



CLASSIC SOCCER

Handbook

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PART 1

CLASSIC SOCCER - AN OVERVIEW

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.

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 US, then select CONTACT US, for a Staff Directory with a listing of current staff members and their responsibilities.

PART 2

THE CLASSIC EXPERIENCE AND MEMBER CLUB RESPONSIBILITIES

CLASSIC MEMBER CLUB

To participate in the Classic League, teams need to be affiliated with an NCYSA Member Club. If you are not currently affiliated with an NCYSA Member Club, please contact the New Membership department in our office to inquire about becoming a member.

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. Member Clubs and their referee assignor should create their working contract developing pay rate, time range for game cancellation and late assignments, etc.

MEMBER CLUB FIELDS

Member Clubs will secure fields to utilize for their league matches. These fields should be appropriately sized for the corresponding playing age group See U.S. PDI chart under Standards of Play in Part 3.

- Member clubs must submit a certificate of liability to Keri Jones (keri@ncsoccer.org) for every complex where they have a playing field. If you are unsure if your complex has a certificate of liability or need to update one, please email her to confirm.
- FIELDS MUST ALSO BE AVAILABLE FOR NEUTRAL SITE GAMES.
- Artificial turf is acceptable for fields of play if the turf meets the FIFA regulations and insurance requirements for the playing season.

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

OWNERSHIP OF DIVISIONAL SLOTS/STATUS OF TEAM

For all teams determined by Promotion and Relegation, standings are based on the NC Classic League's regular season.

A team's slot is "owned" by the local Member Club, regardless of returning players. If a team leaves a Member Club to start a new one somewhere else, THE ORIGINAL MEMBER CLUB RETAINS THE DIVISIONAL SLOT. However, if not used, it must return the slot back to NCYSA, which will reassign it per the Promotion/Relegation rules. Merging Member Clubs retain their individual slots in their new formation. 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 U14 to U18). 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.*

STANDARDS OF PLAY

11v11 STANDARDS OF PLAY (U13-U19 AGE GROUPS)

FIELD OF PLAY



Length- Min 100 yards/
Max 130 yards
Width- Min 50 yards/
Max 100 yards

GOALS



Goals should be
8 feet (height) x
24 feet (width)

LAW 2 - BALL



Size 5 ball

LAW 3 - # OF PLAYERS



10 field players and
1 goalkeeper

LAW 3 - # OF PLAYERS



Game may not start or
continue if there are
less than 7 players
on a team

SUBSTITUTIONS



*Substitutions are unlimited
(Modified Laws of the Game)
and can occur at any stoppage

TIME



Age Division	Min. per Half	Half-time
U19, U18, U17	45 minutes	15 min*
U16, U15	40 minutes	15 min*
U14, U13	35 minutes	15 min*

PLAYER DEVELOPMENT INITIATIVES 9v9 STANDARDS - GAMES (U11-U12 AGE GROUPS)

BALL



Size 4 ball

GOALS



A 6.5 feet (height) x 18.5 feet
(width) goal is recommended
based on the age and ability
of the players

REFEREES



Referees have the
U.S. Soccer Grassroots
Referee License

PENALTIES



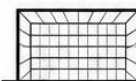
Offside (Law 11)

TIME



2X 30-minute halves
10-minute halftime
No added time

GOALS



No larger than 7 feet (height)
x 21 feet (width)

START/RESTART PLAY



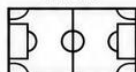
Kick offs, free kicks, throw-ins,
goal kicks and corner kicks are
used to start or restart play

FREE KICKS



For all free kicks, opponents
should be 10 yards away from
the ball on all restarts

FIELD



70-80 yards (length)
45-55 yards (width)

SHIN GUARDS



Shin guards Required

HEADING



No heading for U11*
see next slide for
concussion initiative

ROSTER SIZE & GOALKEEPERS ON THE FIELD

11v11 (U13-U19 AGE GROUPS)



MAXIMUM
ROSTER SIZE

22

(18 Dress per game)
Be sure your team adheres to
the 22 Player Roster Guidelines



GOALKEEPERS
ON THE FIELD



Yes

9v9 (U11-U12 AGE GROUPS)



MAXIMUM
ROSTER SIZE

16

Be sure your team adheres to
the 22 Player Roster Guidelines



GOALKEEPERS
ON THE FIELD



Yes



22 PLAYER ROSTER GUIDELINES

Be sure your team adheres to
the 22 Player Roster Guidelines
for the U13 through U19
age groups.

*No heading for U11s in 9v9 games. See next slide for concussion initiative.

