

NORTHEAST SOCCER LEAGUE RULES AND REGULATIONS



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NORTHEAST SOCCER LEAGUE RULES AND REGULATIONS

1. GENERAL RULES AND REGULATIONS:

- 1.1. Northeast Soccer League (NESL) will be responsible for organizing, scheduling, and supervising all competitions.
- 1.2. Age Categories/brackets will be determined by NESL according to United States Soccer Federation (USSF) guidelines.
- 1.3. NESL will be responsible for organizing all qualifying games leading to all season-ending championships and, in conjunction with Paso Del Norte Soccer Association (PDN), for any STYSA-related events.
- 1.4. NESL will annually determine the beginning and the end dates of all seasons of play.
- 1.5. All competitions organized by NESL shall be planned and administered in accordance with the United States Youth Soccer (USYS) and/or USSF rules and regulations, whichever is applicable.
- 1.6. All teams planning to participate in any STYSA state or regional competition must be registered with NESL prior to October 1st for the fall season and April 1st for the spring season in any calendar year.
- 1.7. Any group, organization, or individual participating in NESL must be in good standing with their team, club, league, USYS, and USSF. Including, but not limited, to any financial obligations, disciplinary actions, or other as recognized by NESL.
- 1.8. Team formation shall be the responsibility of NESL. NESL shall form its teams in compliance with the rules and regulations of STYSA and/or US Club, whichever is relevant for the age bracket.
- 1.9. All teams must comply with STYSA and/or US Club roster limits, dependent on the decision of NESL.
- 1.10. NESL registrar shall be responsible for verifying the age of its players. Proof of age shall consist of a birth certificate, passport or alien registration card issued by the US Government, or verifiable information accessed through a city or county online database. A copy of such proof of age must be provided to the NESL registrar.
- 1.11. A player's age for registration purposes shall be defined by the USSF and shall conform to STYSA and/or US Club rules and regulations.
- 1.12. Teams' league rosters, releases or additions, will be handled by the NESL registrar or in the absence of a registrar, a designated board member only.
- 1.13. The head coach of a team may request a player to be released from their team if documentation of one of the following applies:
 - 1.13.1. The coach has the approval of the player's parent/guardian.
 - 1.13.2. The player has violated USSF, USYS, STYSA, or US Club disciplinary rules.
 - 1.13.3. The player has moved beyond a reasonable travel distance.
 - 1.13.4. The player is injured in such manner that the player will not be able to participate for the remainder of the playing season.
 - 1.13.5. The player is deceased.
- 1.14. Division IV coaches must make every effort to play all eligible players at least half of the game.

2. REGISTRATION:

- 2.1. To enter the NESL competition, all teams must be a member of at least one (1) of the following organizations:
 - A recognized team of any US Club association (ex. El Paso Premier League [EPPL])
 - A recognized team of any other STYSA association (ex. Paso del Norte [PDN])
 - A recognized team of any NMYSA association (ex. Las Cruces YSA)
- 2.2. All teams must not exceed the roster limits established by NESL.
- 2.3. All NESL teams must have a GotSport team account with all players and their respective photos uploaded.
- 2.4. Any coach, assistant coach, or any other team representative who is responsible for knowingly playing an ineligible player and/or a player that has falsified their identity will be subject to suspension from participation in any STYSA / US Club sanctioned program.
- 2.5. If a player is found to be rostered to one or more teams during the same season, as themselves or using a different name or alias, an altered birthdate, or falsified their identity in any manner, the player will be immediately suspended from all remaining games in the season, and will be subject to further disciplinary action.
- 2.6. Roster changes for league play must be made at least 72 hours in advance of game time. Notification of roster changes should be made to the NESL Registrar via email to ensure proper updating of game reports.
- 2.7. All teams must comply with all the rules and regulations of NESL.
- 2.8. A team's age is determined by its oldest player, all ages are according to USSF guidelines.
- 2.9. Girls and coed teams may play in a boys' bracket, boys' teams may only play in a boys' bracket.

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2.10. Teams may not enter into more than one bracket of play without utilizing the club pass registration.

3. PLAYERS AND ROSTERS:

- 3.1 Players must be rostered to only one primary team at any time during a seasonal year.
- 3.2 Rosters will be frozen at a date to be determined by NESL for all seasonal league play. Once rosters are frozen, no additions or transfers will be allowed until the next seasonal competition.
- 3.3 All players can only play in the age group to which they belong or on a team no more than two (2) years older, or at the discretion of NESL.
- 3.4 No player or team will be allowed to 'play down' in a younger age group.

