



CLASSIC SOCCER HANDBOOK

A MANUAL FOR NCYSA CLASSIC TEAMS

Published by the North Carolina Youth Soccer Association

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PLEASE READ!!

This publication of the Classic Handbook has been updated to address issues involving NCYSA Classic play.

The most current information will be posted on the CLASSIC MAIN PAGE at www.ncysaclassic.com. You can also access information by going to the CLASSIC OVERVIEW PAGE of the NCYSA website (www.ncsoccer.org), and can be accessed by clicking on the "PROGRAMS" tab at the top of the site, then "CLASSIC OVERVIEW" on the drop down bar. On this page you will find a "CLASSIC RESOURCES AND DOCUMENTS" tab. Team managers, coaches and association representatives will be responsible for checking the website on a regular basis to receive the most updated information.

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PART 1

CLASSIC SOCCER - AN OVERVIEW

Mission Statement for Classic Soccer

It is the mission of the NCYSA Classic program to provide an environment to foster soccer competition at the highest level: age-appropriate development of players who demonstrate talent and commitment with the desire to excel; and an appropriate level of team competition and the values of good sportsmanship to all who participate.

Introduction

The NCYSA Classic league, first introduced in the Spring of 1979, is a statewide league under the direction and administration of the Classic Director at the NCYSA State Office.

The Classic (now Competitive) Council represents the governing body for the Classic program. The Council is made up of Presidents and/or Classic Liaisons of the NCYSA Member Club who register Classic and/or Challenge teams. The Council meets to make recommendations for rules and policy changes. If you are interested in **changing** any portion of the Classic program, then you should contact your local Member Club President or Classic Liaison with your input.

Players wishing to play at the most competitive level possible (excluding the Olympic Development Program **ODP**) play Classic soccer. Players may try-out for the team of their choice, and that team, which must be affiliated with an NCYSA Member Club, then registers with NCYSA through the appropriate process.

NCYSA Support Staff – The NCYSA Staff is available to help you with any questions that you may have. Staff duties change periodically, so if you need any assistance, please visit our website, www.ncsoccer.org. Scroll over ABOUT NCYSA, then select BOARD AND STAFF, for a Staff Directory with a listing of current staff members and their responsibilities.

PART 2

THE CLASSIC EXPERIENCE AND MEMBER CLUB RESPONSIBILITIES

The Classic Member Club:

Before a team can form, it must belong to an NCYSA Member Club providing Classic level play. Teams are not allowed to participate without local affiliation. Please contact the New Membership department in our NCYSA office with questions about becoming an NCYSA Member Club and Conduit Registration. When a situation arises where a team is dissatisfied with their current local Member Club, serious discussion and/or negotiation should take place between the team and the local Member Club to resolve differences.

Philosophy of Training/Competition:

While NCYSA does not dictate how a Member Club should "run their program", a concise guideline of what is expected of your players, parents, coaches, spectators, etc. is strongly encouraged. It is also suggested that you establish training and development guidelines as well as establish a code of conduct for their players, parents, coaches, and spectators.

It is well known that children's learning abilities are different at different ages; so age-appropriate training is an important step in both the development of your players, as well as your teams.

All coaches are encouraged to attend coaching schools that are offered by NCYSA. Contact the Coaching Education & Player Development department at the state office (via email at coach@ncsoccer.org) for more information. To find out when the next scheduled coaching schools are, please check the NCYSA website under COACHES.

Dissemination of Information:

NCYSA Member Clubs should not only have a President, but also a Classic Liaison. This person is responsible for being a communications link between the State Office and teams. This is especially helpful if a Member Club has multiple levels of play (Challenge and Recreation). The information that comes from the State Office needs to be viewed by everyone in the Member Club. It is NCYSA's responsibility to get this information to the Member Club, and the Member Club's responsibility to get it to their teams. We also ask that you **regularly check the Classic Main Page of the NCYSA website** (www.ncysaclassic.com) for updated information.

Voting at Competition Council:

When the above-mentioned information is sent to the Member Clubs, some of that information will be in the form of proposals to be voted on at the Council meetings. Voting is weighted by membership of the local Member Club. **The Council will set the policy YOU will play by; therefore, it is extremely important that you express your opinions on information/proposals sent out to your President (or Classic Liaison) so that they may vote your Member Club's wishes at the Council Meetings.** Minutes from past meetings, future meeting agendas and proposals, as well as proxy and motion forms can be found on the NCYSA website at www.ncsoccer.org > scroll over PROGRAMS> click CLASSIC OVERVIEW. Scroll down and you will find the CLASSIC AGENDAS and CLASSIC MINUTES.

Knowledge of the Classic Handbook:

Member Club officials and team officials (coaches and managers) are presumed to be familiar with the contents of the Classic Handbook and Rules.

Certified Registrar/Player Registration:

Each NCYSA Member Club is required to have at least one Certified Registrar. It is the responsibility of the local Certified/Head Registrar to be the person that submits all paperwork and online materials to NCYSA for your team's rosters, player passes, team staff ID cards (Team Staff is defined as any coach, asst. coach, and/or team manager; ie ANY ADULT ON THE OFFICIAL ROSTER), any drops and adds during the year, etc. Teams should contact their local registrar with questions related to the registration Member Club to send a person to the Registrar's Certification Workshop.

If your Local Registrar has any questions, they will contact NCYSA.

TEAMS FAILING TO REGISTER IN A TIMELY MANNER RUN THE RISK OF NOT HAVING THEIR PASSES WHEN THEY ARE NEEDED. NO REGISTRATION WILL BE PROCESSED UNTIL PAID.

NO PAY = NO PASS = NO PARTICIPATION.

This includes all team staff and players.

If a player's pass/card and/or team staff pass/card does NOT have a registrar approved picture, registrar's signature AND a registrar's red stamp AND is not laminated, then this pass is incomplete and NOT valid. The situation resulting would be NO PASS = NO PARTICIPATION.

Contact your local registrar for information concerning:

- Player registration
- Transfers and Re-rosters
- Adding a Player
- Dual Rosters
- Team Rosters
- Guest Players/Interstate Permission for Guest Players
- Club Pass

Referees:

NCYSA Member Clubs are obligated to certify referees and form their own referee pools. It is the responsibility of your Member Club to send a person to the Referee Assignor Certification Class that is held each year. Each NCYSA Member Club must have a Certified Referee Assignor to assign referees for its Classic matches.

If your Member Club has NO referee program, then you are required to find a Certified Referee Assignor (from another area) that will book your home matches with certified officials. It is the responsibility of the local Member Club to negotiate reimbursement of the Certified Assignor for his/her work. (See section "Referee Fees" below)

Risk Management:

All NCYSA Member Clubs are required to complete Risk Management applications (RMA) and be approved. This includes but is not limited to all team coaches, managers, volunteers, board

members, team treasurer and any other personnel (for a detailed list, you can find information under RISK MANAGEMENT on the www.ncsoccer.org website). Team rosters and player passes will not be released from the NCYSA State Office until RMAs are completed and approved. For any questions relating to Risk Management, contact your RM Liaison for your local Member Club.

Member Club Field Registration:

Each Member Club should provide a minimum of two (2) appropriately sized fields.

The appropriate number of fields should meet the 6:1 teams to field ratio for BOTH full-sized and modified (small-sided) fields.

