

Northwest Rio Grande Soccer League General Procedures and Rules

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SECTION 1: AUTHORITIES AND RESPONSIBILITIES

A. Governing Procedures

The procedures contained herein shall govern members of this League in all cases in which they are applicable and are not in conflict with the By-Laws of this League, NMYSA, USYSA, or USSF.

B. Club Rules More Stringent

Clubs may develop rules and regulations that are more stringent than those included herein, but in no case may the rules be less stringent. Current copies of Club by-laws and/or rules of procedure must be on file with the Secretary of the League at all times.

C. Team and Club Responsibility for Conduct of Members

Each team shall be responsible for the conduct of its players, coaches, managers, assistants, and parents. It is also the responsibility of each team to ensure that its actions, on or off the field, do not bring discredit upon this League. Each Club shall be responsible for conduct of those persons associated with its operations and it is the responsibility of each Club to ensure that its actions do not bring discredit to this League.

D. Approval Authority Over Tournaments and League Sponsored Events

The authority for approval and/or operational control over League matches, tournament matches, intra-district competition, select team matches, and other League sponsored events, including dates and times of matches which are to be played or sponsored by registered teams or affiliated clubs, shall be vested with the Commission.

SECTION 2: AGE LIMIT DEFINITION/AGE GROUPS

A. "Youth" Defined

The term "Youth" as applied to the By-Laws and General Procedures and Rules shall mean an amateur player who has not attained his/her nineteenth (19th) birthday before August 1 in the seasonal year in which he/she applies for registration.

B. Attaining Limiting Age After 1 August of the Seasonal year

Players attaining the limiting age for any age group on or after August 1 of the seasonal year will be eligible to play for the remainder of the seasonal year.

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C. Age Classifications

All Clubs, unless sanctioned otherwise by the Commission, shall divide play among teams of equal age grouping as follows, and all competitions will adhere to these age classifications:

Under 19 Players have not reached their 19th birthday before August 1 of the seasonal year.

Under 16 Players have not reached their 16th birthday before August 1 of the seasonal year.

Under 14 Players have not reached their 14th birthday before August 1 of the seasonal year.

Under 12 Players have not reached their 12th birthday before August 1 of the seasonal year.

Under 10 Players have not reached their 10th birthday before August 1 of the seasonal year.

Under 8 Players have not reached their 8th birthday before August 1 of the seasonal year.

Under 6 Players have not reached their 6th birthday before August 1 of the seasonal year.

D. Playing Up in Age Group

Players may never play down in age group. Clubs allowing players to play up shall provide the NWRGSL Registrar documentation signed by the player, parents/guardian, and coach, attesting to the fact that all concerned are aware of safety considerations involved in younger players playing up and that parents/guardians accept responsibility for any injury to their son/daughter as a result of his/her playing up and that the team, coach, League, and State Association will not be held liable in the event of injury.

SECTION 3: PROOF OF AGE

Proof of age shall consist of a Birth Certificate or Birth Registration issued by an appropriate Government Agency, Board of Health Records, Passport, Alien Registration Card issued by the United States Government, a Certificate issued by the Immigration and Naturalization Service attesting to age, or a Certification of an American Citizen Abroad issued by the appropriate Government Agency. Hospital, Baptismal, or Religious certificates will not be accepted. Copies will be acceptable if notarized.

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SECTION 4: REGISTRATION AND INSURANCE

A. Player Registration Forms

All players must submit a properly completed Registration Form provided by NMYSA for each seasonal year.

B. Players Register Within League

All players may register with any affiliated club within the League without regard to club or League boundaries. NWRGSL will only accept players from New Mexico District Commissions 1-8.

C. Player Registration Fees

The proper registration fee must be submitted at the time of registration of all players. The fee shall be set by the Commission every year. In the event no fee is set, the fee from the previous year shall be used.

D. Responsibility for Player and Team Registration

Each Club shall be responsible for ensuring proper registration of all players and teams within its jurisdiction.

E. Team Roster Limit

U14 and above teams may not have more than eighteen (18) players on their rosters at any given time. U12 teams may not have more than twelve (12) players. U10 teams may not have more than ten (10) players. U7 teams may not have more than eight (8) players.

F. Deadline for Submission of Team Rosters by Clubs

All Clubs must adhere to setting a time for rosters to be completed and submitted to the League Registrar by the start of Club practice each seasonal year. In order for teams and players to be registered and thus insured without any lapse of insurance coverage, rosters containing a minimum of seven (7) players must first go to the League Registrar and then on file with the State Registrar on or before the beginning of the seasonal year which is September 1. Any team that is formed after the beginning of the seasonal year must submit a roster prior to any practices or play in order to be registered and insured.

G. Clubs Must Furnish Start Dates for Practice

All Clubs must notify the League Registrar (in writing) as to the date of start of practice at the time of their initial team registrations.

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H. Effective Date of Player Insurance

Each properly registered player on a roster is covered by insurance as soon as a team roster with his/her name upon it is submitted from the League Registrar to the State Registrar.

I. Insurance is Secondary Policy

Insurance coverage is a secondary policy. Each claim is to be submitted to the League Registrar for processing and verification of the player. All claims should be filed with primary carrier first unless no primary carrier is available to the player.

J. Team Classification Definitions

All team rosters submitted from the Clubs affiliated with NWRGSL to NWRGSL must be defined as either competitive or recreational.

1. Any team which uses tryouts, recruiting, or any like process to roster players (or to not roster players, including limiting their roster size below the maximum allowed) selectively on the basis of talent or ability shall be classified as competitive.
2. A team which invites players without tryouts, but also accepts players assigned randomly is considered recreational.
3. All other teams within NWRGSL where 4.J.1 or 4.J.2 does not apply shall be classified as recreational.

SECTION 5: PLAYER PASS CARDS

A. Requirements for Player Pass Cards

Each registered player will be issued a Player Pass Card that is to be used for purposes of play. Each Player Pass Card must be signed by the player and a current picture attached and shall contain the following information before being laminated:

1. League name
2. Team name and age group
3. Player's name, birth date and signature
4. Seasonal year date

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5. Registration number
6. Signature of League Registrar
7. Signature of NMYSA Registrar

B. Laminated Card Required to Participate

Players must have a Player Pass Card in order to participate in any scheduled League match. All cards must be laminated.

SECTION 6: TOURNAMENTS

A. NMYSA Travel and Tournament Manual

All League or Club tournaments will be conducted in accordance with the New Mexico Youth Soccer Association Travel and Tournament Manual.

B. Travel and Tournament Manual

Travel and Tournament Manuals shall be available from the President, Tournament Director, Registrar or District Commissioner.