4. TEAMS AND ROSTERS:

- 4.1 NESL teams can have multiple rosters for different purposes. The different rosters available are:
 - 4.1.1 Official/Primary Roster - This is the team's main roster, and is the official roster recognized for any event, league, or tournament, in any seasonal year. This roster defines the team's official affiliation, age, gender, and level of play. This roster is the primary source for all other rosters in any given season. No Club Pass or Guest Players can be on this roster. This is the roster used for all STYSA sanctioned competitions.
 - 4.1.2 Tournament Roster - A roster which is put together for the sole purpose of playing in a tournament or other sanctioned non-league competition where there is a need to combine players from various teams for competition in a selected tournament.
 - 4.1.3 League Play Roster - A roster used for league play that allows for club pass or guest players when deemed allowable by NESL.

5. RECRUITMENT:

- 5.1. Recruitment refers to the process of attracting, screening, approaching, and selecting players. Season Play refers to the time frame between the first league game scheduled in a season through the last league game scheduled.
- 5.2. Any contact with a player during season play, in an attempt to recruit for a team or coach other than that to which the player is already rostered, without prior approval of the player's current head coach is considered unethical.
- 5.3. Contact with a player includes but is not limited to a player's family members, friends, coaches, trainers, and/or any person already affiliated with that player.
- 5.4. Any person or persons wanting to recruit any rostered league player or players for training purposes on the day of a player's practice, scrimmage, or game must submit a request to the league in writing before such action takes place. Trainers wishing to recruit league registered players must be cleared by the league and pass the standard background check before the request will be approved. Failure to follow these guidelines is considered unethical.
- 5.5. Not following these guidelines and/or determination of unethical behavior may result in immediate suspension from the league and any league activities including practices, scrimmages, and games pending a disciplinary hearing by NESL.

6. STYSA COMPETITIONS:

- 6.1. For teams registered with NESL as a EPYSA/STYSA-affiliated team, must declare intention of playing in the regional or state competition and may be required to play a team of equal age from Paso Del Norte Soccer League for the right to advance as outlined in STYSA's District and State Playoff Rules. Such declarations need to be submitted by the deadline for said competition by STYSA guidelines.
- 6.2. Only teams directly registered with NESL through EPYSA can apply for STYSA regional or state competitions.

7. RULES OF PLAY:

- 7.1. All play will follow FIFA Laws of the Game as approved by the USSF and modified for youth play as decided by NESL.
- 7.2. All games played under, and in conjunction with NESL, shall be under the jurisdiction of NESL.

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- 7.3. Each team is responsible for the actions of its players, officials and spectators on or off the playing field during a game. Any team refusing or failing to play a game in compliance with NESL rules may be required to forfeit the game.
- 7.4. With respect to administrative matters, EPYSA, STYSA, US Club, USYS, and USSF Administrative Rules shall apply unless otherwise noted herein.
- 7.5. Proof of Registration: At every game, each coach or manager must have proof of their players' registration available for inspection by the referee(s). Proof of registration can be:
- 7.5.1. A laminated player identification card which has been provided by the team's own league registrar. The player card must include the printed player's photo and the annually selected holographic security sticker.
- 7.5.2. Virtual cards when accessed through the GotSport mobile website and viewed on a smartphone or tablet.
- 7.5.3. Failure to comply with this requirement may result in forfeiture of the match. Proof of player registration for teams will be mandatory at every scheduled game in any season.
- 7.6. Basic requirements for each age group shall be as follows:

	U6-U8	U9-U10	U11	U12	U13-14	U15-16	U17-19
Ball Size	3	4	4	4	5	5	5
# of Players	4v4 NO GK	7v7	9v9	9v9	11v11	11v11	11v11
Game Time	4- 10 Minute Quarters	2- 25 Minute Halves	2- 30 Minute Halves	2- 30 Minute Halves	2- 35 Minute Halves	2- 40 Minute Halves	2-45 Minute Halves
Minimum # of Players	3	5	6	6	7	7	7
Offsides	No	Yes	Yes	Yes	Yes	Yes	Yes
Headers	No	No	No	No	Yes	Yes	Yes