For Example: For every six 13U-19U teams a Member Club sponsors, they must provide one full-sized field. For every six 11U-12U teams a Member Club sponsors, they must provide one modified field for small-sided games.

THESE FIELDS MUST ALSO BE AVAILABLE FOR NEUTRAL SITE GAMES.

For every field short of the above desired ratio there will be subject to a \$3500 field fee.

This fine will be used to compensate the Member Clubs that provide the substitute fields. *(Modified Classic Council 6/5/05)*

If teams are registered in the 15U or above divisions, then the fields should be a MINIMUM of 60 x 110 yards (preferably larger). NCYSA will not knowingly schedule 15U and above on smaller fields.

The first size is the suggested minimum; the second size is the suggested *desired* size.

19U/18/17 - 65 x 110, 75 x 120

16U/15 - 65 x 110, 70 x 120

14U/13 - 60 x 110, 65 x 115

11U/12U – 45 x 70, 55 x 80

NCYSA must rely on our Member Clubs to provide appropriate dimensions for the fields provided by them.

Artificial turf is acceptable for fields of play as long as the turf meets the FIFA regulations and insurance requirements for the playing season.

Please make sure that your FIELD COORDINATOR and REFEREE ASSIGNOR are updated by your President in the Risk Management Database. We will need each Site address, individual field sizes at each site, and specific field closing dates if applicable.

**** If Member Clubs do not get their appropriate/accurate fields submitted on time, their teams may lose their home games!****

NCYSA understands that all Member Clubs do not have ownership/contract control over their fields and that there are times when a Member Club must deal with an emergency situation with a field (waterline broken, contractor double-booking – situations out of the normal control of a Member Club). NCYSA strongly discourages the submission of fields for classic scheduling that could result in consistent cancellations of games for field-related conditions and/or a Member Club constantly moving games for these reasons.

NCYSA has the authority to move the remaining home field matches of a Member Club canceling games on a consistent basis for reasons other than severe weather.

Ownership of Divisional Slots/Status of Team:

For all teams whose position is determined by Promotion and Relegation, a team's standing will be determined by the end of regular season standings of the NC Classic League.

A team's position or slot is "owned" by the local Member Club, regardless of the number of returning players for that team. If a team leaves a Member Club to start a new one somewhere else, for whatever reason, THE ORIGINAL MEMBER CLUB RETAINS THE RIGHT TO THE DIVISIONAL SLOT OF THAT TEAM. If a Member Club does not field a team in that slot, then the Member Club must give the slot back to NCYSA.

The Member Club may not give the slot to another Member Club. NCYSA will then award the slot to another team based on current promotion/relegation rules.

For example: If a team (a member of the ABC Member Club) finishes in third place in the First Division and decide they want to move to another Member (the XYZ Member Club), then they are considered a NEW team. The ABC Member Club retains the third place slot in the First Division. The team that moves to XYZ Member Club must, as all teams must, conduct open tryouts and submit an intent to play. The moving team will be registered as a new team and will be placed in the second division (for ages 14U to 18U). If the new team is participating at an age where teams 'self-select' their level of play, the new team shall have the right of self-selection. If the ABC Member Club cannot field a team for that slot, then that slot goes back to NCYSA who will offer it to another team based on the current promotion and relegation rules.

In situations where two Member Clubs merge with each other (or one into the other) then those Member Clubs retain their slots moving into those new formations.

PART 3

TEAM FORMATION

PRESEASON PREPARATION AND INFORMATION:

Age Groups:

NCYSA offers the following age groups for CLASSIC league play:

- **MEN:** 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U, 19U
- **WOMEN:** 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U, 19U

At the end of this section, please see provisions relating to 19U players and their potential ability to participate on 18U teams.

Divisions:

Within Classic League play there are different divisions of play.

14U and older MEN and WOMEN:

- National League/ National League: Piedmont Conference/ Elite-64 (E-64) (begins at 13U)
- Classic Premier League
- Classic 1st Division
- Classic 2nd Division
- Classic 3rd Division

11U/12U/13U MEN and WOMEN:

At the 11U through 13U Age Groups, the teams self-select their level of play **UNTIL** the Spring 13U Season.

Until the Spring 13U Season, the teams will select either:

- Classic 1st Division
- Classic 2nd Division
- Classic 3rd Division

In the Spring of the 13U season, an **ELITE** Division is created from the top finishers in the FALL 13U First Divisions (per the Promotion and Relegation Guideline specifications).

Please see the Promotion and Relegation Rules regarding the details of the creation of this **ELITE** Division.

In the Spring 13U Season, any team not selected for the ELITE division per the PR guidelines will self-select First or Second Division. *NOTE: Beginning in the Spring 2015, 13U teams will also be nominated to participate in the National League: Piedmont Conference per a playoff conducted after the Fall season.*

Tryouts and Recruiting:

Teams are created by way of open tryouts. There are specific rules regarding the recruitment of players. It is imperative that Member Clubs, coaches, officials, players and parents are aware of and knowledgeable about the recruiting rules. Find information about Recruiting in the D&A manual. Go to www.ncsoccer.org SCROLL over MEMBER SERVICES in the menu bar and then CLICK on the DISCIPLINE AND APPEALS OVERVIEW.

Two Game Sit out Policy:

The current registration rules provide that if a player is released from a Classic level team and desires to re-roster with another Classic level team during the same seasonal year (August 1, to July 31), absent a defined hardship, the player shall have a 2-game sit out.

The defined hardship is

- 1) if the player has moved his/her primary residence 50 or more miles during the seasonal year, or,
- 2) if the player's team has folded and player passes have been returned to NCYSA.

The State Registrar will determine if the transfer meets our qualifications (hardship) for an exception to the rule. If the transfer does not, the State Registrar will advise the player and/or parents, the local registrar, the player's coach, NCYSA Classic Administrator.

Other exceptions have rarely been considered in the past. NCYSA has no obligation to consider exceptions other than those provided for by the NCYSA Executive Board and would only do so for extreme extenuating circumstances. Should an exception (other than the hardship exceptions) be considered, it will be directed to the NCYSA Executive Board.

The two (2) game sit-out for classic players will not apply to a mid-year transfer for a player that began 'playing up' when no team in his/her precise age group had been formed in his/her Member

Club. This exception will apply only when such a transfer takes place during the first seasonal year in which the team corresponding to the player's age is formed.

The sit out applies to the TEAM'S FIRST TWO COMPLETED MATCHES following the imposition of the sit out. The player DOES NOT need to be in attendance in order for the sitout to be counted.

For example: *Player A is assessed a two-game sit out. The next four matches are scheduled for March 1, March 2, March 9, and March 16. If the March 1 and 2 games are played as scheduled, then the player may play in the March 9 match. However, if the March 1 match is played, but the March 2 match is not played for any reason (rainout, forfeit, reschedule), then the player may not play in the next match that is played -- March 9. The player may then play in the March 16 match, and may play in the match rescheduled from March 2 (so long as the match is played after March 16).*

US Youth Soccer Roster Size Guidelines:

Includes number of players on the field per team in their specific age group below:

Age Group	# of Players on field per team	Minimum # of Players required to start play for match	Maximum Roster Size	Goalkeepers on the field
11U	9	7	16	Yes
12U	9	7	16	Yes
13U-19U	11	7	22 (18 Dress per game) Be sure your team adheres to the 22 Player Roster Guidelines	Yes

Team Manager MUST HAVES:

NCYSA encourages each team manager to compile the necessary electronic and physical documents so that you have easy access to them at matches.