C. Cup Competition Set by Commission

In cup competition, the format for the required League tournaments, if any, will be set by the Commission.

D. League Tournament

A League Tournament shall be held each seasonal year at a date and under a format set by the Commission.

E. Fall U12 and below Tournament

The opportunity to conduct a U12 and below Tournament in the fall shall be afforded to all Clubs with the exception of Alameda. The Commission shall choose the host Club from those applying.

F. Jeanette Gallegos Memorial Tournament

The Jeanette Gallegos Memorial Tournament shall be held each seasonal year in the spring for U12s and below. The host club shall be Alameda unless Alameda elects not to host the Tournament in such case the Commission will select the host club.

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G. Tournament Rules

Tournaments sanctioned by the League shall utilize the following tournament rules unless changed by the Commission for a specific tournament.

1. Scoring.

6 points for each WIN

3 points for each TIE

0 points for each LOSS

1 point for each GOAL scored up to a maximum of three (3) goals

1 point for each shut-out

-1 point for each red card issued

Teams shall be awarded points for goals scored without regard to the outcome of the match. That is the losing team will receive points for goals scored, and zero (0) for the loss.

2. Forfeit - In the event of a forfeit during bracket play, the forfeit shall be scored as follows:

a) For the purpose of determining a score, the team which "wins by forfeit" shall be deemed to have scored the average number of goals actually scored in matches played against other teams within the bracket.

b) Example: Team B has played three matches within the bracket. Goals scored for those three matches are 4, 5, and 1 for a total of 10 goals. The goals "deemed scored" in the forfeited match would be 3 (10 goals/3 matches = 3.33 goals, rounded to 3).

c) For the purpose of awarding points, the team which "wins by forfeit" shall receive six (6) points for the win, and points for the goals "deemed scored" as calculated above. No point will be awarded for a shut-out for a match not played. (In the example above Team B would be awarded nine (9) points for the forfeit.)

3. Bracket Ties - In the event that two or more teams are tied in points at the end of the bracket matches, the following tie-breakers shall be applied in the order given until a winner is determined.

a) Results of Head-to-Head competition.

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- b) Least number of goals scored against the team.
- c) The difference between goals scored for and goals scored against (maximum of three (3) goals per match).
- d) Kicks from the penalty mark.

In the event of a tie in a semi-final or final match, there shall be an overtime period as per Section 9: A. If after the overtime period, a tie still exists, penalty kicks will determine the winner.

4. Disputes - All disputes will be settled by the Tournament Director and his/her Committee.

5. Misconduct - If, in the opinion of match officials, a match must be terminated for misconduct, of players, bench, or spectators, the offending team, could, at the discretion of the Tournament Committee, be suspended from further play and forfeiture of all points and position previously earned.

6. Red Cards - A player given a red card shall be sent off from the match and shall not be replaced.

Any player receiving a red card will present himself/herself along with his/her coach promptly upon completion of the match to the Tournament Director and/or the Field Marshall at the Tournament Headquarters.

The result of a hearing will determine a player's eligibility for further tournament play; however, under no circumstances shall the suspension be less than one (1) match if the red card was properly issued.

A player shall not play after receiving a red card until a hearing has taken place.

A coach receiving a red card shall be restricted from being within 100 yards of the playing field during the next match of his/her team. More severe discipline may be awarded by the Tournament Committee at their discretion.

The accumulation of red and/or yellow cards by players and/or coaches on one team may be the basis of disciplinary action by the Tournament Committee.

Yellow carded players may be substituted for at the time of the card being issued.

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SECTION 7: GUEST PLAYERS

A. Proper Procedure

The proper procedure for obtaining guest players is to ask the players' coach first and then the player and/or his parents.

B. Guest Player May Be Approved

NWRGSL or any NMYSA players may be approved for Guest Player status on NWRGSL teams by filing the NMYSA Guest Player Authorization Form with the NMYSA Vice-President (Youth Commissioner).

C. Authorization Procedures

Guest Player authorization procedures are contained in the NMYSA Travel and Tournament Manual.

D. Guest player fees

A league guest player fee shall be set by the commission every year. This fee is in addition to any state fee. The monies from the guest player fees shall be used to fund the league portion of scholarships.

SECTION 8: SELECT TEAM PROCEDURES

A. Formation of Ryan Cup Teams

The formation of Ryan Cup or other select teams shall be vested with the Commission.

B. Ryan Cup Committee

The rules and guidelines for Ryan Cup Competition shall be recommended by the Ryan Cup Committee and adopted by the Commission each seasonal year prior to selection of coaches or tryouts.

SECTION 9: MATCH TIMES AND BALL SPECIFICATIONS

A. Game Length, Overtime Periods and Ball Size

The length of matches, overtime periods, and ball size for each age group shall be as follows:

Age	Match Length	Overtime Period	Ball Size
U19	2-45 min Halves	2-15 min Halves	#5

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U16	2-40 min Halves	2-15 min Halves	#5
U14	2-35 min Halves	2-10 min Halves	#5
U12	2-30 min Halves	2-10 min Halves	#4
U10	2-25 min Halves	2-10 min Halves	#4
U7	4-8 min Quarters	2-3 min Havles	#3

B. Alter for Tournament Play

The above enumerated time specifications may be altered to accommodate tournament play.

SECTION 10: RULES OF PLAY

A. FIFA Rules Govern Play

The rules of play shall be the "Laws of the Game" as published by FIFA with those modifications stated herein. All matches sanctioned by this League shall abide by the "Laws of the Game" and the modifications as published by this League. The term "Player" also includes substitutes.

B. Wear of Dangerous Apparel/Shin Guard

A player must not wear anything which is dangerous to another player and shin-guards must be worn by each player. No player may participate in a sanctioned League match without shin-guards. Shin-guards are required for practice, scrimmages, or tryouts. Shin-guards must be worn under socks.

C. Coaching From Sideline and Sideline Conduct

Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is allowed in youth soccer in New Mexico. General sideline conduct will adhere to the below:

1. The coach may give limited tactical instruction in a positive manner from the technical area only. No other coaching is allowed. The technical area is an area one yard outside the touchline, between the penalty areas.
2. No coach, player, substitute, or spectator is to be outside of the area designated by the League. If no control plan exists, then the referee will determine the best course of action for player and spectator control.
3. No coach, player, or spectator is to make derogatory or dissenting remarks or gestures to the referee, other players, or spectators.

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4. No coach or player is to use profanity.
5. No coach, player, or spectator is to incite, in any manner, disruptive behavior of any kind.
6. No coach, player, or spectator shall possess or consume any controlled substance (including alcohol) at any sanctioned League match or practice.