PART 3

TEAM FORMATION – PRESEASON PREPARATION/INFO

NCYSA CLASSIC LEAGUE

AGE GROUPS & DIVISIONS OVERVIEW

NCYSA OFFERS THE FOLLOWING AGE GROUPS FOR CLASSIC LEAGUE PLAY



BOYS

U11

U12

U13

U14

U15

U16

U17

U19



GIRLS

U11

U12

U13

U14

U15

U16

U17

U19

NCYSA CLASSIC DIVISIONS



**U13 AND
OLDER
GIRLS & BOYS**

- National 1 begins at U13
- Classic Premier League (NOTE: Many teams at this level will participate within N1)
- Classic 1st Division
- Classic 2nd Division
- Classic 3rd Division

U11 / U12 / U13 GIRLS & BOYS



**AT THE U11 -
U13 AGE
GROUPS,
TEAMS SELF-SELECT
THEIR LEVEL OF PLAY
UNTIL THE
SPRING U13 SEASON.**

Until the Spring U13 Season,
teams will select either:

Classic 1st Division

Classic 2nd Division

Classic 3rd Division



**AT THE SPRING
SEASON FOR U13s**

an **ELITE** Division is created
from the top finishers in the
FALL U13 First Divisions
(per the Promotion and
Relegation Guideline
specifications).



**ELITE
DIVISION**



**AT THE SPRING SEASON
FOR U13s,**

any team not selected for the
ELITE division per the PR
guidelines will self-select
First or Second Division.

Classic 1st Division

Classic 2nd Division



Please see the Promotion and Relegation Rules regarding the details of the creation of this **ELITE** Division and how promotion and relegation will work in the subsequent age groups thereafter.

ROSTER SIZE GUIDELINES

US YOUTH SOCCER ROSTER SIZE GUIDELINES		
Includes number of players on the field per team in their specific age group below:		
AGE GROUP	MAXIMUM ROSTER SIZE	GOALKEEPERS ON THE FIELD
U11	16	Yes
U12	16	Yes
U13-U19	22 (18 Dress per game) <i>Be sure your team adheres to the 22 Player Roster Guidelines</i>	Yes
Be sure your team adheres to the 22 Player Roster Guidelines.		

U18 TEAMS & U19 PLAYERS

CLASSIC LEAGUE U18/U19 ROSTER & STATE CUP GUIDELINES

MEMBER CLUBS FORMING U18 TEAMS & HAVE U19 PLAYERS STILL IN HS:

U19 players that are still in high school can roster to the U18 team and play in league play only.

ELIGIBILITY FOR STATE CUP:

U18 teams who have U19 age players on their roster would have to **remove those "U19" players** to participate in the U18 State Cup.

If the team wishes to participate in the U19 State Cup Series, this currently registered U18 team would have to be re-carded and re-rostered as a U19 team by the roster freeze deadline.

GAMES PER DAY BY PLAYER GUIDELINES

CLASSIC LEAGUE GAMES PER DAY BY PLAYER GUIDELINES

ALL AGE GROUPS CAN PLAY 2 GAMES IN ONE DAY.

ALL AGE GROUPS **2 GAMES**

RECOMMENDED TIME BETWEEN GAMES:
90 MINUTES

MULTI-ROSTER/CLUB PASSED PLAYERS MAY PLAY FOR MORE THAN ONE TEAM IN A DAY (TOTTALLING NO MORE THAN 2 GAMES IN A DAY)

Players who are multi-rostered and/or NCYSA Club Passed can participate on more than one team on the same day, however, **may not exceed 2 games** in a given day.

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.

CLASSIC LEAGUE PROGRAM (CLP) REGISTRATION

CLASSIC LEAGUE PROGRAM REGISTRATION

BEFORE EACH CLASSIC LEAGUE SEASON,

your club's Certified Head Registrar will enter/upload the teams your club intends to participate in the upcoming season.

Once submitted by the registrar, those teams will appear in PlayMetrics and be available for inclusion in your club's Classic League Program (CLP) Registration.

The Classic League Program (CLP)

Registration must be completed in PlayMetrics **prior to both the Fall and Spring seasons.**

IMPORTANT — LATE REGISTRATION

If a Member Club does not submit its online CLP Registration by the established deadline:

- A **\$100 late fee PER TEAM** may be assessed.
- Late teams are **not guaranteed acceptance** into the Classic League.
- The **Classic Director** will determine whether late teams can be accepted and included in the league schedule.

PLAYMETRICS GAME SCORING ASSISTANT TUTORIAL

The PlayMetrics Game Scoring Assistant is the "game day" tool used to complete:
Pre-game Check-In with Game Officials + Posting Scores and Infractions after game

- Teams will utilize their game day photo rosters via the Game Card.
There should be no reason that teams should not have access to their team's official photo rosters, therefore it should no longer be a reason teams may previously be forced to forfeit.