The following items may be included:

1. Access to your Electronic Player Passes + a "screenshot" of those in case you are unable to access the player pass system at the field. If your team has printed player passes, then have those on hand.
2. Access to your Official NCYSA Roster either electronically or printed out.
3. Current season Classic Division Contacts/Away game host site weather hotline contact information.
4. Bookmark link to your team schedule at www.ncysaclassic.com (TEAMS/SCHEDULE>SCHEDULE).
5. Before each HOME MATCH for your team: Print off your match report.
6. Electronic copy of your team's Medical Release forms

Team Managers should have easy access to the following:

Current copy of the Classic Handbook/NCYSA Rules

Member Club Commitment Form: VIA SINCHQ (MCCF):

The Member Club Commitment Form (MCCF), formerly known as the Association Commitment Form, is the first step of the online team Intent to Play registration process that occurs BEFORE EACH SEASON OF CLASSIC LEAGUE PLAY.

Prior to completing your Online Intents to Play, your Certified Head Registrar “names and commits” the teams you will prospectively have competing in the upcoming season’s Classic League play. This process of “committing teams to the upcoming season’s play” is done within SINCHQ and must be initiated by your Head Registrar who will name the teams in their registration system and then “commit” them for the league play.

Once your Head Registrar has completed their part of naming the teams and committing them to the upcoming season’s classic league play, your Member Club President will go into the SINCHQ system and verify that list is correct.

Without this completed “Commitment Process”, your Member Club’s teams will not be available in the APPLY window to complete their online Intents to Play (ITP).

REMINDER, this process must be completed prior to each season.

Online Intent to Play Form Information – (ITPs):

Teams are required to submit, **BEFORE EACH SEASON** (both Fall and Spring), an Intent To Play (ITP) form for the Classic league. This form is completed and submitted online through the www.ncysaclassic.com site under REGISTER/ITP.

Intents to Play will go live via the dates posted on the Classic webpage.

NOTE: Your Member Club must complete your Member Club Commitment Form (MCCF) before you can complete your ITP.

****If an Member Club fails to submit their online Intents to Play by the deadline, a \$100 late fee PER TEAM may be assessed, and their teams may or may not be accepted into the Classic League. It will be up to the discretion of the Classic Director whether these teams will be allowed to be in the schedule.****

The person submitting each ITP is affirming that they have read the most current publication of the Classic Handbook and Discipline and Appeals Manual, and will share the contents of both documents with their team. The fee PER TEAM for application to the Classic league is \$90.00 PER SEASON which was set by the Board of Directors.

Folding Fees:

If a team folds after the application deadline has passed, then their local Member Club is subject to a fine of \$300.

If a team folds within 2 weeks of the beginning of the season the team is subject to a fine of \$500.

(Passed at AGM 1/4/2004)

See NCYSA official calendar for specific dates.

A Member Club failing to pay this fine within thirty days, or any other fine, is subject to having ALL of their teams placed in bad standing. Being placed in bad standing could prohibit participation in Classic league play, State Cups, refusal of Notifications to Travel, and registration information, etc.

Older boys teams playing in the 'Spring' only who wish to compete in FALL tournaments must contact your local Certified Registrar to register your players.

ITPs for these teams are still NOT DUE UNTIL DATE SPECIFIED FOR SPRING TEAMS.

Special Instructions and Rules for 18U teams with 19U players:

18U teams with 19U age players Clarification:

Updated 6/2016

Member Clubs forming 18U teams and do not have a 19U team:

19U players that are still in High School can roster to the 18U team and play in league play only.

Member Clubs forming 18U and 19U teams:

19U players still in High School or not, should play for the 19U team whenever possible.

NOTE: Any 19U player still in High School that is not selected for his Member Club's 19U team can roster to the 18U team and participate with that team in League Play Only.

Eligibility for State Cup:

18U teams who have 19U age players on their roster would have to remove those "19U" players to participate in the 18U State Cup.

**If the team wishes to participate in the 19U State Cup Series, this currently registered 18U team would have to be re-carded and re-rostered as a 19U team by the roster freeze deadline.

PART 4
PRESEASON, SCHEDULING, AND STANDINGS

Currently, teams create their own schedules with the teams in their division. The following information is provided to assist teams in the scheduling process.

Classic League Play Date Range:

At the February 2008 classic council meeting, it was decided to adopt a play date range of dates for seasonal play (2/2008).

Scheduling:

1. Go to Classic Home Page at www.ncysaclassic.com and access the final brackets for upcoming season under TEAMS/SCHEDULES> TEAM LIST.

Go to DOCS & INFO to get all of the needed scheduling information and to download all materials related to scheduling.

2. Contact the teams within your bracket and complete the pre-scheduling process.

Once your schedules have been confirmed, contact your Member Club Field Assignor, who will then place you onto fields for your HOME MATCHES.

Required Scheduled Matches In Your Division:

For 14U-19U, all matches are used towards a Classic team's standing. Every team in the division will have the same number of required scheduled matches – one versus each team in their division unless otherwise advised.

For 11U-13U, standings are calculated the same way, however, teams will self-select the division they will be participating in for the upcoming season.

For the Spring 13U season, an ELITE Division will be created from the previous Fall OPEN division results. See the current Promotion and Relegation Guidelines for more detailed information. They can be found at www.ncysaclassic.com under DOCS & INFO.

- 11U-12U AGE TEAMS MAY PLAY 2 GAMES IN ONE DAY:

11U and 12U teams can play 2 games in one day, with a recommended time of 90 minutes between games.

- 13U-19U AGE TEAMS MAY PLAY 2 GAMES IN ONE DAY:

Post pandemic, the NCYSA Executive Board decided that teams 13U and older will also be able to play 2 games in one day, with a recommended time of 90 minutes between games.

- DUAL CARDED/CLUB PASSED PLAYERS MAY PLAY FOR MORE THAN ONE TEAM IN A DAY (TOTALLING NO MORE THAN 2 GAMES IN A DAY:

Per Competition Council (8/2023), players who are dual carded/rostered and/or NCYSA Club Passed can participate on more than one team on the same day, for a total of no more than 2 games in a given day.

NOTE: This updated rule makes NO CHANGES to any NCYSA dual card registration rules or requirements, nor

does it change any current Club Pass rule/requirement. A player must still meet those current registration requirements in order to be eligible for dual carding/club passing.

For example: If a player's primary and secondary teams are participating in matches which are scheduled for the same day, that player may play in a match with their primary team and a match with their secondary team on the same day. This could be in an NCYSA/USYS sanctioned tournament and an NCYSA league play game or for multiple teams within an NCYSA/USYS sanctioned tournament, pending allowance per the tournament rules. NOTE: This rule is not applicable for our NCYSA State Cup series events nor USYS Regional/National Championship series events.

NOW, because of this updated rule above, teams who may have a player who is dual carded or club passing for a 11U and 12U team do not have to block off 16 independent playdates because they were previously unable to play on the same day.

AS PREVIOUSLY DONE PRIOR TO THE UPDATED RULE, the oversight of managing that players only play a maximum of 2 matches in a day per the approved motion, will be the responsibility of the club directors and coaches.