D. Conflicts in Uniform Colors/Goalkeeper

Where colors of uniforms are similar, the home team will be required to change to colors which are distinct from those of the opponent. Where the color of the jersey of the goalkeeper is similar, either to his/her own team or that of the opponent, the goalkeeper shall change to another color which is not similar.

E. Home Team Supply Ball

The home team shall supply the match ball subject to the approval of the Referee.

F. Substitutions

Players may be substituted at the following times (with the referee's permission):

1. Prior to a throw in, in your favor.
2. Prior to a goal kick, by either team.
3. After a goal, by either team.
4. After an injury, by either team, when the referee stops the play.
5. At half time or quarter breaks.
6. Following a caution, the cautioned player may be substituted.

The number of substitutes shall be unlimited. In any case, a substitute shall not enter the field of play until he/she has been given the signal to do so by the referee.

G. Minimum Playing Time

In competition involving U12 and below, all players must be allowed to play a minimum of one-half (1/2) of the match if the player is in good standing with the team. Coaches may limit playing time for disciplinary reasons or for unexcused absences from practice. In competition involving U14 and above, the policy of the

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League is to strongly recommend that players must be allowed to play a minimum of one-half (1/2) of the match.

H. Referee Responsibilities

The Referee shall:

1. Prior to the start of the match, verify the identity of each player with his/her Player Pass Card. He or she shall collect the Player Pass Cards of those players who are to participate in the match. The Referee shall not allow any player to participate in the match who is not in possession of a current USYSA Player Pass Card or who is not wearing shin-guards.
2. Submit his/her Referee Report to the proper authority as specified the Commission. He/she shall also notify, by phone, the Referee Administrator of the name and circumstances of any player ejections. A report of the incident shall be sent along with the Player Pass Card(s) to the Referee Administrator. If this happens during tournament play, the Player Pass Card(s), along with a report, shall be given to either the Field Marshall or Tournament Director.
3. Inspect all players' equipment and the playing field prior to the start of the match. This inspection is to assure that the match can be played without jeopardizing the safety of the participants.
4. Allow a cautioned player to be substituted for at the time of the card being issued.
5. Issue send-offs and cautions to coaches for the following inappropriate behavior.
 - a) Loud and boisterous side line conduct by players, parents, and/or coaches.
 - b) Negative or profane remarks directed at any player or players.
 - c) Direction from players, parents, or coaches to violate the "Laws of the Game" or act in a violent manner.
 - d) Persistent criticism of the Referee or a Linesman.
 - e) Possession of controlled substances (including alcohol) by players, coaches, or parents.
 - f) Any conduct, deemed by the Referee, to create a negative atmosphere for youth soccer.

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A coach sent off for any reason shall serve a minimum of a one (1) match suspension.

6. File a Game Report for every match worked. A report shall also be filed if the match was a Forfeit (single or double).

I. Reporting of Scores

The home team is responsible for notifying the League within one week of the outcome of the match. The Club of the home team (s) should compile the Club scores and report said scores to the League within one week of the competition.

J. Delaying the Start of a Match (Forfeit)

Any team delaying the start of a scheduled match more than fifteen (15) minutes without sanction of the proper authority, shall forfeit the match to the opponent by a score of 1 to 0. The referee may start the match at anytime after the minimum number of players have arrived and prior to the passage of the fifteen (15) minutes.

K. On Field Team Size

The on the field team size of the respective age groups shall be as follows: U14 and above - 11, U12 - 8, U10 - 6, U7 - 4. U7 shall have no goalkeeper.

L. Minimum Number of Players

A team will not be allowed to start or continue a game with fewer than seven (7) players on the field except in the cases of U12, U10 and U7 competition in which case the respective players required to start or continue a match will be: U12 - 6, U10 - 4, U7 - 3.

M. No-Show by Both Teams

In the event both teams do not show up for a scheduled match and the Referee rules the field as playable, then both teams shall be assessed with a loss.

N. Late Starts Attributable to Referees

Referees responsible for late starts of scheduled matches may be disciplined by the Referee Association. Referees may be called upon, by the Commission or the Referee Association, to explain their reports.

O. Referee Judgment on Physical Conditions

The Referee's judgment with regard to the physical condition of the field and its acceptance for play, to the actual happenings and occurrences related to the match, and those prerogatives granted to him/her by the "Laws of the Game" as published by FIFA, shall not be challenged.

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P. Bad Weather Policy/Rescheduling Games

The League shall publish a "Bad Weather Policy" and a policy for rescheduling matches for use by coaches, League Officials, and Referees.

SECTION 11: PLAYER "SENT OFF" PROCEDURE

If a player is sent off for misconduct, then the Referee shall mail the player's Pass Card along with the Game Report to the Referee Liaison or, in the case of a tournament, deliver it to the authority specified in the tournament play (Field Marshall/Tournament Director).

SECTION 12: PLAYER TRANSFERS, RELEASES, AND ROSTER LIMITS

A. Bound to Team/Exception

Once a player is registered and listed on a NMYSA Official Roster, that player is bound to that team for the entire seasonal year, except for a Transfer or Release.

B. Transfer Discouraged/Reasons for Approval

Transfers are strongly discouraged but may be approved for the following reasons only.

1. The player has moved out of a club's geographical area and the travel distance would be a hardship.
2. The releasing and receiving coach agree that the transfer is in the best interest of the player.
3. The releasing Club and/or the League make a determination that the player is incompatible with the releasing team or coach.
4. A League team has been disbanded (ceases to exist).

C. Processing/Request for Transfer

The following will apply to the processing of requests for transfer.

1. The releasing and receiving coach must sign a transfer request except in the case of B. 3 above.
2. Any player having been given a release who at a later date desires to return as a registered player will be treated as a transfer player and must apply as such.

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3. If a Club has a written procedure regarding transfers, a request for transfer from that Club must follow that procedure and be approved or denied by that Club. That decision may be appealed to the League. In the absence of a Club written procedure regarding transfers, the request for transfer will be processed by the League only.

4. Any request for transfer from Club to Club or from League to League which meets the requirements of Article B. 2 above shall be considered an "uncontested transfer" and transfer does not need Commission approval. Uncontested transfers must comply with all other requirements of this Section.

5. Any request for transfer from Club to Club or from League to League which does not meet the requirements of Article B. 2 above must be approved by the Commission. A transfer from team to team within a Club does not have to be approved by the Commission but must meet the above criteria for transfer in B.1 - B.3.

6. Any player being granted a transfer will have a ten (10) day delay before being allowed to move to another team. A player becomes eligible on the eleventh day from the day of approval of the transfer by the District Commissioners or Commissioners if the transfer involves another district.

