

Northern Virginia Soccer League (Men's 30+ 7v7 Division)

BYLAWS AND GUIDELINES

I. TITLE

The name of the association shall be "The Northern Virginia Soccer League", hereafter referred to as "this league."

II. OBJECTIVES

- A. The primary objective of this league shall be the promotion and encouragement of soccer through community participation and good sportsmanship. This league shall stand as a reflection of athletic quality, healthy competition, and soccer education within the community.
- B. In furtherance of objective "A", this league will consist of a scheduled season of games, played at the fields at Hellwig Memorial Park, Valley View Park or fields in Prince William County.
- C. Other objectives are to engage community activities, to encourage adult participation, and to promote the finest qualities of soccer.

III. AFFILIATION

This league will be affiliated with Metropolitan, DC, and Virginia Soccer Association.

IV. MEMBERSHIP

Membership in this league is open to any individual who has an interest in furthering objectives A through C and:

- A. Males must be at least 30 years of age at the scheduled opening day of the season.
- B. Is not suspended or expelled from any other previous league for disciplinary reasons.

League membership is subject to limitation based on Board approved team roster and league size. Teams will consist of no less than 9 and no more than 16 members.

V. BOARD OF TEAM REPRESENTATIVES

Management of this league shall be vested in a board of team representatives chosen by a majority vote of registered team members. Each team will have one representative. If the representative is absent from the board meeting it is his responsibility to send an alternate representative to represent his team. The league commissioner will be nominated and elected by majority vote of board members. The term of commissioner is one year. League and board decisions will be made under the following provisions:

- A. Decisions on league bylaws, rules, size, and guidelines shall be approved by 51% majority vote reached by quorum.
- B. Quorum will consist of at least 50% of the team representatives present at a scheduled board meeting.
- C. The commissioner will have no vote unless deadlock occurs in quorum decisions.
- D. Majority vote can be obtained over the phone or email by commissioner and/or vice commissioner if the situation necessitates immediate action or conditions make a scheduled board meeting infeasible.
- E. In order to hold board member and team status in the league, a team must have at least seven participants registered by first registration deadline.

VI. BOARD MEMBERS

- A. *Commissioner*: Chairman of the board, liaison with MDCVSA and NVSC, financial liaison with MDCVSA and NVSC, organizes pre-season and end of season meetings, prepares issues for board decision vote, corresponds to team representatives, and league point of contact.
- B. *Vice Commissioner*: Acting commissioner in case of absence advertises league registration, liaison NVSC club and league teams.
- C. *Secretary*: Document and records board decisions, and takes minutes at board meetings.
- D. *Referee Assignor*: Schedules referees for all regular season, chairs board committee on team protests and coordinates payment of referees.
- E. *Score Keeper*: Gets scores and cards from referee assignor and keeps standings updated.
- F. *Scheduler*: constructs regular season schedule and reschedules make-up games.
- G. *Registrar*: Tracks registration of all participants in the league. Constructs rosters for NVSC and MDCVSA.
- H. *Uniform and Equipment Manager*: Purchases uniforms (once every four seasons) and equipment necessary for each season.

VII. GUIDELINES, RULES AND REGULATIONS

- A. Unless noted in the bylaws, all rules and regulations accepted and documented in the FIFA rulebook govern play for the 7v7 format in this league. Interpretation of these rules vested in the referee(s) directing play at the time.
- B. Slide tackling will not be permitted in this league. The definition of a slide tackle will be treated as a foul with the awarding of an indirect free kick for dangerous play awarded to the victimized team at the spot of the foul. The referee may choose to verbally warn, issue a yellow card, or issue a red card dependent on his/her judgment of the severity of the foul.
- C. Shin guards will be worn at all times during league play. The referee will judge what constitutes a shin guard. Failure to wear and approved pair of shin guards will result in expulsion from the game until suitable shin guards are worn.
- D. There are no offsidess except when a player is in an offside position in the opposing team's penalty area.
- E. Goalkeepers may not punt the ball over midfield although they may play the ball over midfield if it is played from the ground or thrown. In the event that the ball is punted over midfield the opposing team will receive an indirect free kick from the center spot on the halfway line.
- F. Fighting will not be permitted in this league. In addition to sanctions outlined in the FIFA rulebook and a two game red card suspension (see VIIQ), formal petition for an additional league penalty may be submitted to the board by any registered member of this league for fighting in, around, and/or during game play. A majority vote (secret ballot) of 70% is required to approve a league penalty. A league penalty in this case may vary from game suspensions to permanent expulsion.
- G. A win shall be awarded 3 points, a tie shall be awarded 1 point, and a loss shall receive no points.
- H. In the event that a tie incurs at the end of the season, the winner of the head to head game shall receive the higher ranking. If the head to head game resulted in a tie or was not played, then the team with the less amount of goals scored against receive the higher rank. If the tie still remains, the team with the most goals will receive the higher rank. In the unlikely event a tie still remains, the board will decide an appropriate determining factor.
- I. The minimum number of people needed to play a game is **five**. Each team may not have more than seven players on the field at any time. The game will be a forfeit if a team does not meet this requirement within 15 minutes after scheduled game time (official time kept by the referee present). If a player is subsequently ejected for disciplinary reasons or lack of shin guards, the game is a forfeit. A player may leave the field for an injury or rest once the game has started as long as permission is requested to the center referee prior to leaving. A typed numbered roster of the playing team members will be presented to the referee within 15 minutes of the start of the game. This will allow for verification of rostered players, jersey numbers and ID's and still allows the game to start at the scheduled time. Players must present a players pass or government issued photo identification (i.e. driver's license, passport, etc) to the referee prior to entering the field. The player must be wearing the number jersey that is reflected on the official roster that was submitted to the league and referees. If players arrive after the initial kickoff takes place, that player will report to the closest Assistant Referee, and provide them with a picture ID. The Assistant Referee will verify with the Center Referee at Half-time that the player is indeed a rostered player. The ID will be returned to the player as soon as the roster verification has taken place.