For the Promotion and Relegation of teams and for State Cup seeding, NCYSA requires that a team play a minimum of four (4) counting matches in an NCYSA Sanctioned League for the single season teams.

If the required scheduled matches have not been played as scheduled and assistance is needed to get the match rescheduled, NCYSA will ask both teams for 3 play dates. If the teams are in agreement on a date they may set up the match as a reschedule. If the teams cannot agree on a date, NCYSA will set up a date, contact the field coordinator and ref assignor and schedule the match. If a team doesn't show it will be a forfeit for their record and standings and they will pay all referee fees and forfeiture fees. NCYSA will contact the teams with the intention of setting up the match as soon as they are made aware of rescheduling issues.

Standings and Tie Breaking Procedures:

WIN = 3 Game Points

TIE= 1 Game Point

Loss= 0 Game Points

For example: A team's counting game record is 5-3-2. Five wins for 15 points, three losses for 0 points, and two ties for 2 points equals 17 total points.

This Game Point total is the number that will determine the team's standing for State Cup purposes and Promotion and Relegation.

If there are ties within a division (among required scheduled matches), then the following tie breaking procedures are used:

1. Winner of head-to-head competition. If teams tied or split their matches, then;
2. Most wins versus common counting opponents. If still tied;
3. Goal differential (difference in goals scored and goals allowed with a max of five goals) between common counting opponents;
4. Least goals allowed against common counting opponents;
5. Coin toss by the VP of Competition, or their delegate.

The above procedures are taken one at a time until the tie is broken. If ties still exist among other teams, the process begins again with "step one".

To determine standings across divisions (for State Cup seeding and Promotion/Relegation), since teams do not have common opponents, PERCENTAGE POINTS are used. A team's percentage points are calculated by the number of points earned, divided by the number of required scheduled matches within your division.

For example, the team with the 17 game points as calculated in the previous example (assuming at this time the team has played all its scheduled matches) would have a percentage point calculation of 1.7 (17 points divided by 10 scheduled games).

NOTE: A team that does not play all of their matches, will have their percentage points calculated by taking their game points earned and dividing that number by the number of SCHEDULED matches for that team, not just the matches played.

If there is a tie in PERCENTAGE POINTS between two teams in different divisions, the tie-breaking procedures for promotion/relegation will be decided by a match to be played within two weeks of State Cup finish at a neutral site decided by NCYSA or in a method determined by the VP of Competition if a playoff game is not feasible. Failure to play in a match scheduled, results in a forfeit and forfeiting team must cover all expenses.

This is done because there are no common matches between the divisions so it is unfair to seed based solely on record.

- FRIENDLIES MATCHES ARE NOT USED TO DETERMINE ANY SEEDINGS OR STANDINGS

NO PASS = NO PARTICIPATION

The NCYSA Competition Council (*Clarification Classic Council 8/12/06*) agrees that CLASSIC TEAMS will NOT be allowed to begin a league match if they do not have their physical or electronic player passes with them at the time of the scheduled start of play. The current "wait time" is 15 minutes for delay of match.

Note: This "wait time" applies only to delays concerning missing physical/electronic passes/rosters.

Match Rosters list all the players' uniform numbers and player pass numbers along with coach's ID numbers for the referee's use. All teams must get a NEW physical or electronic Match Roster from their Registrar at the beginning of each season, or if changes are made to the roster.

Failure to have either your physical or electronic player passes and at least one team staff member pass, could result in your forfeiting your games.

However if BOTH teams agree, they may play the match under protest with the stipulation that the passes must be produced by halftime for the referees to check-in.

****NOTE: If an emergency or event occurs on game day in which the rostered coach or team official cannot be present at the game, another risk managed member of the Member Club may step in but will still need to present an Association Pass within the Member Club or a DOC pass for the Member Club. This is to confirm he is risk managed in our system. It will be the referee's job to verify this pass.**

APPROVED USE ELECTRONIC/PICTURES OF PLAYER PASSES/ROSTERS:

(Adopted Spring 2019):

In order to eliminate situations where teams have to forfeit matches due to not having access to their physical or electronic playing passes and/or roster on site at the field, the NCYSA Executive Board has approved (4-2-19) use of a "picture/screenshot" of the physical/electronic pass and/or roster if needed in areas where you may not have service to pull up the electronic passes/rosters.

Please instruct your team admin (manager/coach) to take a photo/screenshot of each player's pass and current roster to have on hand in case needed.

IF used, the player utilizing the “picture/screenshot of the pass” MUST STILL BE LISTED ON THE ROSTER FOR THAT CORRESPONDING TEAM. A picture/screenshot of the “most current roster” should be taken on or right before game day to ensure the most accurate/approved roster is being used. Referees will still cross-check that all players have met both requirements or they will not be allowed to participate.

PLAYING AN INELIGIBLE/ILLEGAL PLAYER: If a player plays in a match and is not properly registered, is one of the players over the allotted 18 allowed for a game day roster (see 22 Player Roster Guidelines on page 23-24), OR is ineligible to participate in that match due to another reason, his/her team shall automatically forfeit that game.

The team/player/coach may face further disciplinary action by their own Member Club and/or NCYSA depending on the nature of the violation.

Please educate your coaches, managers and players of this rule.

NCYSA Rule 12 -- What Constitutes A Match?

In order to constitute a match, the first half of the match must have been completed.

-If before the completion of the first half, a match is abandoned due to weather conditions, field conditions, or other reasons **not** involving discipline or the actions of one or both teams, the match shall be considered not played. The match must be rescheduled and replayed in its entirety. All referee fees must be paid again.

-If a match is terminated at any time by a referee due to fault of a coach, player(s), spectator(s), then the opposing team will be awarded the win using the same standard as a forfeiture (5-0). If the opposing team has a winning score at the time the match is terminated, it will be awarded the win and the score will stand.

NOTE: A sit-out penalty will only be fulfilled in a match considered complete by NCYSA rules.

Travel Guidelines in Scheduling:

The nature of Classic play is being able to play soccer at the statewide level in order to experience a higher level of competition. **TRAVEL IS A PART OF THIS EXPERIENCE.**

NCYSA provides guidelines to be referred to concerning travel:

1. Approximate *recommended* earliest departure time from the home city is 7:00 a.m. so that a team can arrive at its match site thirty minutes (30) prior to game time.
2. The *recommended* guideline for maximum travel distance is 260 miles and 5 hours (+/-) one way.

Neutral fields may be scheduled for matches between teams that exceed the recommended travel guidelines at no cost (NCYSA will cover neutral site cost). NCYSA will pay the “host” Member Clubs directly for these matches.

If teams do not exceed the above recommended travel guidelines, there is a minimum \$80 fee (\$40 per team) for the use of the neutral site that may be charged by the host Member Club. This fee is to cover field use and referee assignor fees.

The "host" Member Club will be responsible for the condition of the grounds, the proper field markings and proper equipment including required goals/nets. Spectator lines are preferred.

For matches where the NCYSA Guidelines for covering a neutral site fee do not apply, the neutral site "host" Member Club will bill the participating teams directly and are responsible for collection of this fee. If Member Clubs have issues collecting the neutral fee, NCYSA will be contacted for assistance.

Rescheduling Matches:

Teams will be given the opportunity to reschedule matches if necessary.