<https://acrobat.adobe.com/id/urn:aaid:sc:us:71326b87-dcc9-4a4d-a05f-eb8702713902>

PART 4

GAMES, 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.

NCYSA RULE 12 -- WHAT CONSTITUTES A MATCH?



NCYSA RULE 12

WHAT CONSTITUTES A MATCH?



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



MATCH ABANDONED BEFORE COMPLETION OF THE FIRST HALF

- 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.



MATCH TERMINATED BY THE REFEREE

- 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.

****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), 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.



CLASSIC LEAGUE 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



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-U18), 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.

SCHEDULING & STANDINGS

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.**

Neutral fields may be scheduled for matches between teams that exceed a travel distance of 260 miles one way at no cost (NCYSA will cover neutral site cost). NCYSA will pay the "host" Member Clubs directly for these matches.

Teams may still utilize "neutral fields" regardless of distance, but the cost for the field rental would be their responsibility.

For matches where teams are responsible for the "neutral field" cost, the "host" Member Club will bill the participating teams directly and are responsible for collection of this fee.



CLASSIC LEAGUE STANDINGS AND TIE BREAKING PROCEDURES

GAME POINTS

WIN =	3	Game Points
TIE =	1	Game Point
LOSS =	0	Game Points

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):

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.
- i** 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.

EXAMPLE



The team with 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.

RESCHEDULING MATCHES



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

IF YOUR TEAM NEEDS TO REQUEST A RESCHEDULE:

STEP 1

CONTACT YOUR OPPONENT TO REQUEST A RESCHEDULE:

Begin by contacting your opponent and requesting that they reschedule your scheduled match to a new date. This can be done internally via the PlayMetrics system so that all of your correspondence is housed in one area.



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.**



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.

STEP 2

IF BOTH TEAMS ARE INTERESTED IN RESCHEDULING, CONFIRM THERE ARE NO FEES OWED BY THE REQUESTING TEAM:

When a reschedule is requested, there are many factors that could leave fees owed by the requesting team such as referee fees or field booking fees due to the club's cancellation policy. Before proceeding with a reschedule requested by your opponent, contact your club to confirm if any fees would be owed by proceeding with reschedule so that the requesting team can decide if they want to continue including with paying the said fees or if they want to cancel the reschedule request and play on the originally scheduled date.



IF BOTH TEAMS AGREE TO PROCEED WITH THE RESCHEDULE, teams SHOULD THEN 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 confirmed by teams in the PlayMetrics system so it can be sent off to the host club for field placement **within 72 hours** of the finalized reschedule.

EXCEPTIONS



This does not apply to weather-related cancellations.



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

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 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!
2. 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.

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:

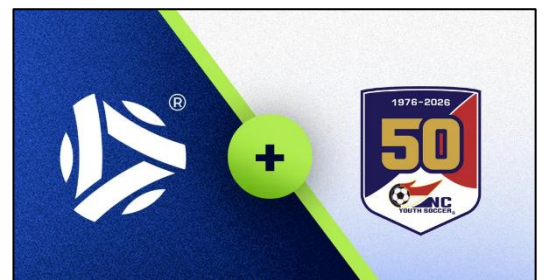
1. GAME SCORING ASSISTANT

via QR scan on mobile device:

It is the responsibility of the referees to check-in teams using the PlayMetrics Game Scoring Assistant at the field. The Coach/Team Manager will pull up the QR code for that match to access the photo rosters for that team for check-in.

REFEREES ARE REQUIRED TO UTILIZE THE GAME SCORING ASSISTANT FOR CHECKING IN TEAMS.

If they refuse for whatever reason to utilize the Game Scoring Assistant to check-in teams, it should be noted by sending an email to Colby Morton at classic@ncsoccer.org while still at the field if possible. Be sure to copy both teams and applicable club directors and note the Game ID, game date/time, teams involved, and host location/complex.



NOT SHOWING/ELIGIBLE ON ROSTER=NO PARTICIPATION

- **Only players who appear on the photo team roster via the game card in the Game Scoring Assistant at referee check-in are eligible to play.**
- **IF YOU ARE NOT ON THE ROSTER ON THE GAME SCORING ASSISTANT, YOU ARE NOT ELIGIBLE TO PLAY IN THE MATCH, REGARDLESS OF WHETHER YOU HAVE A PLAYER PASS for that team.**

2. TWO JERSEY OPTIONS



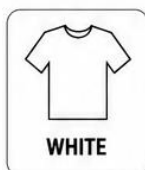
1

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



2

Generally accepted “light” color jersey options include:



and
similar
colors



3

- If the color of your “light” jersey option is something other than the generally accepted “light” colors (such as red or light blue), your team **MUST** have another back-up jersey or training shirt with numbers in a generally accepted “light” color.



