game and the Player Passes will be checked against the official roster of each team.

If a player loses their Player Pass they may obtain a replacement through the Adult League Registrar for an administrative fee of \$10. The player in question must do this prior to their next scheduled game as the player is not eligible to play without a Player Pass.

#### **GUEST PASSES**

- Each team will be given 25 Guest Passes each season.
- A maximum of 4 Guest Passes are allowed to be used per game per team as long as the total roster at any given match does not exceed 15 players including guest players.
- A Guest Player can be any currently registered player with a valid NRUSA Adult League Player Pass.
- In order to indicate a guest player, the Guest Pass will be given to the Referee along with the guest player's Player Pass at check-in.
- Guest Passes may be used during play-off games.

#### **CHALLENGES**

The following is the process that will be used by teams when they chose to challenge the validity of players on the opposing team.

Before a game is played, the Team Manager of one team may challenge the roster of the other team through the referee present. The Team Manager must state which players they would like the official to check. If a challenge occurs, then the approved roster will be used. The player will be required to produce their valid player pass.

The use of any ineligible or undocumented players will result in the forfeiture by the offending team of any game participated in by such players, as well as a review of said team by the Discipline Committee. Penalties will apply to any situation in which a player or Team Manager is found to have supplied NRUSA with fraudulent or incorrect information, or if said party refuses to provide proper documentation. Penalties may include, but are not limited to: A team fine, player suspension, Team Manager suspension, etc.

Teams that consistently play unregistered players will be suspended by the league.

#### **ILLEGAL PLAYERS**

An illegal player is one that fits any one of the following descriptions

- Is not on the official team roster
- Has not paid the registration fee
- Assumes the name of a player on the official team roster
- Does not have a valid player pass
- Is currently under suspension for another offense

NEW RIVER UNITED SOCCER ASSOCIATION  
ADULT LEAGUE RULES & REGULATIONS  
FALL 2009/SPRING 2010

**REGULAR SEASON SCHEDULE**

**SCHEDULE REVIEW**

The schedule will be created by the Adult League Scheduler. The schedule will be emailed to the Team Manager and posted on the league web site ([www.nrusa.org](http://www.nrusa.org)). Each Team Manager should review their schedule and note any inconsistencies to the Adult League Scheduler.

**LEAGUE STANDINGS**

3 points for a win

1 point for a tie

0 points for a loss

The game score for a forfeited game is 3-0 to the non-forfeiting team.

At the end of round robin play teams will be ranked and put into brackets. A single or double elimination tournament will follow. The type of elimination will be determined based on the time left in the schedule due to make-up games.

**RANKINGS**

Teams will be ranked based on game points. Any tie breakers in points shall be determined using FIFA standards.

**RESCHEDULING**

Please be courteous in the event of a conflict, to inform NRUSA so that we can let your opponent know that there will be no match. **Teams which fail to show up for a scheduled game without informing NRUSA at least 72 hours prior to the start of the game will be subject to a forfeit and a \$115 per incident fine (Referee costs). The team will be suspended from all future games until this fine has been paid.**

Adjustments to the schedule require the agreement of BOTH teams and ***are not final until approved by the NRUSA***. NRUSA will make efforts to reschedule the match when a team has given sufficient notice and it is feasible within scheduling limits. However, it should be understood that adjustments are not guaranteed. Teams cannot reschedule games, only the league administrator has the authority to reschedule a game.

**TERMINATED GAMES**

If a game begins and is terminated due to one team falling below the minimum number of 7 players required, that team will be credited with a loss rather than a forfeit. The goal count will at the time the game is called will stand for tie-breaking purposes.

If a game is terminated due to the misconduct by one (or both) team(s), or one team abandons the field, that team that team will forfeit the game. (Forfeit score 3-0) That team will have a mandatory review by the discipline committee.

If the game is terminated due to weather or other unforeseeable events, the NRUSA will reschedule the game.

NEW RIVER UNITED SOCCER ASSOCIATION  
ADULT LEAGUE RULES & REGULATIONS  
FALL 2009/SPRING 2010

**FORFEITS**

Teams should be ready to check-in and play the game within 10 minutes of the scheduled game time. If a team is not ready to play by 10 minutes after the schedule start of the game, then they are considered to have forfeited and **must pay a forfeit fee of \$115.00 (Referee costs) immediately to the league. The team will be suspended from all future games until this fine has been paid.**

The game clock will start at the scheduled start time of the game. If a team is able to begin late they will play an abbreviated first half.

