

NVSL 2007

General - Authorized rules source "FIFA Laws of the Game" with modifications for the **N.V.S.L.** are contained herein.

Reporting Requirements - In order to be paid for the expense of officiating, officials are required to complete their NVSL book and go online to the nvslonline.com and file their report within 48 hours.
ALL REFEREE ASSAULTS (VERBAL OR PHYSICAL) MUST BE REPORTED TO THE REFEREE COMMISSIONER AND THE N.V.S.L. SEND WRITTEN REPORTS COMPLETED BY ALL THREE OFFICIALS TO:

DC/NOVA SRU
P. O. Box 157,
Springfield, Virginia 22150-0157

&

N.V.S.L., Attn: Match Reports
P.O. BOX 2760
MERRIFIELD, VIRGINIA 22116-2760

Pre-Match Procedures - The following is to be used as a guideline to ensure that matches begin at the scheduled time.

- ❖ Kick off - 15 minutes - Nets and corner flags up and field inspection conducted
- ❖ Kick off - 10 minutes – Rosters submitted and checked against Government issued ID's
- ❖ Kick off - 02 minutes - Coin Toss

Post-Match Procedures –The referee is responsible for entering game information into the league website at nvslonline.com within 48 hours of match. All information will need to be entered to include: Red/yellow infractions with offense, goals, and information that can be found on either the team roster or the match report. Team managers are required to sign the match report book after the game and the referee will give the appropriate team their copy (see bottom of match report).

Game Length - A game consists of two forty-five minute halves unless both team managers agree to shorten halves. Half time is limited to five minutes.

Check-in-The referee will check the team's roster prior to kick off, to be provided by each team Captain/Manager – no write ins. Rosters will be maintained by the referee for statistical records. All players will use a government issued ID with picture and birth date for checking in to include: Drivers license, walkers permit, military ID, or any equivalent government ID. These ID's will not be kept by the referees for any reason and at any time. It is the referee's responsibility to ensure the player is who he/she is supposed to be (including age) and if an incident occurs, our league records will give us the necessary information for reaching the offending player.

Number Of Players - A minimum of 7 players is required per team to start a match and no team shall go below 7 players during the match. A maximum of 18 players may be checked-in by the referee (or assistant), except for the Masters Divisions where a maximum of 22 players may be checked-in by the referee (or assistant). Teams that play more than the maximum allowed will forfeit the match. This allows teams to list more than the maximum on the match report, but they can only check in up to the maximum. This also allows team reps to fill in the names prior to the match, without knowing which players will actually show for the match. It may help get the games started sooner, but also requires referees to use the check box on the report form.

The NVSL40 division will allow one (1) player on each team born prior to 1/1/1972. All other players must be born prior to 1/1/1971.

The Referee can allow teams up to 15 minutes grace (after scheduled kickoff) to present a completed roster with 7 players on the field of play and prepared for kickoff. After this time the referee will abandon the match, this is the ruling of the state association. This ruling is intended to start the match on time, not give a later kickoff time. The match should start on time or as soon as 7 or more players are present with official ID.

Equipment - Each team is responsible for supplying 2 corner flags and 1 net. Home team is responsible for avoiding all color clashes and providing a regulation game ball. The referee is the final judge of the fitness of the ball and the field.

Spectators - The visiting coach is responsible for the behavior of all spectators with his team, the home coach is responsible for all others.

Substitutions - Unlimited, on the referee's permission:

- ❖ Prior to a throw-in own possession
- ❖ After a goal by either team
- ❖ For an injured player (injured player only)
- ❖ At half-time
- ❖ Prior to a goal-kick. either team

N.V.S.L. Tournament Play - If a match is tied at the end of regulation time then two 7-1/2 minute overtime periods are played. If the match remains tied at the end of overtime then penalty kicks are taken. Penalty kick rules are:

- ❖ Only players on the field at the final whistle are eligible

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- ❖ Choice of first kick determined by coin toss
- ❖ Teams alternate taking five penalty kicks
- ❖ Kicker may only play ball once, rebounds do not score
- ❖ No player on field may shoot a second time until all eligible players have had a shot
- ❖ Team scoring most shots wins.

If tied after 5 shots then teams alternate one shot each until a winner is determined.