- 7.7. In the event of multiple age groups within a bracket, the duration of the game will be based on the age of the younger team playing. All players will be required to wear shin guards and soccer cleats during each game. Cleats with metal studs are prohibited.
- 7.8.2. No casts of any kind will be allowed, including padded or "bubble wrapped" casts.
- 7.8.3. All jewelry is prohibited.
- 7.8.4. All players are required to wear proper uniforms in accordance with FIFA regulations, with the exception of the rules related to matching undergarments. Players out of uniform or players without proper jersey numbers may not be allowed to compete.
- 7.8.5. All players must have a unique number on the back of their jerseys.
- 7.8.6. No team should have jerseys with duplicate numbers.
- 7.8.7. No lifting or removing shirts at any time during a game except in the case of the goalkeeper being substituted.
- 7.8.8. Home teams must have alternate jerseys/pennies available if a color conflict exists between both teams at a game. The alternate jerseys/pennies must have numbers on the back, or numbers on the jersey underneath must be visible. If the home team cannot resolve the color conflict and the game is not played as scheduled, the game may be forfeited in favor of the away team.
- 7.9. **Delay of Game:** A ten (10) minute grace period will be given for teams/players running late, but only when a team does not have the minimum number of players to start a game. For games that are running late, time may be subtracted from that game. Depending on circumstances, a game may be allowed to encroach on the start of the next scheduled game at the discretion of a league official.
- 7.10. **Check-In:**
- 7.10.1. At the beginning of every game, each team must check in. Referees, Coaches and all players present will meet in the middle of the playing field in an organized fashion. If NESL feels that there is a need, each coach will review the opposing team's player cards or virtual cards while a referee announces the players' names from the official game report.

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- 7.10.2. Any player who is not present at the time of the initial check-in will need to be validated by the referee before entering the field of play.
- 7.10.3. Any rostered player who will not be participating in said game should be declared at the time of initial check-in by the coach and will not be allowed to play after that point.
- 7.11. Game Forfeits**
- 7.11.1. Fielding an ineligible, suspended, or unregistered player will result in automatic forfeit of a game. (“Fielding” is defined as a player dressed in uniform, on the field, and ready to play.)
- 7.11.2. The presence of any suspended coach, team representative, parent, or spectator at any practice, scrimmage, or game will result in automatic forfeit of their team’s next game.
- 7.11.3. Falsification of a game card will result in forfeit of a game.
- 7.11.4. Failure of a team to field the minimum number of players to begin a game after 10 minutes of the scheduled start time of a game will result in forfeit of game.
- 7.11.5. Forfeits will not be rescheduled, and all forfeits will be scored as 5-0 in favor of the opposing team.
- 7.11.6. Final judgment of all forfeits rests with NESL. Any disagreement of forfeits, fines, or sanctions can be addressed by submitting an appeal to NESL. An appeals committee consisting of fair and equal representation will determine the outcome of any and all appeals submitted.
- 7.12. Players and Spectators:**
- 7.12.1. The 1st team listed on the schedule will be designated as the home team and will occupy the North or East side of the field; this includes coaches, players and spectators. The only exception to this rule is if any specific league has published its own seating standards. The referee has the right to enforce this at any time during the game if not enforced at the beginning of the game.
- 7.12.2. The 2nd team listed on the schedule will be designated as the away team and will occupy the South or West side of the field; this includes coaches, players and spectators. The only exception to this rule is if any specific league has published its own seating standards. The referee has the right to enforce this at any time during the game if not enforced at the beginning of the game.
- 7.12.3. All people on the field must maintain an appropriate distance behind the touchlines (sidelines). Additionally, all people must not encroach on the space needed for the assistant referees. Failure to abide by these guidelines may result in disciplinary action to include by not limited to forfeiture of the game and non-admittance in subsequent games.
- 7.12.4. No person can occupy the space behind the goal lines at any time during a game.
- 7.12.5. The referee(s) can and will enforce all player and spectator guidelines and can and will eject from the field any person(s) not in adherence.
- 7.13. Coaches, Assistant Coaches, Trainers, Managers’ Eligibility:**
- 7.13.1. Coaches, assistant coaches, trainers, and team managers are required to comply with all USYS/US Club background check requirements and are required to have a laminated coaches card. Failure to do so can deem that person ineligible and therefore could be subject to disciplinary actions.
- 7.14. Official Game Report:**
- 7.14.1. Only the NESL Game Report will be used as the official report of all NESL scheduled games.
- 7.14.2. The game report will be printed by a league official before each game and given to the referee(s) at least 15 minutes prior to the scheduled start time of each game.
- 7.14.3. Only players listed on the game report may play. Any player whose name is handwritten on the game report without the prior approval of a league official can cause their team to forfeit the match and may result in further discipline to their team or coach.
- 7.14.4. At the end of the game, the coach will be given the opportunity to verify on the game report all information including the final score, cautions, ejections and the number of referees who officiated at the game. Once verified the coach should sign the game report.
- 7.14.5. Protests of any official game report should be made to NESL via email by an official coach within 24 hours, regardless of whether a coach signed or refused to sign the game report.
- 7.14.6. The referee shall keep the original game report after the game and submit it to their designated league official before leaving the park.
- 7.14.7. Requests for copies of game reports can only be submitted by a coach or manager, and only for their own games. Player details of the opposing team will be redacted. A fee of \$5.00, payable by cash or money order, per copy will apply and must be submitted with the request. Proper requests will be honored within one (1) week and will be sent to an agreed-upon destination, i.e. mail by post office or email address.