7. The waiting period for the transfer of a player from a disbanded team (ceases to exist) is automatically waived.

8. The President shall have the power to waive the ten (10) day delay for U12 and below teams if he/she feels the transfer will not produce an undue advantage for the team receiving the player. The President may not waive the minimum delay listed in the NMYSA rules.

9. The reason for transfer shall include a statement of the provision of this document upon which the request is based.

10. The Registrar shall be compensated for the processing of transfers. The Commission shall set the amount.

11. Transfer fees shall be charged.

Transfer fees shall be set by the Commission every year. In the event no fee is set, the fee from the previous year shall be used.

The proceeds of the fees go to the League and are not split with respective Clubs.

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No fee shall be charged for administrative transfers or those resulting from the disbanding of a League team. An administrative transfer is one caused by a clerical error of the Club or League Registrar.

D. Release Reasons

A player may be released from a team if the player is unable to play for one of the following reasons.

1. The player has violated USYSA rules, League or State disciplinary rules.
2. The player has moved beyond a reasonable travel distance.
3. The player is injured in such a manner that the player will not be able to participate for the remainder of the season.
4. The player is deceased.
5. The team on which the player is registered is disbanded (ceases to exist).

E. Release

The following shall apply to the granting of releases.

1. With regard to D.1 above, it is a violation of state disciplinary rules for any player to violate the rules of the League or any affiliated Club in which the player is registered or if the player or player's parents conduct is such that if allowed to continue, it would have a negative or detrimental impact on the team.
2. Any player being given a release who wishes at a later date to return as a registered member will be treated as a transfer player and must apply as such.
3. Any player being granted a release under E.2 or E.5 will be allowed to move to another team without undue delay.
4. Any player being granted a transfer under D.1 shall have a ten (10) day delay before being allowed to move to another team. A player becomes eligible on the eleventh day from the day of approval of the transfer by the District Commissioner or Commissioners if the transfer involves another district.
5. The Club of the requesting player shall be charged a fee for the processing of the Release except in the case that the sole reason for the release is to open space on a roster which has reached maximum size. The Club may pass the cost on to the player or team. The fee shall be set by the Commission every year. In the event no fee is set, the fee from the previous year shall be used.

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6. The Registrar will be compensated for the processing of releases. The Commission shall from time to time set the amount.

F. Player Ability/No Release, Drop, or Cut

No player may be released, dropped or cut by any recreational team due to his or her lack of playing ability.

G. Transfer Limit

A team shall be limited to a total of three (3) transferred players per seasonal year in order to be eligible for any Cup competition. A transfer shall be defined as adding a currently NMYSA registered player to a roster or a player who returns to the same roster.

H. Multiple Roster Players

1. Multiple Rostered players are defined as those players that are rostered to more than one team in a given seasonal year.

2. No player shall be multiple rostered to more than two teams at any given time during the seasonal year.

3. A player may be multiple rostered to a competitive team and a recreational team

4. A player may be multiple rostered to two recreational teams

5. A player shall NOT be multiple rostered on two competitive teams.

6. Declaration of intent to multiple roster

a. A player who will be multiple rostered to a competitive team and a recreational team must declare so at the time of initial registration before the fall season, or during the three weeks prior to the scheduled first game of the spring season. At no other time may a player wishing to multiple roster on a competitive team be allowed to do so.

b. A player may be multiple rostered on two recreational teams at any time during the seasonal year, at the discretion of the League Registrar, or the League President.

7. Procedure

a. A player intending to multiple roster must submit a properly completed multiple roster request form through the Club to NWRGSL.

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b. The first team a player is rostered on SHALL be the player's primary team- regardless of competitive or recreational. If a player has not yet been rostered to a team, then the player must declare the primary and secondary teams at the time of rostering.

c. If the player is to multiple roster on two teams not within the same club, they must also submit a properly completed registration form to NWRGSL for both teams that the player will be rostered.

d. A fee shall be set by the Commission every year. In the event no fee is set, the fee from the previous year shall be used. The fee shall not be less than the current guest player fee (State and League combined) or less than the current transfer fee charged by NWRGSL.

e. The fee may be waived at the discretion of the League President.

8. Rules concerning playing multiple rostered players.

a. A player must always practice and play for their primary team first. If the games and practices of the secondary team do not conflict with the primary team's schedule, then the player may participate in practices and games for the secondary team.

b. A player may NOT play in more than two games on any given day.

c. A player may NOT play in two consecutively scheduled games unless there is a rest time between the two games equal to a game time length of that age group. For example, if the player were U12, the player may play in two games on a given day if and only if there is a time delay between the first and second game equal to a U12 game time, including half time.

d. If both teams elect to participate in the same tournament, the player may play ONLY for the primary team.

SECTION 13: APPEALS PROCEDURE

A. Proper Subject of Appeal

An appeal may be filed with regard to any of the following.

1. A decision of a Club.
2. A decision of a League Official.

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3. A decision of a Standing Committee or Special Committee.
4. A decision of the Judiciary/Disciplinary Committee.
5. A decision made by any organizational entity falling under the jurisdiction of the Commission.

B. Procedure

An appeal shall be submitted in writing in duplicate to the League President within five (5) days of being notified of the decision which is the subject of the appeal.

C. Properly Structured

A properly structured appeal should reference the appropriate sections of the By-Laws, General Procedures and Rules, or other policy document upon which the appeal is based.

D. Shall be Heard

An appeal shall be heard by the Commission at the next regular Commission meeting unless the President calls for a special meeting or e-mail/phone poll.

E. Copy to Subject

A copy of the appeal shall be sent to the person, club, team, or committee whose action is the subject of the appeal.

F. Club Appeal Procedure Exhausted

The Commission shall not hear an appeal involving actions within a Club until such time as the appeals procedure of that club has been exhausted.

G. Judiciary/Disciplinary Committee Appeals

Appeals of decisions of the Judiciary/Disciplinary Committee shall follow the procedures set forth in the Disciplinary Action Procedures (attached as an Exhibit).

SECTION 14: PROTEST PROCEDURE

A. Outcome of Game

A protest may be filed regarding the outcome of a game sanctioned by the League.

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B. Procedure

A protest shall be submitted in writing in triplicate to the League President within five (5) days of the occurrence of the alleged violation of the "Laws of the Game".

C. State Violation

A protest must state the violation of the "Laws of the Game" upon which the protest is based.

D. Filing Fee

A filing fee of \$25.00 shall accompany a protest.

E. Who May File

A protest may be filed by a Club, a registered team and/or a team coach.