IF your team needs to request a reschedule:

1. Begin by contacting your opponent and requesting that they reschedule your scheduled match to a new date.

NOTE: Your opponent does NOT have to agree to reschedule a scheduled match. If your opponent does NOT agree to your reschedule request, your team will be required to maintain and show up for the originally scheduled date or forfeit the match. See fines and information on Forfeits on page 18. We strongly encourage teams to work with their opponents requesting reschedules as there might come a time when your team will need the same grace in such a situation.

2. *CONFIRM THERE ARE NO FEES OWED BY THE REQUESTING TEAM...*due to the timeframe of the reschedule request or the club being requested to reschedule, referee fees and/or administrative fees (by the host club) may be owed.

Confirm if any fees are owed and then communicate that so both teams are aware so they can know before deciding to move forward with the reschedule or not.

Some teams who originally request a reschedule will decide to play the original game date/time when they learn the fees that may be owed by their team if they choose to reschedule.

3. *IF BOTH TEAMS AGREE TO PROCEED WITH A RESCHEDULE*, teams **MUST CONFIRM A NEW DATE/TIME/FIELD LOCATION** at that time in writing for their records. It is important to have this communication of the newly agreed game information for your records so confirm via email. **THIS NEW GAME DATE/TIME/FIELD should be sent in to be posted on the schedule site within 72 hours of the original date/time/location.**

This does not apply to weather-related cancellations.

Weather related cancellations should have a rescheduled match date/time/location confirmed within a week of the weather cancellation.

Cancelled matches should not be left unscheduled in the Classic League system for an extended period of time. NCYSA will monitor this and clubs/teams who have games left unscheduled for too long will risk having those unscheduled games booked by NCYSA or risk losing their home matches.

4. **WHEN SUBMITTING THE NEWLY RESCHEDULED GAME INFORMATION**

Be sure to include in the email: MATCH NUMBER, NEW GAME DATE, NEW GAME TIME, NEW GAME FIELD and FIELD NUMBER, and THE TWO TEAMS INVOLVED.

Saturday School:

In the event that a local school system mandates a Saturday for attendance, the team that is involved in Saturday School will need to contact the scheduled opponent and reschedule the match.

Rescheduling due to Saturday school WILL BE ACCEPTED as a reschedule.

Teams will work together to decide a mutually agreed upon date for a reschedule and follow the reschedule procedures in PART 4.

PART 5

PLAYING THE MATCHES

Rain Out and Weather-Related Cancellations:

Canceling games for severe weather is appropriate (lightning, player safety, etc.). We encourage teams to focus on the safety of the players and spectators when handling weather related issues.

IF THE FIELDS ARE OPEN and the game is in play, playable field conditions become the discretion of the referee as granted to them by the Laws of the Game as published by FIFA.

NOTE: If matches are canceled for reasons other than excessive rain, the NCYSA Executive Board has the authority to examine the situation, to fine, sanction and/or determine that Member Club's ability to host future Classic matches.

What To Do On Game Day Regarding Inclement Weather:

If a team suspects there might be a cancellation due to weather related issues, NCYSA *recommends* that teams follow the below procedure to assess if games are to be played.

1. **CONTACT THE MEMBER CLUB'S HOTLINE/MEMBER CLUB'S WEBSITE:**

The hotline message/website of the host club should give you information regarding that Member Club's fields.

Please note: Member Clubs are NOT responsible for placing a message on the Hotline/Website before 6:00 pm on the day prior to a match.

Member Clubs can wait until the day of a match, but should make every effort to update/post a message by a reasonable time on game day even if it says that a decision will be made at the field.

2. **CONTACT THE HOST TEAM:** Contact the opposing team's manager or coach. This goes both ways whether you are the team traveling or the host team who may have the cancellation. The more communication, the better!

In most cases, by establishing that contact, the host team will contact YOU if they have information before you do. (These numbers can be found in your classic team contact list. Team managers should have these with them during travel.)

If you happen to be the HOST team, you should contact your opponent as a courtesy to keep them informed if there are weather related circumstances that could affect your match.

3. As unfair as it may seem, some teams will travel and not play, but we hope to minimize that scenario. Some Member Clubs may not be notified of field cancellations until close to game time thus it may be a last-minute cancellation.

Rained Out Matches:

If a required scheduled match is canceled, then teams should work together to decide a mutually agreed upon date for a reschedule. ONCE BOTH TEAMS AGREE TO A NEW DATE/TIME, follow the guidelines for rescheduling matches in PART 4.

GETTING TO THE MATCHES:

Field Addresses & Directions:

Field addresses are linked on the Classic website on the schedule page and under the FIELD INFO tab in the menu bar.

BEFORE THE MATCH BEGINS:

Items Needed for Game Day:

There are several items that the team, players and coach need at game time. Listed below are items needed for the game day:

1. NCYSA PLAYER PASSES, TEAM STAFF PASSES, AND MATCH ROSTER (PHYSICAL or ELECTRONIC)

It is the responsibility of the referees to check physical or electronic player AND team staff passes before each game.

REFEREES ARE REQUIRED TO ACCEPT BOTH PHYSICAL AND ELECTRONIC ROSTERS & PASSES.

IF they refuse for whatever reason to accept these or to check the passes, it should be notated on the match report and NCYSA should be notified immediately. Please email Colby Morton at classic@ncsoccer.org. Your team should not play if the opponent's passes have not been checked and verified.

NO PASS=NO PARTICIPATION

Failure to have either your physical or electronic player passes and at least one team staff member pass, could result in your forfeiting your games.

*****NOTE: If an emergency or event occurs on game day in which the rostered coach or team official cannot be present at the game, another risk managed member of the Member Club may step in but will still need to present an Association Pass within the Member Club or a DOC pass for the Member Club. This is to confirm he is risk managed in our system. It will be the referee's job to verify this pass.***

2. MEDICAL RELEASE FORMS.

Even though these forms are not checked, it is important that you have access to them either physically or electronically at the field. In case of injury, these forms could be needed by a hospital to expedite treatment of the injured player.

3. TWO JERSEY OPTIONS.

Teams **MUST** have an alternate colored jersey in case of conflicts.

Generally accepted "light" color jersey options include: white, yellow/gold, orange, neon, and similar colors.

IF the color of your "light" jersey option is something other than the above generally accepted "light" colors, such as red or light blue, then your team **MUST have another back-up jersey or training shirt with numbers that would fall into the generally accepted "light" colors.**

In addition, if WHITE socks (or another *generally accepted* "light" color sock) are not your usual "light" jersey socks, your team must have the back-up of white (or another *generally accepted* "light" color) socks in case of a conflict.

(For example: An issue becomes when a team's "light" color jersey is RED because it could also be considered another team's "dark" color. Thus, teams with RED as their "light" for instance, must have another *back-up jersey or training shirt with numbers* that would fall into the *generally accepted* "light" colors and WHITE socks (or another *generally accepted* "light" color sock) as a back-up.)

The home team will wear "light" colored jerseys. The visiting team will wear "dark" colored jerseys. The team in the incorrect color will have to change. Final discretion of designated kit approval is up to the Referee.

All players, including goalkeepers, must be assigned a player number when being registered but goalkeepers do not need to have them displayed on their GK uniform.

Jersey numbers should coincide with assigned player numbers on the approved team roster and player pass.

NCYSA WILL allow tape to be used for numbers on the jerseys IN LEAGUE PLAY AS NEEDED ONLY.