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8. REFEREES:

- 8.1 All Association and League games shall be officiated by USSF qualified referees or league trained officials at the discretion of NESL.
- 8.2 Referees shall be assigned to all games and scrimmages by a certified referee assignor.
- 8.3 NESL will determine the format of officiating used at all games.
- 8.4 At the end of each game the referee shall record on the game report the results of the game, all goals scored, the scorer(s), any and all injuries, serious incidents and all disciplinary actions taken before, during and after the game. The referee shall verify the game report has been filled out in its entirety and give each coach the opportunity to sign the report. The original game report will be turned into the league.
- 8.5 Referees must document if a team is a no show. NESL will further determine if the game will be scored as a forfeit or rescheduled.
- 8.6 A referee may call a stop to a game in the event of inclement weather. NESL will determine if the remainder of the game will be rescheduled or if the score will stand as is.
- 8.7 A referee may call a stop to a game due to violence of any kind and/or verbal abuse of any kind. The score at the time the referee calls the game will stand and the remainder of the game will not be rescheduled.
- 8.8 All referee judgements are final.

9. GAME SCHEDULING:

- 9.1 NESL will decide on all deadlines to be met regarding scheduling and will publish the official schedule.
- 9.2 NESL will determine by whom the official schedule will be created by for each season/competition.
- 9.3 All teams are responsible for being aware of their schedule at all times.
- 9.4 All teams are responsible for contacting NESL for any information regarding the schedule.
- 9.5 **Schedule Requests:**
 - 9.5.1 Schedule requests and/or blackout dates must be provided at the beginning of every season by each team to NESL, either electronically or in writing.
 - 9.5.2 All schedule change requests must be submitted via email (not by text message) to the NESL Schedule Coordinator at neslschedules@gmail.com. Any reschedule request made within 48 hours of the start of the scheduled game will be subject to a fee equal to that of the referee fees for said game PLUS a \$20 late fee. All fees are payable to the team's home league before the game will be rescheduled. The team's home league will notify and collect the fee after the initial request is submitted.
- 9.6 **Cancellation Requests:**
 - 9.6.1 A game cancellation request needs to be submitted at least 48 hours before any scheduled game. If not, the request is considered a No Show/Forfeit (see below).
 - 9.6.2 Cancellations will be scored 5-0 in favor of the opposing team.
- 9.7 **No Shows Forfeits:**
 - 9.7.1 Any team who doesn't appear for a scheduled game without proper notification will forfeit the game.
 - 9.7.2 The forfeiting team will be fined the full referee fees for said game.
 - 9.7.3 Any team that willfully forfeits two (2) games during a season may be subject to disciplinary action by NESL and/or be removed from the schedule. To be placed back on the schedule, the team will need to submit a formal request in writing to NESL for consideration.

