

Northern Virginia Soccer League (NVSL)
USSF Affiliated

ALL REFEREE ASSAULTS, WHETHER VERBAL OR PHYSICAL SHOULD BE REPORTED BY THE REFEREE & THE ASSISTANT REFEREES TO THE COMMISSIONER & BY SENDING WRITTEN REPORTS TO: THE LEAGUE & DC/NOVA SRU AT P.O. BOX 157, SPRINGFIELD, 22150-0157. REPORTING MUST BE DONE BY ALL THREE OFFICIALS.

General Authorized rule sources "FIFA Laws of the Game" with local league modifications as contained herein. In all USSF affiliated games USSF senior association player passes are to be verified. The coach is to issue passes, Referee or Assistant Referee is to collect passes from players, check the passes against player and roster. Officials must retain passes until end of game & then return those not subject to ejection. Passes of ejected players for anything OTHER than referee abuse/assault will be returned to the team at the end of the game. Passes of players ejected for Referee Assault/Abuse shall be mailed with the match report form.

The visiting coach is responsible for the behavior of all spectators with his team. The home coach is responsible for all others. Home team is responsible for avoiding color clashes and providing regulation game ball. The Referee is the final judge of the fitness of the ball and the field.

The Referee can allow teams 15 minutes after scheduled kick off time to present the roster with seven (7) players and seven (7) player passes on the field of play prepared for the kick off. After this time the Referee will cancel the game. This is the ruling of the State Association, a ruling which is intended to start the game on time, not give a later kick off time.

Players

Minimum to start seven (7) ~~eight (8)~~ players (revised Fall 2006)

Maximum players on roster and bench 22

Each team is responsible for supplying 2 corner flags and 1 net

No Pass - No Play

If a club has duly registered its players, it should be able to produce a player pass for each of its players and/or a signed letter from the League Registrar, or Division director, stating which players) are eligible to play after submitting a valid driver's license (driving license and permission slip will be retained by the Referee until the end of the match).

In the event that the Registrar is not available, the Division director may write a player permission slip. Finally, in the event that **both** the Registrar and the Division director are not available, the Vice President may write a permission slip. Permission slips written by the Division Director or Vice President are subject to the Registrar's verification of eligibility.

If the whole team lacks passes at the end of the grace period (scheduled kick off time plus 15 minutes), as indicated by the Referee (e.g. coach forgot to bring passes); a forfeit results. **NO PASS - NO PLAY**

Substitutions: Unlimited Substitutions

Team in possession, prior to throw in and prior to goal kick - (all divisions other than Master)

Master Division Only Both teams may substitute on goal kicks.

Both teams may substitute any number of players after a goal has been scored by either team and at half time

Injured player (injured player only)

All member clubs of the League are responsible for the actions of individual members and supporters, and are required to take all precautions to prevent threats to, and acts of violence toward Referees and Assistant Referees, officers, players and supporters of other teams, league officers and other soccer authorities and spectators not involved with either team prior to, during, and after a game.

Referee has the discretion to shorten game time as required to meet field time limitations.

TIE BREAKERS NOT APPLICABLE IN REGULAR LEAGUE PLAY

Only players on the field at the final whistle may participate.

Choice of first kick is awarded by coin toss -- winner kicks first.

Teams alternate in taking five (5) shots from the penalty mark

Kicker may play ball only once, rebounds do not score.

Team scoring most shots wins, when tied after five (5) shots, teams continue to take alternate shots until either side is ahead.

No player may kick a second time until all of those players on the field at the final whistle have had a turn, including the goalkeeper,.

If a game has to be terminated because of darkness while the taking of shots from the penalty mark is still in progress, a coin may be tossed, or drawing of straws may be done to determine a winner.

NVSL CUP

If a game is tied at the end of regulation time, two (2) periods of 7 ½ minutes each overtime, followed by shots from the penalty mark.

At nights, on lighted fields, the game has to be completed with two (2) hours of the scheduled kick off time.

Referee has the discretion to shorten game time as required to meet field time limitations.