Any team that forfeits two games without sufficient notice (72 hours) will be suspended from the Adult League for the remainder of the season.

**FIELD CLOSINGS**

The teams should visit [www.nrusa.org](http://www.nrusa.org) or call the NRUSA weather hotline 540-953-2393 prior to every match to determine if a game has been cancelled because of weather or other unforeseeable events. Team Manager's will also be sent an email 2 hours prior to each game if a game has been cancelled.

The weather hotline will be updated by NRUSA by 3:30 pm weekdays and by 7am on weekends. It is the team's responsibility to check the NRUSA line for updates. If the message does not say that the field where your game is scheduled is closed, you must show to the game or you will forfeit the game. If a game is cancelled due to weather, the NRUSA will reschedule.

Players/teams playing on closed fields are subject to fines and any affiliated team is subject to having their league status revoked.

**SUSPENDED GAMES**

If, due to weather conditions, a game is halted prior to half time, it will be replayed, allocations permitting, unless waived by the NRUSA Adult Commissioner. A game halted at half time or later will stand as indicated by the score when the game was halted.

**POST SEASON**

**TIE-BREAKING PROCEDURE**

Post season games cannot end in a tie. If, at the end of regulation time, the score of a post season game is tied, the following procedure will be followed in order to decide a winner:

- Two, 5-minute overtime periods will be played. There is no sudden death or golden goal. The two periods will be played in their entirety.
- If the score of the game is tied at the end of overtime, the winner will be decided by Penalty Kicks.

**LAWS OF THE GAME**

All games will be played in accordance with "FIFA Laws of the Game" with the following modifications.

NEW RIVER UNITED SOCCER ASSOCIATION  
ADULT LEAGUE RULES & REGULATIONS  
FALL 2009/SPRING 2010

**LAW THREE-NUMBER OF PLAYERS**

Unlimited substitutions may be made with the consent of the referee, at the following times:

- Throw In - your possession only
- Goal kick - either team
- Kick Off - either team
- Injury, when the referee stops play that team is allowed to substitute for the injured player.

**LAW FOUR-THE PLAYERS EQUIPMENT**

**UNIFORMS**

Teams should have 2 sets of jerseys. One set shall be a color of the Team Manager's choosing and the other shall be white. Both sets will have a unique number assigned to each player and displayed on the shirt. The number for each player should be the same on both the colored shirt and the white shirt. If a color clash between two teams exists, it is the responsibility of the home team to change jerseys.

NRUSA Adult League has shirts available if a team does not wish to order their own shirts. It is \$14 for one set. One set consists of one blue shirt and one white shirt with the same number.

If a team chooses to purchase their own shirts they must also purchase guest player shirts so that everyone on the field for each team will be wearing the same shirt.

**PLAYING FIELD**

In the interests of safety each Team Manager or Assistant Team Manager or their designee should please check the following prior to each game

- Playing surface for dangerous objects such as glass, rocks, cans etc
- The goal: Please make sure the goal is safe and secure, bolts should be tight and must be sturdy, the netting must be securely fastened and must not make contact with the playing surface.

**Please allow time before your game to set up the flags and touch up the field lines if necessary.**

All bins must be locked after use and must not be used for trash collection. Please trash all empty paint cans that you use. In addition please make sure your sideline is clear of trash at the end of the game.

(Please contact the Adult Commissioner for the padlock codes of the storage bins)

**TEAM CONDUCT**

**DISCIPLINE**

The Team Manager assumes the responsibility regarding team leadership, maintenance of order and discipline. The NRUSA expects each of its Team Managers to set a positive example for their players in promoting good sportsmanship and self-control. Accordingly, Team Managers are expected to be present at every game with their team or to ensure that responsible leadership, preferably the Assistant Team Manager, is present. The Assistant Team Manager also serves as the second point of contact for the team in Team Manager's absence. A history of disciplinary infractions by one team can be grounds for team, Team Manager, and/or player dismissal from the league. Such decisions will not be made

lightly or hastily and will only be made after a careful review of the facts by a Disciplinary Panel to resolve disputes. Remember you are responsible for your team as well as your spectators.