F. Notify Head Referee

The President shall notify the Referee Liaison and make one (1) copy available to the Referee Liaison. The Referee Liaison shall deliver the copy to the Referee involved.

G. Notify Team Involved

The President shall notify the team involved in the match being protested and make one (1) copy available to the coach of that team.

H. Commission or Special Committee to Hear

The Commission shall hear the protest or appoint a special committee to hear the protest. The Commission (or special committee) shall hear the protest within fifteen (15) days of receipt of the protest.

I. Filing Fee Refunded

Should the final decision be in favor of the protest, the filing fee shall be refunded.

J. Rescheduled Match

Should the ruling be that the match is replayed and the two coaches involved cannot agree upon a time and place, the Commission (or special committee) may set the time and place of the rescheduled match.

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K. Fail to Appear

Should either team fail to appear for the replay, that team shall forfeit the match and be penalized as per the Disciplinary Action Procedures.

SECTION 15: CONTROLLED SUBSTANCE PROHIBITION

A. Prohibition of Use or Consumption of Controlled Substances

The use and/or consumption of any controlled substance at the field area by anyone before, during, or after the playing of any youth soccer game is expressly prohibited.

B. Violation Subject to Discipline

Anyone who violates this prohibition shall be subject to disciplinary action and/or suspension by the Commission.

SECTION 16: TRAVEL PROCEDURE

Teams desiring to travel inside or outside New Mexico must submit a properly completed USYSA Application for Travel Form through the League Registrar to the NMYSA Vice-President (Youth Commissioner). No travel shall be allowed or authorized until approved by the Club where the team is registered.

1. Teams requesting travel must be in good standing with their associated Club, which will be verified by either the Club President or duly appointed Club Commissioner. The team must also be in good standing with the League.
2. Team travel requests must be submitted in writing to a NWRGSL board meeting that is not less than thirty (30) days prior to the desired date of travel and not less than forty (45) days for out-of-state travel.
 - a. Team travel requests may also be submitted by e-mail, and will be considered valid requests if received not later than three (3) days prior to the date for submission to a NWRGSL board meeting set forth in the above Travel subsections.
 - b. A properly completed USYSA Application for Travel Form must also be submitted to the NWRGSL board meeting when the team travel request is presented. After authorization/approval, the form will be forwarded to the League Registrar for further processing.
 - c. If there is not a quorum available at the League board meeting, a phone or e-mail vote shall be called and conducted by the League President. If a team travel request is received late, a phone or e-mail vote may be called at the discretion of the League President. A properly completed USYSA Application for Travel Form

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must be submitted to the League President before any phone or e-mail vote is undertaken. After authorization/approval, the properly completed USYSA Application for Travel Form will be forwarded to the League Registrar for further processing.

3. Rosters requests must be submitted 30 days before an in-state tournament and 45 days before an out-of-state tournament. Roster requests submitted by these dates are free. Late requests must pay a fee set by the commission. These fees are in addition to state fees.
4. A team must have a certified, active referee to receive permission to travel to a Class I tournament.
 - a. The League Referee Scheduler will verify the status of the referee associated with the team submitting a travel request.

SECTION 17: INDOOR SOCCER PLAY / OTHER FORMATS

Indoor soccer and other formats of play such as 3 v 3 and 5 v 5 tournaments shall be looked upon as separate from the outdoor game with separate rules for play and registration which may be but generally are not sanctioned by this League.

It is recognized, however, that indoor soccer and other formats are still soccer and the lack of sanction does not relieve participants from compliance with the basic standards of conduct defined by this League. A member of this League who is also a participant in indoor soccer or other formats of soccer may face disciplinary action as a result of actions on or off the field at other soccer venues.

SECTION 18: POACHING AND RECRUITMENT

A. Definition and Disciplinary Action

Any team which, through its responsible coaches, managers, or other representatives (to include Club officials, players and parents), attempts to illegally poach (induce registered players of any other team under the jurisdiction of this League to leave his/her team before the end of the current seasonal year), or attempts before the end of the league Spring playing season during the current seasonal year, to recruit registered players of any other NMYSA team for the next seasonal year or for play in indoor soccer or other formats, shall be deemed to have committed a poaching or illegal recruiting offense and will be subject to an investigation by the Commission. This may result in disciplinary action including but not limited to censure, probation, or suspension.

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B. End of Spring Playing Season Defined

The end of the Spring playing season shall be defined as that point at which the State Cup is complete. The Commission shall verify an exact date each year.

C. Beginning Seasonal Year Defined

The seasonal year for a player begins at that point that a player's registration form and registration fee have been submitted to the League Registrar. No team or Club shall register players for the following seasonal year prior to fourteen (14) days after the State Cup has been completed.

D. Recruiting Period Defined

The only time a player may be approached (by mail, by phone or in person) by a coach, manager or other representative (to include players and parents) is between the end of the Spring playing season and the beginning of the next seasonal year as defined above.

E. Coach Contact

One coach may contact another coach regarding a player registered on that coach's team.

F. Commission Action on Complaint

At such time as a poaching complaint is registered, the President shall appoint a disinterested person or persons to review the facts of the incident. A report of the findings shall be made to the Commission at the next regular meeting of the Commission.

SECTION 19: U6, U8, AND U10 MODIFIED PLAYING RULES

A. USYSA Modified Playing Rules Adopted and Exceptions

The League has adopted its Modified Playing Rules based on USYSA recommendations. These rules are attached as exhibits to this document. The USYSA recommendations are adopted in total except those that conflict with other provisions of the By-Laws or the General Procedures and Rules.

B. Diligent Effort by Clubs

In every case, clubs, in cooperation with the League shall make every diligent effort to bring playing fields in compliance with the standards set forth in the USYSA recommendations.

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C. Dangerous Play

In U10 and below play, dangerous play against a player on the same team will be called as a foul.

SECTION 20: FIELD REGULATIONS

A. Teams on Separate sides

Teams (coaches and players) shall be located on the same side of the field. Parents and spectators shall other sideline opposite the coaches and players.

B. Coaches on Assigned Sides

Coaches shall, during a game, remain on their assigned side of the field.

C. Technical Area

The League defines the technical area as 10 yards on either side of the half line and one yard outside of the field. A coach may not leave this area during play except as permitted by the Referee. Clubs shall mark the tehcnical area at the same time as marking fields. Assistant coaches and substitutes must also stay within the tehcnical area.

D. Parents and Spectators/Limits

Parents or spectators may not be in the proximity of either goal line and must stay out of the area defined by the goal line and the top of the penalty area along the touch line.

E. Remove person from Sideline

A team has the right to have boisterous persons associated with the other team removed from the sideline.