4. **GAME BALL.**

It is the responsibility of the home team to provide a game ball. However, both teams should have an adequate "backup" in case of an errant kick that loses the game ball.

5. **FIELDS.**

Fields should be properly lined, with spectator restraining lines. **Goals must be anchored before play can begin.**

Referees are instructed to not start a game if goals are unsafe.

Do not blame the referee for protecting your players – this is the responsibility of the hosting Member Club.

Fields should also have corner flags. Nets should be secure.

6. **OTHER PLAYER EQUIPMENT.**

It is an NCYSA requirement that our players wear shin guards. Referees have been instructed to require full size shin guards (player size appropriate). It is up to the discretion of the referee at the field to determine if a player's cleat option is acceptable or not.

Final say regarding any player equipment item is at the referee's discretion.

THE MATCH ITSELF:

Referees on GAME DAY:

The Classic Council passed a motion on February 13, 2005 that for all Classic play (effective Fall 2005), there will be three referees assigned to all matches, consisting of one center and two assistant referees. **Member Clubs failing to adequately cover games with certified officials (of an appropriate level) run the risk of having their remaining home matches moved.**

CLASSIC MATCH REFEREE FEES (AS OF August 1, 2022)

Age Division	Center Referee	Assistant Referee	Total	**PAID by HOME team
17U/18U/19U	\$75	\$55	\$185	
15U/16U	\$70	\$45	\$160	
13U/14U	\$60	\$35	\$130	
11U/12U	\$50	\$30	\$110	

NOTE: No league or playing Member Club may pay referee fees higher than these established rates for referee services for the designated division and competition level. The Classic League rates are mandatory for all state league games.

No tournament may pay referee fees higher than these established rates for referee services for the designated division and competition level, unless authorized in writing prior to the sanctioning of the tournament by NCYSA.

UPDATE (Classic Council Mtg 5/4/22):

HOME TEAM RESPONSIBLE FOR PAYING ENTIRETY OF REFEREE FEES:

The **HOME TEAM** for each match will be responsible for paying the game's FULL REFEREE FEES.

- Referee fees for FORFEITED MATCHES will continue to be paid by the forfeiting team.
(FORFEITING TEAM IS RESPONSIBLE for paying the FULL AMOUNT of the referee fees)
- The Home team/club can determine the method of payment for referee fees (cash, check, or other electronic method)

Referees responsible for the late start of a game may be disciplined by the proper authority. Referees may, at any time, be called upon by the proper authority to explain their reports.

IN THE EVENT THAT LESS THAN 3 OFFICIALS SHOW UP TO THE MATCH:

- If only two referees show up to the match:
One referee will run the center, the other will be a linesman, and a volunteer club linesman will be used.
The two officials get their NORMAL RATE OF PAY (the center referee gets only the fee for the center referee; the linesman gets only the fee for a single linesman).
The **two-man whistle system is NOT ALLOWED** under any circumstances (where both referees are on the field calling the game). There can be only one center referee on the field.
- If only one referee shows up to the match:
The referee will be the center and two volunteer club linesmen will be used.
That official gets the center fee PLUS ONE LINESMAN'S FEE.
- If no referees show up to the match:
If both teams play the match with uncertified officials (volunteer/parent) then the time to question the certification is BEFORE the match, not after.

- If certified referees are not present, **BOTH teams MUST agree IN WRITING on the match report** PRIOR to playing the match and that the final score/cards/etc are **official** and cannot be contested.

If one or both teams refuse to play the match or decides to play the game as a "friendly" it **MUST be WRITTEN on the match report**, and it will be the responsibility of the home field Member Club to coordinate the reschedule.

NOTE: In the event referees do not show up for a scheduled match, and the teams DO NOT choose to play the match with uncertified referees, **the match is NOT a forfeit.**

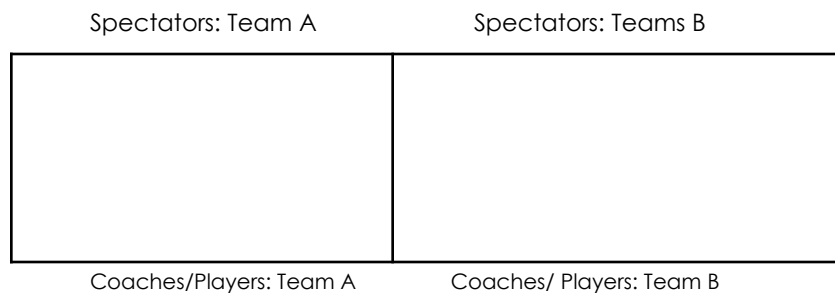
The match must be rescheduled and replayed.

- If a team is "forced" to pay an official anything more than is listed above, then the rate of pay, the officials name, date and location of game(s) should be put in writing and sent to the NCYSA State Office. NCYSA will not tolerate officials "overcharging" its member teams, nor will NCYSA tolerate team's withholding the proper pay from officials.

Sides for teams and spectators:

- Only NCYSA carded Team Officials and Players for the team playing in the subsequent match are allowed on the team bench side. Teams may have up to 3 Club team officials in their team bench area during the team's match (coaches, managers, DOCs, etc).
- Players and Team Officials should remain in their technical bench area if marked or if not, in the area between the half line and 18' on their half of the field.
- The referee or referee assistants may, at any time, restrict the sideline movement of team officials, players and spectators.
- NO ONE will be permitted in the area between the 18' and the end line on either side of the field (team side and spectator side).
- NO ONE will be permitted in the area behind the goals/end line.
- Players from both teams will share the same sideline of the field, while the spectators from both teams will share the opposite sidelines of the field, directly opposite their respective teams.
- Spectators must remain between the half line and 18' opposite their team's bench. NCYSA expects spectators to remain on their own half of the field separate from the opposing team spectators.

NOTE: In the event that this is not practical for any reason, the referee shall have the final decision as to where players, coaches and spectators are situated



(Passed at 04/16/2011 CC)

Substitution Guidelines:

During Classic games, players may be substituted only during certain stoppages of the game. The number of substitutions shall be unlimited unless the rules of a competition superseding the jurisdiction of NCYSA specifically determine otherwise.

Substitutions may be made, with the approval of the referee, at the following times:

- A.** Prior to a throw-in, by the team in possession. If the team in possession elects to substitute, then the opposing team may also substitute. (For NCYSA League Play ONLY)
- B.** Prior to a goal kick, by either team.
- C.** After an injury, by either team.
- D.** At half-time.
- E.** Before the taking of a kick-off.
- F.** After a yellow card has been awarded, a substitution may be made for the player receiving the yellow card. (Does not apply to Cup Competitions).

In any case, a substitute may not enter the middle of the field of play until he/she has been given a signal to do so by the referee and the player being replaced has come off the field.

Time Periods and Ball Sizes:

The following times will be used in the various age divisions. Ball sizes are also listed below.

Age Division	Min. per Half	Half-time	Ball Size
19U, 18U, 17U	45 minutes	15 min*	5
16U, 15U	40 minutes	15 min*	5
14U, 13U	35 minutes	15 min*	5
12U, 11U	30 minutes	15 min*	4

*This is the maximum allowed by FIFA. Most half times will be approximately five (5) to ten (10) minutes in duration.

Forfeits:

There are certain situations that may occur in Classic league play, which will result in a forfeit.