10. MISCONDUCT BY PLAYERS, COACHES, PARENTS, AND SPECTATORS:

- 10.1 Coaches are required to maintain control of their players and their team's spectators at all times.
- 10.2 Any coach and/or team captain(s) may be cautioned and/or ejected by a referee for the misconduct of any spectator.
- 10.3 Each red card/ejection earned by a player, coach, team official, or spectator will result in a one (1) point deduction in their team's standings.
- 10.4 Officials and staff members of NESL can and should take any necessary steps to ensure all games and scrimmages occur in as safe a manner as possible. Including but not limited to separating any and all spectators from other spectators at any game, disallowing spectators at any game, and stopping a game already in progress.
- 10.5 All parents and spectators attending an NESL sponsored event subject themselves to the jurisdiction of NESL, EPYSA, STYSA, US Club Soccer, USYS or USSF. As such, misconduct by a parent or spectator can be investigated and disciplinary action can be taken by any of the various levels which have jurisdiction over the team involved.

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- 10.6 Parents and spectators of any NESL team who are sent away from the field of play by a referee, or a competition official, shall receive an immediate two (2) week suspension.
- 10.7 In the event that an unknown parent/spectator is ejected from the field by a referee or league official, that team's parents and spectators may not be allowed to attend their team's next game unless the unknown person receiving the ejection is identified.

11. PENALTY POINTS AND THE PROGRESSIVE DISCIPLINE SYSTEM:

- 11.1 For the purposes of this section, "regularly scheduled" means any games scheduled by NESL.
- 11.2 Coaches are responsible for knowing their own individual penalty points as well as those of every player on their team.
- 11.3 Penalty points shall be awarded to all individual players and coaches as follows:
- Recorded cautions: 3 points per caution to the individual.
 - Recorded ejections: 9 points per ejection to the individual.

Disciplinary Action for Penalty Point Accumulation: An individual player or coach shall be suspended for an accumulation of penalty points as follows:

11.3.1 Nine (9) penalty points

- Player - Suspension for the next game actually played by the team to which the player is currently rostered. Suspension shall not be served in forfeited, friendly or invitational tournament matches.
- Coach, Assistant Coach, or Trainer Not Ejected – If a coach, assistant coach, or trainer is not ejected or asked to leave a game by the referee, but reaches nine (9) penalty points, then suspension for the next game actually played by the team which played the game in which the coach reached his/her ninth (9th) penalty point. Suspension shall not be served in forfeited, friendly or invitational tournament games.
- Ejected Coach, Assistant Coach, or Trainer – If a coach, assistant coach, or trainer reaches nine (9) penalty points during a match in which he/she is ejected or asked to leave a game by the referee, then suspension:
 - for the remainder of that day; and
 - for the next regularly scheduled match day; and
 - for the next game actually played by the team which played the game from which he/she was ejected.
- Suspension shall not be served in forfeited, friendly or invitational tournament matches.

11.3.2 Eighteen (18) penalty points

- Player - Suspension for the next two (2) regularly scheduled games actually played by the team to which the player is currently rostered. Suspension shall not be served in forfeited, friendly or invitational tournament matches.
- Coach, Assistant Coach, or Trainer Not Ejected – If a coach, assistant coach, or trainer is not ejected or asked to leave a game by the referee, but reaches eighteen (18) penalty points, then suspension for the next two (2) games actually played by the team which played the game in which the coach reached his/her eighteenth (18th) penalty point. Suspension shall not be served in forfeited, friendly or invitational tournament games.
- Ejected Coach, Assistant Coach or Trainer – If a coach, assistant coach, or trainer reaches eighteen (18) penalty points during a match in which he/she is ejected or asked to leave a game by the referee, then suspension:
 - for the remainder of that day; and
 - for the next two (2) regularly scheduled game days; and
 - for the next two (2) games actually played by the team which played the game from which he/she was ejected.
- Suspension will not be served in forfeited, friendly or invitational tournament matches.

11.3.3 Twenty-four (24) penalty points

- Player - Suspension for the next three (3) regularly scheduled games actually played by the team to which the player is currently rostered. Suspension shall not be served in forfeited, friendly or invitational tournament matches.
- Coach, Assistant Coach, or Trainer Not Ejected – If a coach, assistant coach, or trainer is not ejected or asked to leave a game by the referee, but reaches twenty-four (24) penalty points, then suspension for the next three (3) games actually played by the team which played the game in

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which the coach reached his/her twenty-fourth (24th) penalty point. Suspension shall not be served in forfeited, friendly or invitational tournament games.