F. Goal Post Color

All goal posts shall be white and not have welded or otherwise attached hooks except where necessary to secure temporary goals firmly to the ground.

SECTION 21: FIELD MARSHALS

A. Appointed Field Marshals

The League or a Club may appoint Field Marshals and the Field Marshall shall work cooperatively with the Referee.

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B. Powers

The Field Marshall may possess whatever powers designated by the Commission or a Club either on an ongoing basis or for a specific game or tournament.

C. Minor Referee

In the case of a Minor Referee, the League or a Club should appoint a Field Marshall to control adult behavior. In that event, the Field Marshall may stop a game if he/she feels any player, coach, parent or referee is in danger or is being abused.

SECTION 22: UNIFORM CLUB COLORS AND GRAPHICS

A. Uniform Colors

The color of uniforms for any team representing a Club shall be governed as to primary, secondary or accent colors by the following:

1. The primary color of a Club shall not be used by any other Club as its color (including secondary) of a team uniform for another Club except in the case of white.
2. A primary color shall be defined as a color that covers more than fifty percent (50%) of the jersey or the shorts.
3. The secondary color may be used as the primary color for *an alternate* or second uniform.
4. Accent colors may be used as non-primary colors or secondary colors only. The intent is that the use of an accent color is to be as a strip, alternating blocks, socks, or numbers. All colors are available to all clubs as accent colors.

5.	CLUB	PRIMARY	SECONDARY
	Alameda	Royal Blue	White
	Bernalillo Sandoval	Maroon	White
	Corrales	Orange and Blue	White
	New Mexico Clash	Red and Gold	Red
	Los Padillas	Turquoise	Black
	Paradise Hills	Red	White

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Rio Rancho	Green	Black & White
Southwest	Silver	Black
South Valley	Turquoise	Silver & Black
NM Rush	Black	Black & White
Valencia del Rio	Blue	White

The Commission may give special permission for a variance in the above policy to a team.

The intent of this provision is to have distinct colors representing each Club. If any doubt exists, the team or Club is urged to receive an interpretation from the League President and/or the Commission prior to authorizing the purchase of said uniforms.

B. Uniform Graphics

Graphics on uniforms are defined as player numbers, names, pictures, logos, and similar elements, generally in an accent color.

1. Player numbers are recommended on uniform jerseys for age groups U9 and above. Some game schedules and tournaments may require numbers. Numbers should be one or two digits, proportionally sized to the jersey.

2. Player names, team names, and club names are allowed on uniforms. They should be of a size proportional to the jersey, approximately 1 to 3 inches high.

3. Sponsor names are generally commercial enterprises but may also be religious, social, or other non-commercial groups. Sponsor names may be separate from or incorporated into logos or other designs. Sponsor names and logos are allowed on uniforms provided they do not represent alcoholic beverages, tobacco products, firearms, or adult entertainment venues or products. Sponsor names and logos should not cover more than approximately twenty percent of any portion of the uniform, such as the front, back or sleeve of the jersey, or leg of shorts, and should not interfere with the legibility of player numbers. The League reserves the right to rule on the appropriateness of any sponsor name/logo. If any doubt exists as to the appropriateness of a name or logo, the team or Club is urged to receive an interpretation from the League President and/or the Commission prior to authorizing the purchase of said uniforms.

4. Replica names are names of professional or well known club teams, which may or may not be different from the name of the team wearing the jersey,

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and are replicated, in the same style as that used by the professional or well known club team. Replica names are allowed so long as they conform to other requirements of this Section.

C. Uniform Violations

In the event that a uniform is ruled by the Commission to not conform to the above uniform color and graphic regulations, the team or club involved shall not wear that uniform in any matches sanctioned by NWRGSL or NMYSA.

1. The cost of a uniform ordered in violation of these regulations shall not be a consideration in a decision of conformity to these regulations.

2. Violations of the uniform color and graphic regulations should be reported to the League President.

SECTION 23: REGISTRAR'S COMPENSATION

A. Registrar Compensated/Registration

The Registrar shall be compensated per player registered by the League with NMYSA. That amount shall be due and payable to the Registrar at the point a registration is forwarded to NMYSA. The fee shall be set from time to time by the Commission. If no fee is set the previous year shall be used.

B. Registrar Compensated/Transfer Fee

The Registrar shall also be compensated for transfers or releases completed by the Registrar. That amount shall be due and payable to the Registrar at the point a transfer or release is forwarded to NMYSA. The fee shall be set from time to time by the Commission. If no fee is set the previous year shall be used.

C. Invoice for Payment

The Registrar shall submit a signed invoice for payment to the Treasurer itemized by type of compensation, registration, transfer, or release in order to be paid.

SECTION 24: DISCIPLINARY ACTIONS PROCEDURE

The Disciplinary Actions Procedure as adopted by the Commission on April 11, 1989 is attached separately and is made a part of this document.

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SECTION 25: REFEREE AND REFEREE ASSOCIATION

A. Referee Definition

A Referee shall be one who has completed the requirements of, and is certified as a Referee by, FIFA and the United States Soccer Federation for the latest year for which such certification is available.

1. Unless otherwise stated, "Referee" refers to a Certified Referee.

B. Referee Association

The League shall include in its membership a Referee Association. The Referee Association shall have as its primary purpose the education, testing, certifying and advancement of Referees. In addition, and as it suits the League, the Referee Association shall schedule assignments for and pay for the services of Referees.

C. Recruiting Responsibilities

Recruitment of Referees shall be the dual responsibility of the Clubs and the Referee Association as follows:

1. Each returning team should list an active, Certified Referee at the beginning of each season (fall and spring).
2. Each Club will submit a list of Referees to the League at the September and March meetings.
 - a. The list will contain: Team name, age, gender, Referee name, Referee phone number, and Referee certification level.
 - b. A Club that has not submitted a list by the above dates will be in bad standing until the list has been accepted by the League.
 - c. An individual may be the referee for a maximum of two teams (see subsection 3a)
3. An active Referee is defined as one who referees at least 4 games in each of the fall and spring seasons.
 - a. A Referee for two teams must referee a minimum of 8 games in each of fall and spring.
 - b. For this section, a "game" is defined as a youth soccer game in the schedule in which that team plays.

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4. The Referee Association shall make available adequate opportunities for individuals to obtain certification as a Referee.
 - a. The Referee Association should schedule Grade 8 and Grade 9 (or other Grade appropriate) clinics in both August and February. The League should be notified of the time and location well in advance.
 - b. Additional Referee certification clinics should be scheduled. The League preference is for these to be held at the same location, time, and weekend on consecutive months (i.e. the first weekend of September, October, November, and March).
5. Any Team within a Club requesting permission to travel must have a Referee associated with that team. (This Referee also counts toward the sixty percent requirement for the Club.)