NEW RIVER UNITED SOCCER ASSOCIATION  
ADULT LEAGUE RULES & REGULATIONS  
FALL 2009/SPRING 2010

**SIDELINE CONTROL**

The Team Manager is responsible for the behavior of their sideline. The referee also has the power to eject any spectator at any time at the referee's discretion.

**MISCONDUCT**

**YELLOW CARDS**

Any player that receives five yellow cards over the course of the season will automatically be suspended for the next game. They will also be subject to review by the NRUSA Adult League Discipline Committee.

**RED CARDS**

A player receiving a red card, or two yellow cards in the same match, must leave the field premises, sight and sound immediately.

A player who received a red card will automatically be suspended for their team's next game and will also be subject to review by the NRUSA Adult League Discipline Committee.

**REPORTING CARDS**

Red and Yellow cards will be reported to the Adult League officials by the Referee of each game.

**DISCIPLINE COMMITTEE**

The NRUSA Adult Commissioner will chair the Discipline Committee. Should the Adult Commissioner decide that a disciplinary panel should be convened, 3 other NRUSA Team Managers selected on a rotating basis each season will form a disciplinary panel. If three panel members cannot reach consensus on any action, then the NRUSA Commissioner will make the final decision.

The Adult Commissioner reserves the right to implement disciplinary measures without convening a panel. Suspension of a player can and may be delayed until panel can be convened.

The NRUSA Team Managers selected for a disciplinary panel will not include a member who is involved with either the team or club who is the subject (or their opponent) of the disciplinary action. Should the dispute involve the NRUSA Commissioner's team, then the NRUSA Director of Soccer Operations or a member of the NRUSA Board of Directors will act as the chair of the Discipline Committee.

**COMPLAINTS AND PROTESTS**

Only an NRUSA Team Manager is allowed to protest a game. A Team Manager, who wishes to protest a game or provide a formal complaint, must complete the Adult League Formal Complaint Form and submit said form 24 hours **AFTER** the scheduled time of the protested game. The Formal Complaint Form will be accepted up to 72 hours after the start of the match in question. The Formal Complaint Form can be found on the NRUSA website.

The NRUSA Adult Commissioner is only responsible for accepting information from and discussing the complaint or protest with the Team's Manager.

Please note that the NRUSA and RVSOA (Roanoke Valle Soccer Officials Association) are two separate and distinct entities. NRUSA can file a valid complaint with RVSOA when appropriate but NRUSA does not have direct authority over Referees or Assistant Referees.

**OFFICIALS**

NEW RIVER UNITED SOCCER ASSOCIATION  
ADULT LEAGUE RULES & REGULATIONS  
FALL 2009/SPRING 2010

The officials are provided to review the game per the FIFA laws. It is not the official's responsibility to control teams conduct or listen to dissent. Remember that Law 12 states a cautionable offense is a player that commits the offense by showing "dissent by word or action."

**TEAM CHECK-IN PROCEDURES**

The following team check-in procedure should be followed prior to each Adult League game:

- The Team Manager will provide a copy of their official roster, including guest players to the Referee.
- The Referee will call each player on the roster forward to view and collect each player's valid Player Pass as well as to check the player's equipment and number.
- The Referee will hold the official roster and player passes for each team for the duration of the game.
- If any player is given a red card/sent off, the Referee may retain said player's Player Pass and send to the Adult League officials with his/her game report.
- It is the responsibility of the Team Manager to get their team's player passes from the Referee at the end of each game.

**GAME TERMINATIONS**

Should a referee terminate a match due to disciplinary problems, the Referee and/or Assistant Referee will notify the NRUSA Adult Commissioner immediately.

The Adult Commissioner will make a decision on whether a disciplinary panel will investigate the circumstances. If a disciplinary panel is formed a written report will be provided to the Commissioner and league members. The commissioner can impose any penalty to include, fines, suspensions, player expulsion, and team expulsion.

**REPORTING GAME RESULTS**

- Each team will send a game report to a designated Adult League official within 24 hours of the conclusion of the match.