- If **WHITE** socks (or another generally accepted “light” color sock) are not your usual “light” jersey socks, your team must have white (or another generally accepted “light” color) socks as a back-up in case of a conflict.



- **Example:** If a team’s “light” jersey is **RED** (which could also be another team’s “dark” color), that team must have another back-up jersey or training shirt in a generally accepted “light” color **AND** white (or another generally accepted “light” color) socks 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.



HOME
(LIGHT)



VISITOR
(DARK)



4

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.



5

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



6

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

THE MATCH ITSELF

REFEREES ON GAME DAY

There will be three referees assigned to all matches, consisting of one center and two assistant referees.

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

 AGE DIVISION	 CENTER REFEREE	 ASSISTANT REFEREE	 TOTAL
U17/U18/U19	\$79	\$58	\$195
U15/U16	\$74	\$48	\$170
U13/U14	\$63	\$37	\$137
U11/U12	\$53	\$32	\$117



****PAID BY
HOME TEAM**



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.

WHAT HAPPENS IF NOT ENOUGH OR NO REFEREES SHOW UP

 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 linesman 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 & SPECTATORS

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).

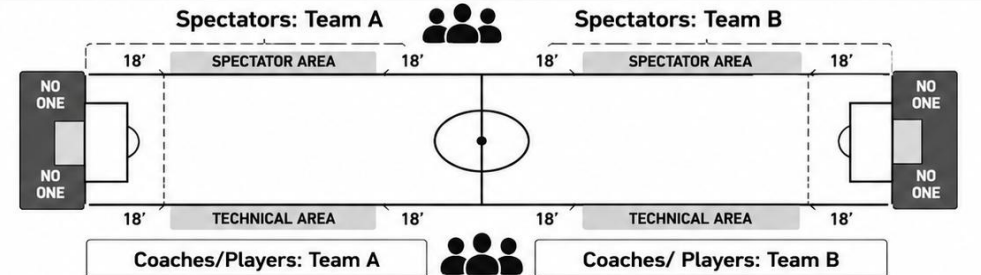
- 

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.
- 

NO ONE will be permitted in the area behind the goals/end line.



 Spectators must remain between the half line and 18'

 18' = Eighteen (18) feet from the half line

 NO ONE permitted in the area between 18' and end line or behind the goals.

SUBSTITUTION GUIDELINES



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.

GAME SCORING ASSISTANT



CLASSIC LEAGUE PLAYMETRICS GAME SCORING ASSISTANT TEAM ADMIN & REFEREE GUIDE

TEAM ADMIN GAME DAY CHECK-IN

As a Team Admin, you only have 2 required steps in this process.

1

OPEN THE PLAYMETRICS APP

Download the PlayMetrics app (if you haven't already) and log in as a Team Admin.

2

ACCESS THE GAME QR CODE

Go to the game details, click the ellipsis (⋮) in the top right, and select **View Game Card**. Show the QR code to the referee for them to scan.



Show QR Code to Referee



YOUR PART IS COMPLETE.

The referee will take over the check-in process on their mobile device. You do not complete the remaining steps.



The PlayMetrics Game Scoring Assistant cannot be accessed before the day of the game.

REFEREE

CHECK-IN & POST-GAME SCORE REPORTING

3



SCAN THE QR CODE

Open your phone's camera, scan the team's game QR code, and open the link. You will be taken into the Game Scoring Assistant for that specific match.

4



CHECK IN PLAYERS AND COACHES

Use the PlayMetrics photo roster to check in all participating players and coaches for both teams. Players must appear on the roster in the Game Scoring Assistant to be eligible to play.

5



PLAY THE MATCH

Once check-in is complete, conduct the match. During the match, keep accurate records of goals, cautions (yellow cards), send-offs (red cards), and any other reportable incidents. This information will be needed for the match report.

6



ENTER THE FINAL SCORE

After the match, return to the Game Scoring Assistant. Select Set Final Score, enter the score for each team, verify it is correct, and select **Save Score**.

7



ENTER INFRACTIONS (IF APPLICABLE)

If there were cautions, send-offs, or other reportable infractions, select Enter Infraction, choose the team and individual, select the infraction type, enter the required information, and add the infraction. Repeat for each incident. Accuracy is important.

8



REVIEW BEFORE FINISHING

Before leaving the field, verify that both teams have been checked in, the final score is accurate, and all applicable infractions have been entered correctly.



MATCH REPORTING THROUGH PLAYMETRICS IS REQUIRED FOR NCYSA MATCHES BY THE REFEREE.

PART 7

MISCELLANEOUS PARTS

PROMOTION AND RELEGATION GUIDELINES

The Classic Program follows a Promotion and Relegation system to determine slots for all age groups U13 (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.ncsoccer.org.

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.

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

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.