D. Other

1. A Club President may designate a referee for a team that does not have one. This team must have contributed heavily to the Club in the opinion of the Club President.
 - a. The designated Referee must be a Certified Referee who is not already a Referee for two teams.
2. New teams are not required (but are encouraged) to provide a Referee for the first season (fall or spring) of the team's existence.
 - a. A new team is defined as a team which did not have 7 players who played together the previous season (either spring or fall); regardless of the coaching staff.
3. The League (or its designated Referee Association) is responsible for payment of Referees. However, Clubs are encouraged to provide cash payment to Referees, on the field where feasible. The League will reimburse the Clubs for actual expenditures as evidenced by submitted match reports.

SECTION 26: MINOR REFEREES

A. Definition

A Minor Referee shall be defined as a Certified Referee under 18 years of age.

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B. Assignment

A Minor Referee should not be assigned to a match in which the participants are the same age or an adjacent age group to that of the Minor Referee (i.e. Minor Referee is U14, highest game for assignment is U10).

C. Exceptions

The League Referee Liaison may authorize exceptions based upon the abilities of a particular Minor Referee.

SECTION 27: FIELD DEVELOPMENT FUND

A. Establish Permanent Fund

The League shall establish a permanent fund for use in improving existing soccer fields or acquiring and developing new soccer fields.

B. Name

That fund shall be called the Northwest Rio Grande Soccer League Permanent Fund (Fund).

C. Minimum Yearly Contribution

The League shall contribute a minimum of \$2.50 per registered player per year to the Fund out of registration fees.

D. Fundraising Activities

The League shall conduct such fundraising activities as are necessary to supplement the above amount and those activities will be planned by the Field Development Committee.

E. Identify Potential Projects

The Field Development Committee shall also identify potential projects for the expenditure of funds from the Fund.

F. Appointment of Committee

The League President shall appoint a Chair of the Field Development Committee and its members with the concurrence of the Commission.

SECTION 28: PRACTICE FIELDS

The League shall approve all practice fields and times consistent with Blue Ribbon Committee policy and insurance regulations. The League may delegate this responsibility.

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Available practice venues will be determined by the Blue Ribbon Committee and modified by the League. League teams practicing east of I-25 must also receive permission from the Duke City Soccer League. Failure to follow these practice guidelines will result in loss of travel privileges for that team's entire Club.

SECTION 29: Additional Rules and Fees that Change From Year to Year

Additional Procedures, Rules, and Fees that change from year to year, or are temporary from year to year, recently adopted by the Commission shall be attached separately and made part of this document.

SECTION 30: EXHIBITS (Attached)

A. Modified Playing Rules U8 & U10

B. Micro Soccer Rules

MODIFIED RULES OF PLAY - U8

LAW I - THE FIELD:

A. Dimensions:

The field of play shall be rectangular, its length being not more than 70 yards nor less than 50 yards, and its width not more than 50 yards nor less than 30 yards. The length in all cases shall exceed its width.

USYSA Recommendation:

Length - 60 yards Width - 40 yards

B. Markings:

1. Distinctive lines not more than five (5) inches wide.
2. A halfway line shall be marked out across the field.
3. A center circle with a six (6) yard radius.
4. Four corner arcs with a two (2) foot radius.

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5. Goal area - six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line.

C. Goals:

Maximum: Six (6) feet high and twelve (12) feet wide.

Minimum: Size of hockey goals.

LAW II - THE BALL: Size three (3).

LAW III - NUMBER OF PLAYERS:

A. Maximum number of players on the field at any one time: Seven (7), one of whom shall be a goalkeeper.

USYSA recommends the goalkeeper position not be the responsibility of just one player, but all team members take turns playing this position.

B. Maximum number of players on the roster should not exceed twelve (12).

Substitution:

1. Injuries.

2. "Free substitution" in accordance with League rules, i.e. throw in by substituting team, after a goal by either team, on a goal kick by either team, at half time.

C. Playing time: Each player SHALL play a minimum of 50% of the total playing time.

D. Teams and games may be co-ed.

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LAW IV - PLAYERS EQUIPMENT:

Conform to FIFA with the following exceptions:

- A. Footwear: Tennis shoes or soft-cleated soccer shoes.
- B. Shin-guards: Mandatory.

LAW V - REFEREE:

- A. Registered Referee.
- B. Associate Referee.
- C. Parent/Coach or Assistant.
- D. Referees decisions on points of fact connected with the game shall be final.
- E. All rule infractions shall be briefly explained to the offending player.

LAW VI - LINESMAN: Use club linesmen.

LAW VII - DURATION OF THE GAME:

- A. The game shall be divided into two (2) equal twenty (20) minute halves.
- B. There shall be a half-time break of five (5) minutes.

LAW VIII - THE START OF PLAY: Conform to FIFA w/ following exception.

Opponents must be six (6) yards from the center mark while the kick-off is in progress.

LAW IX - BALL IN AND OUT OF PLAY: Conform to FIFA.

LAW X - METHOD OF SCORING: Conform to FIFA.

LAW XI - OFF-SIDE: There shall be no off-side.

Clarification: in general, off-side is not called by the referee, however, if it appears to the referee that players are being coached to be in an off-side position, or have figured out the advantage on their own, the referee shall issue a verbal warning to the player and coach, and continuous offside may result in a caution and send-off.

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LAW XII - FOULS AND MISCONDUCT: Conform to FIFA w/ following exceptions.

- A. All fouls will result in an INDIRECT FREE KICK with the opponents six (6) yards away.
- B. The Referee must explain ALL infractions to the offending player.
- C. No caution or ejections shall be issued to players except by an independent neutral Referee.

LAW XIII - FREE KICKS: Conform to FIFA with the following exceptions.

- A. Shall be classified under one heading - INDIRECT.
- B. A goal may not be scored until the ball has been played or touched by a second player of either team.
- C. No kicks shall be taken by the attacking team within the defending team's goal-box.

LAW XIV - PENALTY KICKS: No penalty kicks during these games.

LAW XV - THROW IN: Conform to FIFA with the following exception.

A second throw-in must be allowed if the player commits a foul on initial attempt. The Referee shall explain the proper method before allowing the player to re-throw.

LAW XVI - GOAL KICK: Conform to FIFA with the following exceptions.

- A. Goal kicks may be taken from any point inside the goal area.
- B. Opponents must be six (6) yards away from the ball.