- Ejected Coach, Assistant Coach, or Trainer – If a coach, assistant coach, or trainer reaches twenty-four (24) penalty points during a match in which he/she is ejected or asked to leave a game by the referee, then suspension:
 - for the remainder of that day; and
 - for the next three (3) regularly scheduled game days; and
 - for the next three (3) games actually played by the team which played the game from which he / she was ejected.
 - Suspension will not be served in forfeited, friendly or invitational tournament matches.

11.3.4 Thirty (30) penalty points

- Player - Suspension for the next four (4) regularly scheduled games actually played by the team to which the player is currently rostered. Suspension shall not be served in forfeited, friendly or invitational tournament matches.
- Coach, Assistant Coach or Trainer Not Ejected – If a coach, assistant coach or trainer is not ejected or asked to leave a game by the referee, but reaches thirty (30) penalty points, then suspension for the next four (4) games actually played by the team which played the game in which the coach reached his/her thirtieth (30) penalty point. Suspension shall not be served in forfeited, friendly or invitational tournament games.
- Ejected Coach, Assistant Coach or Trainer – If a coach, assistant coach or trainer reaches thirty (30) penalty points during a match in which he/she is ejected or asked to leave a game by the referee, then suspension:
 - for the remainder of that day; and
 - for the next four (4) regularly scheduled game days; and
 - for the next four (4) games actually played by the team which played the game from which he / she was ejected.
 - Suspension will not be served in forfeited, friendly or invitational tournament matches.

11.4 The maximum accumulation of penalty points in one game by a coach or player shall be nine (9) points.

11.5 Coaches will acquire penalty points cumulatively as a single entity, person or individual regardless of the number of individual teams he/she coaches or trains. Example: A coach with three (3) teams who accumulates three (3) points in a game with each team has a total of nine (9) points.

11.6 Penalty Point Carryover:

11.6.1 Post-season Games Play - Individual penalty point accumulations received during season games' play shall be extended into the respective post-season tournament play (i.e., NESL Post Season Playoffs, Western/Eastern District tournament play, STYSA Fall tournament play, President's Cup tournament play, Director's Cup tournament play, South Texas Cup tournament play, and USYSNC tournament play). Individual penalty point accumulations shall not be continued into USYSNC Regional and National tournament play. Game suspensions received due to penalty point accumulations in STYSA USYSNC tournament play that have not been completed in state tournament play shall be served after USYSNC Regional and National tournament play completion and will be served in the next season's matches. Each member association shall be responsible for reporting such point accumulations for each player and coach within the association who will participate in the tournament(s) to the respective tournament coordinators.

11.6.2 Next Season - Penalty points obtained by individuals during specific season's games, including post-season tournament play, shall not be carried over into the next season's games.

11.6.3 Invitational Tournaments - Unless an individual is under suspension/probation or other disciplinary action, penalty points for cautions and ejections obtained during invitational and/or commercially sponsored tournaments shall not count in the STYSA Discipline, Protest and Grievance Procedures, Progressive Discipline System; however, disciplinary action for improper conduct at such events may be taken.

11.7 Suspension Carryover:

11.7.1 Suspension shall be carried over into the next season only if a player, coach, or assistant coach is suspended during one season but does not serve the full suspension because of the number of games remaining in that season. The number of games suspended but not served shall be served in the first and, if required, the second game of the next season.

11.8 **Player Transfers:** If a player transfers to another team, he/she shall retain his/her individual penalty points.

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11.9 Penalty Point Challenge: Any challenge to penalty points must be submitted in writing to their team's league within twenty-four (24) hours of the end of the game in which the points were accumulated. The protest may not be based on the referee's call.

11.10 Additional Suspensions: Ejections for the following acts of misconduct may result in a minimum of one additional game suspension to be served as defined in the Progressive Discipline System.