J. A game protest must be filed within 24 hours of the beginning of the game. The protest must be submitted, in writing, to either the commissioner, vice commissioner, or referee assignor to be considered filed. Protests will only be considered on policy or interpretation, not on referee judgment calls. A committee consisting of the referee assignor, the commissioner, the vice commissioner, the team representatives from the teams involved, and the rules chairman, must meet within five days of protest filing and decide by a 70% majority vote if the protest is valid and what action to pursue.

K. A forfeit shall be counted at a 3 - 0 loss.

L. There will be a \$15.00 late charge assessed to all players registering after the scheduled close of the first registration deadline.

M. Teams may add players until two weeks prior to the end of the season. This deadline will be determined based off the initial schedule and will not change due to match postponement. The first two weekend teams must submit a numbered roster to the referees. Teams playing a game with a player who is not on the team's roster, registered with NVSC, will be given a forfeit for that game. No players will be added after registration closes. If it is necessary for a roster to be changed (i.e. ripped or lost shirt) it is the responsibility of the team representative to email an updated typed roster to the commissioner and referee assignor no later than a day before the game. The team representative must also present the new typed roster to the referee and inform him of the change prior to play. Rosters may not be changed once play has begun.

N. No alcoholic beverages are permitted in, on, or around the field area. In addition, if for any reason any player becomes unresponsive or incapacitated during any point of the game, the player shall be removed from the game and cannot return to the present game. Judgement of unresponsiveness is vested in the referee(s) present.

O. Injuries, regardless of their cause, must be reported to the head referee who will then inform the commissioner.

P. Metal cleats shall be allowed during play. Softball, baseball, track spikes, and golf shoes will not be allowed.

Q. Each player (excluding goalkeepers) must wear like and same color shirt (NVSC or team sponsored shirt) with his number clearly visible.

R. If any player, including the goalkeeper, receives a yellow card they must leave the field for two minutes. The player may be substituted. Yellow card issued by a referee must be reported to the referee assignor. The referee assignor will keep a record of yellow and red cards. A third yellow card, received anytime during regular season or receives a yellow in two consecutive matches, will be counted as a red card and require suspension for the next game played (the player may finish the current game). If the player received a red card for reasons other than fighting, he/she is suspended for the remainder of the current game and the next played game. If the next game is postponed, suspension will occur in the next game played. A red card for fighting results in a two game suspension (the next two games played). If a player receives a red card or a season total of three yellow cards in his/her final game of the season, suspension will be held pending the first game of the next season. Two red cards issued in any one season prompts immediate expulsion for the remainder of the season and requires petition to the board to return next season. The board may or may not grant re-admittance. If the game is either forfeited or terminated by the referee or the board all cards issued by the referee will count.

S. A player may appeal a red card to the board, but reversals will only be granted in extreme cases. Cases in judgement are usually not acceptable. A player may not appeal his first yellow card.

T. Expulsions will be made without whole or partial refund.

U. If for any reason a player sustains an open or bleeding wound; it shall be immediately brought to the attention of the referee. That player should be removed until such time as the wound is cleaned and fully covered to protect from contact. Judgement of fully covered shall be vested in the referee.

V. Players will be considered an "illegal player" when the any or all of the following conditions are presented:

- Player is not listed on numbered roster that corresponds with NVSC and MDCVSA roster.
- Player is not dressed in NVSC or team sponsored jersey with corresponding jersey numbered as noted on official and final roster.
- Player is suspended from match as a result of previous send-offs, accumulation of cautions, additional sanctions from the League and is then played in the match in which the suspension was to be served. **(in this case, the referee must terminate the match and declare it to be a forfeit – once this situation presents itself, the referee must not let the match continue)**
- Players who are not on the official and final team roster as registered with the League

Any team that is found to play, or have played an "illegal player" will forfeit the game in which that "illegal player" was played in. The forfeit will be recorded as a 3 – 0 win for the opposing team.

W. Substitutions:

Substitutions will be limited to the following:

- At any throw-in of play by either team if both teams are present at mid-field prior to the throw-in. If the team with possession of the throw in subs then the other team can substitute also.
- At any half time, goal kick, or goal by either team.
- Substitutions take place at the mid-field line after given permission by the referee to enter the field.

X. Jewelry will not be worn by any player during the game according to FIFA guidelines, with the following exceptions:

- MedicAlert bracelets or pendants as long as they are taped down to the skin with white athletic tape.
- Wedding Bands with no protrusions, provided that they have been taped down with white athletic tape and have been deemed safe by the Center Referee.
- Earrings may be covered with tape provided that there is not a stud on the back side of the earring and it has been deemed safe by the Center Referee.

All decisions by the Center Referee are binding and there will be no grounds for appeal relating to a Referee decision based on player safety with regards to jewelry.

Y. The duration of each game will be 50 minutes of playing time divided into 2 equal periods.

VIII. DISSOLUTION

In the event of dissolution of the association, the funds in the treasury, after all the creditors have been paid, shall go to the NVSC youth soccer league or other team within Prince William County for the promotion of the game.