FOR CLASSIC LEAGUE PLAY ONLY, in these situations, the score will be recorded as **5-0**:

1. Failure to make up required scheduled matches could result in a forfeit.
 - If teams cannot agree to a make-up date and time, then NCYSA will (a) reschedule the game based on the guidelines in PART 4 (reschedules) or (b) NCYSA could award dual forfeits to both teams.
2. Teams that do not show up to play their scheduled games.
3. Teams that fail to have their physical or electronic player pass at a scheduled match and at least one (1) team staff member's physical or electronic pass. NO PASS=NO PARTICIPATION. Teams are allotted a 15 minute window to produce passes UNLESS both teams agree to start the match pending passes being produced by end of halftime.

4. Playing an ineligible or illegal player:

If a player plays in a match and is not properly registered, his/her team shall automatically forfeit that match. If a team plays more than the 18 allotted per their game day roster size (13-18U), those players who were over the 18/marked off the game roster before the game would be considered ineligible/illegal players and playing these players would result in a forfeit by the offending team.

NOTE: If the team plays an ineligible player (a player whose red card sit-out/sanctions had not yet been fulfilled), that team would automatically forfeit that match.

If teams forfeit more than ONE WEEKEND of play, then those teams MAY NOT BE eligible to participate in ANY NCYSA State Cup Series Tournament that seasonal year. Teams imposed this penalty may request a waiver from the NCYSA Classic Administrator.

Teams that simply refuse to show up for matches with no call to anyone will face stiff penalties and fines, including possible suspension from league play. Member Club sanctions could follow.

Forfeiture Fees:

Once NCYSA Classic league play has begun, teams that forfeit a match for any reason will be assessed a fee of \$100 per game and are required to pay the ENTIRE referee fee for that match, REGARDLESS OF WHEN THAT TEAM INFORMS THE STATE OFFICE OF ITS INTENT NOT TO PLAY the match.

The team may petition the Classic Administrator to have the forfeit fee “waived” or “altered” which will be reviewed on a case-by-case basis, as NCYSA does recognize that emergencies do come up.

AFTER THE MATCH:

Online Score Reporting:

After a match, both team officials, as well as the referee of the match, will complete the online match reporting process.

- Both team officials are to post the score in the SINC system using the online reporting process (www.ncysaclassic.com). This step is important so that we can know the match was played and track any officials who are taking unnecessary time to VERIFY.
- At that point the game will be listed as UNVERIFIED in the system on the schedule page.
- Once the referees have posted their score, the match score will then be verified.
- Both team officials and the referees will retain your paper copy of the match report in case of discrepancies.

The match report is used for verification purposes. Teams are not required to sign the match report, however by not signing, you are waiving your right to verify the score written on the match report. The hard copy of the match report may be used as the official document if one is needed.

Protests:

See the NCYSA D&A Handbook for guidelines when protesting a match. A classic protest will need to be made with the Classic Administrator.

The handbook can be found at www.ncsoccer.org, SCROLL over MEMBER SERVICES in the menu bar and then CLICK on the DISCIPLINE AND APPEALS OVERVIEW.

INFORMATION Regarding the NCYSA Match Roster:

13U-19U teams may have a TEAM roster size of 22 players. However, on game day, the MATCH roster will allow for 18 players.

Please see the Frequently Asked Questions below for the 22-player match roster rules:

- **What is the 22-player team roster?**

US Youth Soccer National Championship Series Policy Rules have allowed for teams in the 13U-19U age division to carry up to 22 players on their team roster.
- **How many players may play in a match? Who is allowed to warm up before the match?**

Only 18 players may participate in a match. All players may begin warm-up, but once the referees come to check your roster/passes, your team must designate the 18 players who will be participating in the match by

 - 1) *Marking out the players over the 18 allowed on the Official NCYSA Roster used for check-in. These players, now designated on your Match Roster, will be handed to the referee on the field.*
 - 2) *Making sure any players not listed on the Match Roster change immediately into "street clothes" (clothes distinctly opposite/different than the team is wearing, in addition to removing cleats/socks/guards). These players may stay on the team bench with their coach/teammates but it is important they are visibly distinct from any participating players.*
- **Do I need additional paperwork?**

Yes, you should have a copy or electronic version of your Official NCYSA Match Roster. This Official NCYSA Match Roster should be the red-stamped or a copy of the original given to you by your local registrar.
- **A player on my Match Roster has injured themselves before the start of the match. May I replace them with someone else that is listed on my NCYSA team roster (but not listed on the already-submitted Match Roster)?**

No, not once you have checked in your participating 18 with the referee crew. Once you have marked players off the Match Roster and handed it to the referee, it is frozen for that match. In fact, if you had five injuries, you would be playing with 13 players.
- **Should I (as Coach) set my team on the night before the match or may I decide the day of the match?**

It isn't mandatory that a coach set their Match Roster the evening before a match. However, a coach that constantly has players travel and warm up only to not play could find internal problems (i.e.: dissension within the team from players and parents). If a coach is going to wait until game day to set their Match Roster, all players should be aware of the need to have a change of clothing in case of not being eligible for that match.
- **What will be the procedures for teams with 22-player team rosters during State Cup competitions?**

The procedures during Cup competitions will remain the same as listed above. Any deviation from these procedures will be communicated to the teams beforehand.
- **Is there a minimum number of players that I need on my team roster?**

Yes. A team may not have fewer than seven players on their Team Roster or on their Match Roster.
- **May I use the 22-player team roster to dual-roster players to an "A" team and a "B" team in the same age group?**

No. Players may NOT dual roster in the same age division. Please see your local registrar for clarification on dual rostering.

PART 6
NCYSA STATE CUP SERIES

NCYSA offers State Cups each year for Classic Teams which are hosted by local Member Clubs that “bid” for the right to bring that part of the Series to their local Member Clubs.

Local Member Clubs will host the series for that one seasonal series. After each year, new bids will be sent out.

The State Cups in the Series available to Classic teams are the USYS State Cup, Kepner Presidents Cup and the Singer Cup.

NOTE: ONLY 2nd and 3rd Division Classic teams can participate in the Singer Cup tournament.

The US Youth Soccer State Cup:

The US Youth Soccer State Cup is held in the Fall for 15U-19UG and then in the Spring for 13U-14 G and 13U-19UB.

The event play is typically divided into two preliminary weekends and is open to all Classic, Challenge and Recreation teams.

For more information go to www.ncstatecup.com.

The Kepner Presidents Cup:

The NCYSA Kepner Presidents Cup is named after long time President Robert Kepner and his family. Bob has contributed much to NCYSA soccer and the naming of this tournament was to honor that contribution.

The Kepner Presidents Cup is held in the Fall for 15U-19UG and then in the Spring for 13U-14 G and 13U-19UB and is open to First and Second Division (including Elite teams at the 13U age group in the Spring) Classic, Challenge and Recreation teams.

For more information go to www.ncstatecup.com.

The Singer Cup:

The NCYSA Singer Cup is named after former President Bob Singer. Formerly known as the SINGER CHALLENGE CUP, the event was named after Bob due to his overwhelming contributions to NCYSA and his devotion to the Challenge level of play.

The tournament was changed to the “SINGER CUP” after the formation of the Select Program due to the declining number of active Challenge Scheduling Leagues. The intent was to provide an opportunity to 2nd and 3rd division Classic level and Challenge level players.