- 11.10.1 Violent Conduct, including but not limited to a player's aggression towards an opponent with clearly no intent to play the ball, fighting with, hitting, or punching a player, coach, trainer, spectator, referee, or administrator.
- 11.10.2 Offensive, insulting or abusive language and/or gestures directed toward a player, coach, trainer, spectator, referee or administrator.
- 11.10.3 Spitting on or at player, coach, trainer, spectator, referee, or administrator.
- 11.10.4 Reports of assault that do not involve referee assault (based upon the referee's statements on the Game Report, supplemental referee reports or statements from competition officials) shall result in an immediate two (2) week suspension or until a hearing is held, whichever comes first, of all identified participants (players, coaches, trainers, spectators) and they may not be present at any NESL, EPYSA, STYSA/USYSA; US Club / USSF sanctioned activity, including but not limited to games, practices, tournament play, or friendly games. Additional disciplinary action may be determined by NESL or through a hearing by the governing Appeals Committee.
- 11.10.5 Physical assault to a referee by any person will result in immediate indefinite suspension from sanctioned activity, including but not limited to games, practices, tournament play, or friendly games, until a hearing is held by the governing Appeals Committee and/or USSF National Appeals Committee
- 11.10.6 Revocations of cautions, ejections, and penalty points may only be revoked by the governing body's Appeals Committee.

11.11 Team Penalty Point Deductions: For every red card/ejection issued to a team, including red cards or ejections issued to the team's coaches, parents, and/or spectators, the team will lose one (1) point in the standings.

12. STANDINGS:

12.1. All NESL-sponsored competitions will use the following scoring system:

- Three (3) points for a win
- One (1) point for a tie
- Zero (0) point for a loss
- One (-1) point deduction per every one (1) red card/ejection during a scheduled game.

12.2. Tie breaking Procedures - In the event ties exist in the standings at the end of a competition or stage of a competition and the ties must be broken to determine the order of finish for championship, the following procedures will be used and applied progressively in any case of two or more teams involved in a tie:

- Result of a head-to-head competition during the competition or stage of the competition.
- Total goal differential (goals for minus goals against)
- Total goals against
- Total goals for
- Most Shutouts
- Penalty Shootout

12.3. Scores will be posted within one (1) week of any game. In the event of playoffs, scores will be updated as soon as possible, but teams should make every attempt to understand their team's playoff progression without a posted score.

12.4. Scores will be recorded showing no more than a maximum of ten goals over the opponent.

12.5. All game reports will be kept for the remainder of an individual season to be available in the event of a close bracket where actual scores may change the results of standings. Teams will be notified if this is necessary.

12.6. Scores for the Under-5/6 and Under 7/8 age brackets will not be publicly posted online.

12.7. Standings will be available online via the scheduling system.

12.8. All questions regarding national ranking points in the GotSport system must be referred to GotSport directly.

13. FINANCIAL OBLIGATIONS:

NORTHEAST SOCCER LEAGUE RULES AND REGULATIONS

13.1. It will be the responsibility of NESL to collect all fees and fines described in this document within 30 calendar days of invoice.

14. DISCIPLINE, PROTEST, GRIEVANCE, AND APPEALS:

- 14.1 The Association's "Discipline, Protest, Grievance and Appeals Procedures" promote and ensure uniformity and consistency in the application of the rules and procedures of NESL, EPYSA, STYSA, USYS, US Club, USSF and FIFA. Additionally, these procedures attempt to regulate and control unacceptable, unsportsmanlike, and/or unfair behavior on the part of the players, coaches, managers, administrators, fans and supporters, in order to promote the sport of youth soccer.
- 14.2 All questions relating to the qualifications of competitors, interpretations of the rules, disputes, protests or grievances shall be submitted to NESL in writing or by email.
- 14.3 A period of at least seven (7) days and no more than fourteen (14) days from the submission date must be given to allow for investigation and review.
- 14.4 NESL's decisions are binding on all parties unless appealed to and overturned by a higher authority.

15. JURISDICTION:

- 15.1 In no event shall any person(s) or organization(s) under the jurisdiction of NESL resort to the courts or other external authorities until all protests, grievances, and appeals within NESL have been exhausted. For violation of this rule, the offending party shall be immediately prohibited from participating in any capacity in NESL except as a parent/spectator and shall be subject to fines and/or other sanctions, if any, set forth by NESL, EPYSA, STYSA, USYS, US Club, and/or USSF. Additionally, such person(s) or organization(s) shall be liable for all expenses incurred by NESL and its officers and members in defending each court action, including, but not limited, to court costs, attorney fees, reasonable compensation for time spent by NESL officers and members in responding to and defending against in the action, including travel expenses, and expense for holding special meetings necessitated by the court action. In addition to the above references, NESL adopts the policy that it is allowed to take full advantage of the rights permitted to it by the laws of the State of Texas for non-profit organizations.