LAW XVII - CORNER KICK: Conform to FIFA with the following exception:

Opponents must be six (6) yards away from the ball.

ADDITIONAL USYSA RECOMMENDATIONS

Opposing parent/coaches and players should shake hands after each game.

Do not record league standings.

Do not record final score.

Participation awards for ALL - no trophies or awards just for the best team.

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Parent/coaches, non-playing players, parents and spectators should be located not less than six (6) yards from outside the touchline nor should they be closer than 20 yards to the goal lines. No individual should be allowed to run the length of the field except participants of the game.

Parent/coaches should not coach or instruct the players during game time.

No alcoholic beverages should be consumed or allowed near the playing area.

MODIFIED RULES OF PLAY - U10

LAW I - THE FIELD:

A. Dimensions:

The field of play shall be rectangular, its length being not more than 80 yards nor less than 70 yards, and its width not more than 50 yards nor less than 40 yards. The length in all cases shall exceed its width.

USYSA Recommendation:

Length - 80 yards Width - 50 yards

B. Markings:

1. Distinctive lines not more than five (5) inches wide.
2. A halfway line shall be marked out across the field.
3. A center circle with an eight (8) yard radius.
4. Four corner arcs with a one (1) yard radius.
5. Goal area - six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line.

C. Goals:

Maximum: Eight (8) feet high and sixteen (16) feet wide

Minimum: Size of hockey goals

D. Penalty Area and Markings

The penalty area is 14 yards from goal post and 14 yards into the field.

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The penalty mark is 10 yards from the goal line.

LAW II - THE BALL: Size four (4).

LAW III - NUMBER OF PLAYERS:

A. Maximum number of players on the field at any one time Eight (8), one of whom shall be a goalkeeper.

Maximum number of players on the roster should not exceed 14.

Substitution:

Prior to a throw-in, in your favor.

Prior to a goal kick, by either team.

After a goal, by either team.

After an injury, by either team, when the Referee stops the play.

At half time

D. Playing time: Each player SHALL play a minimum of 50% of the total playing time.

E. Teams and games may be co-ed.

LAW IV - PLAYERS EQUIPMENT: Conform to FIFA w/ following exceptions:

A. Footwear: Tennis shoes or soft-cleated soccer shoes.

B. Shin-guards: Mandatory.

LAW V - REFEREE:

A. Registered Referee.

B. Associate Referee.

C. Parent/Coach or Assistant.

D. Referees decisions on points of fact connected with the game shall be final.

E. All rule infractions shall be briefly explained to the offending player.

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LAW VI - LINESMAN: Use club linesmen.

LAW VII - DURATION OF THE GAME:

A. The game shall be divided into two (2) equal twenty five (25) minute halves.

B. There shall be a half-time break of five (5) minutes.

LAW VIII - THE START OF PLAY: Conform to FIFA w/ following exception.

Opponents must be eight (8) yards from the center mark while the kick-off is in progress.

LAW IX - BALL IN AND OUT OF PLAY: Conform to FIFA.

LAW X - METHOD OF SCORING: Conform to FIFA.

LAW XI - OFF-SIDE: Conform to FIFA.

LAW XII - FOULS AND MISCONDUCT: Conform to FIFA w/ following exceptions.

Cautions or ejections may be issued to players by a certified Referee.

LAW XIII - FREE KICKS: Conform to FIFA with the following exceptions.

Opponents must be eight (8) yards away before kick is allowed.

LAW XIV - PENALTY KICKS: Conform to FIFA with the following exceptions.

Opponents must be eight (8) yards away before kick is allowed.

LAW XV - THROW IN: Conform to FIFA.

LAW XVI - GOAL KICK: Conform to FIFA.

LAW XVII - CORNER KICK: Conform to FIFA with the following exception:

Opponents must be eight (8) yards away from the ball.

ADDITIONAL RECOMMENDATIONS

Opposing parent/coaches and players should shake hands after each game.

Do not record league standings.

Do not record final score

Participation awards for ALL-no trophies or awards just for the best team

Northwest Rio Grande Soccer League General Procedures and Rules

Parent/coaches, non-playing players, parents and spectators should be located not less than one (1) yard outside the touchline nor should they be closer than 20 yards to the goal lines. No individual should be allowed to run the length of the field except participants of the game.

Parent/coaches should not coach or instruct the players during game time.

No alcoholic beverages should be consumed

MICRO SOCCER (The Small Sided Game)

NWRGSL Micro Soccer is designed to offer a higher level of participation among youth soccer players within the league. Development of soccer skills are expected to be greater due to the smaller fields and less players on the field during a match. Another contributing factor to develop higher skills of soccer among the youth is the player/coach ratio. Individual attention can now be given to players who need that extra help. It is expected that Micro Soccer will bring back the enthusiasm to all levels of youth soccer and therefore retain a higher number of players who want to continue with soccer well into their teenage years.

RULES OF NWRGSL MICRO SOCCER

Age Groups: All teams playing in the U5 and U6 will use the Micro Soccer format.

Team Size: For U5 and U6 teams, the maximum number of players in a match shall be four (4). The roster size shall be limited to eight (8) players per team.

Field Size: The minimum field size shall be 20 yards by 40 yards. The maximum field size shall be 30 yards by 50 yards. Halfway lines and corner arcs will remain the same. The center circle shall be six (6) yards in diameter.

The goal box shall be replaced by a goal arc that shall extend from one goal post to the other and the center part of the arc line shall be five (5) yards from the goal line.

Equipment: Goals maximum size shall be five (5) feet high by ten (10) feet wide and minimum size equal to hockey goals. Ball size and uniforms shall be the same as U8 play.

Game Rules: The official match shall be played with 4 a side (4 vs. 4). No less than three players may start or continue a match. No goalkeeper shall be permitted. No player may be positioned within the goal arc; however, a player, offensive or defensive may play through the goal arc. All goal-kicks must be kicked from the goal-arc area. No opponent can be within six (6) yards of the ball's position before a free-kick or a goal-kick is taken. The official time shall be two (2) fifteen (15) minute halves with a five (5) minute half-time break.

Substitutions shall be allowed by both teams during any goal-kick, before kickoff, at an injury, and also by the team with the throw-in. Injury substitution will only be allowed if the injured player is substituted. Substitution cannot be permitted at any other time. Offside is normally not called at this

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age level; however, it shall be within the referee's authority to call the constant infraction of the offside law as ungentlemanly conduct.

The following aspects of the game shall be the same as for U8 play:

- Player's equipment
- Referees
- Lines people
- Start of play
- Ball in and out of play
- Method of scoring
- Fouls and Misconduct
- Free kick
- Penalty kick
- Throw-in
- Corner kick