The Singer Cup is held in the Spring for 13U-14 G and 13U-19UB.

For more information go to www.ncstatecup.com.

PART 7

MISCELLANEOUS PARTS

Promotion and Relegation Guidelines:

The Classic Program follows a Promotion and Relegation system to determine slots for all age groups 13U (after the Fall season) and up.

NOTE: There is no Promotion or Relegation in or out of the Classic 3rd Division.

The most current Promotion and Relegation guidelines can be found at www.ncysaclassic.com under 'DOCS & INFO' section.

Notification to Travel/Attending a Non-Sanctioned Event:

For more information on Notification to Travel forms and Attending Non-Sanctioned Events, go to www.ncsoccer.org, go to TOURNAMENTS in the top menu.

Any questions, contact our office at 336-856-7529.

Discipline and Appeals:

NCYSA publishes a "Discipline and Appeals Handbook" yearly.

This manual addresses the NCYSA Code of Conduct, NCYSA Appeals procedure, recruitment, and suggested discipline actions and can be downloaded from the website.

This is located at, www.ncsoccer.org, Scroll over HOME and then click on D&A.

All parents and team officials are presumed to be aware of the contents of this manual.

National League Piedmont Conference (NLPC):

The US Youth Soccer National League: Piedmont Conference (NLPC), formerly known as the Southern Regional Premier League (SRPL), provides an opportunity for the most competitive teams in Region III to play each other on a scheduled basis. The 13U G/B NLPC is played during the Spring Season while the 14-19U G/B NLPC is played during the Fall Classic Season.

NCYSA has been a strong supporter of this highly competitive program from its inception in 2001.

All NLPC teams must still submit their Intent to Play Form (no \$90 application fee required) even though they will be participating in the NLPC.

Full details on the National League Piedmont Conference can be found at the league website, including rules, application form, schedule and up-to-date results.

Find their website by going to www.ncysaclassic.com, scroll over COMPETITIVE and then click on NLPC.

Establishment of Time Minimum For Newly Passed Competition Rules- *modified at Competition*

Council 6/5/10

- ALL proposals for Competition Council MUST be submitted to the Assistant Director of Classic, a minimum of 30 days in advance of the next scheduled Competition Council meeting. Any proposal received less than 30 days in advance of the next scheduled Council meeting will not be considered for a vote at that meeting.
- Amendments to **competition proposals** offered at Competition Council, which are adopted by the council will cause a vote on the proposal to be delayed until the next scheduled Competition council meeting.
- Proposals from the floor at Competition Council meetings will not be accepted, but will be discussed under 'New Business'.
- Any competition proposal that is adopted will remain a competition rule for a period of two full Classic seasons. (15U-19U: One GIRL's season and one BOY's season constitute two full seasons). If a competition rule is gender specific, it shall remain in effect for two (2) full seasons regardless of age.
- It will take 65% of the total available votes for the Competition Council to address a new competition rule prior to the completion of the two seasons. If 65% of the votes are in favor at a Classic Council meeting, then proposals to amend, change or abolish the competition rule will be open for discussion. For instance, if there are 100 available votes in the Competition Council, and only 80 votes are represented in the meeting, it will still take 65 votes in order to pass.

NOTE: These rules do not apply to administrative business or proposals, discussion and decisions before Competition Council that do not address competition format or player eligibility.

PART 8

MODIFIED GUIDELINES FOR 11U AND 12U GAMES

The Small Sided Committee was put together to determine the recommendations to be made to the NCYSA Recreation & Competition Councils for 12U and below soccer. These guidelines outline various topics, which are affected by the change to small-sided games at various levels and ages.

This includes, but is not limited to, the following: format, keeps, roster size, goal size, pitch size, center circle, corner arc, goal box, penalty area, penalty spot, score kept, throw in, fouls, offside, game times, number of periods, substitutions and playing time.

NOTE: The USSF Player Development Initiative is mandated for all NCYSA programs, example – Academy, State Cups, Sanctioned Tournaments. We encourage all our members to honor the mandate.

If a Recreation Member Club feels they need to modify the mandate, the decision to do so will rest with the Recreation Member Club.

11U & 12U Small-Sided Game Facts:

The Executive Board has agreed to the following modifications (highlighted) for USYS 11U & 12U Small-Sided Games:

Law 1 – The Field of Play

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 70 yards maximum 80 yards

Width: minimum 45 yards maximum 55 yards

NCYSA Suggested Dimensions: Length – 70 yards, Width – 50 yards

If 11U & 12U modified fields are not in compliance with these small-sided dimensions, Member Clubs may be subject to loss of remaining home matches.

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal area: Conform to FIFA.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goal post. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Flag posts: Conform to FIFA.

The Corner Arc: Conform to FIFA.

Goals: Conform to FIFA with the exception that the maximum distance between the posts is twenty-one (21) feet and the maximum distance from the lower edge of the crossbar to the ground is seven (7) feet.

NCYSA has advised our Member Clubs that the USSF Standards of Play for Small Sided Play will be mandatory starting with the 2017-2018 season (4 v 4, 7 v 7, 9 v 9).

Law 2 – The Ball: Size four (4).

Law 3 – The Number of Players: A match is played by two teams, each consisting of not more than nine players, one of whom is the goalkeeper.

Substitutions: During Classic and Challenge games, players may be substituted only during certain stoppages of the game. The number of substitutions shall be unlimited unless the rules of a competition superseding the jurisdiction of this Member Club specifically determine otherwise.

Substitutions may be made, with the approval of the referee, at the following times: A) Prior to a throw-in, by the team in possession. If the team in possession elects to substitute, then the opposing team may also substitute.

(For NCYSA League Play ONLY)

B) Prior to a goal kick, by either team

C) After an injury, by either team

D) At half-time

(E) Before the taking of a kick-off.

(F) After a yellow card has been awarded, a substitution may be made for the player receiving the yellow card.

(Does not apply to Cup Competitions).

In any case, a substitute may not enter the middle of the field of play until he/she has been given a signal to do so by the referee and the player being replaced has come off the field.

Law 4 – The Players Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

Law 5 – The Referee: Registered referee.

NCYSA Acceptable Alternative: For all Classic play, there will be three (3) referees assigned to all matches, consisting of one center and two assistant referees. (See "Referees" for rules, and fees.)

(Passed by BOD at AGM 2/13/05)

Law 6 –The Assistant Referee: Use U.S.S.F. registered referees or club linesmen/women.

Law 7 –The Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) halves of thirty minutes (30) each. There shall be a half-time interval of five (5) minutes.

Law 8 –The Start and Restart of Play: Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

Law 9 –The Ball In and Out of Play: Conform to FIFA.

Law 10 –The Method of Scoring: Conform to FIFA.

Law 11 –Offside: Conform to FIFA.

Law 12 –Fouls and Misconduct: Conform to FIFA.

Law 13 –Free Kicks: Conform to FIFA with the exception that opponents are at least eight (8) yards from the ball.

Law 14 –The Penalty Kick: Conform to FIFA with the exceptions that the penalty mark is at ten yards and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

Law 15 –The Throw-In: Conform to FIFA.

Law 16 –The Goal Kick: Conform to FIFA.

Law 17 –The Corner Kick: Conform to FIFA with the exception that opponents remain at least eight (8) yards away from the ball until it is in play.

In addition, the maximum roster size for NCYSA games shall be 16 players.