



Welcome  
to the  
National Capital  
Soccer League



August 2018





# Agenda

- **Welcome & Opening Remarks**
- **Role of Club Representatives**
- **Unique NCSL Programs**
- **League Administration**
- **Roles of Your Team Manager**
- **Referees, Rules and Discipline**
- **Question and Answer Session**



# What You Should Learn Tonight

- How the NCSL works
- Who are your points of contact
- What are your team's responsibilities before, during, and after the match
- What programs the league is providing for you and your team
- Twitter @NCSL2



Welcome to  
NCSL



## NCSL as Your League

- Largest league in MD, DC, VA, and WV
- 72 clubs from Culpepper to Baltimore
- Nearly 1100 teams U9 – U19
- **Approximately 11,000 games a year**
- League run by an Executive Committee that meets monthly
- League governed by you via your club representative. 72 clubs reps meet as a Board of Directors 5 times during the year



# Role of Your Club Representative



# Club Reps- Backbone of the League

- Handle all communication between their coaches, players, officers and volunteers and NCSL. All telephoning and e-mailing to the NCSL office is done by club rep.
- Receive all information provided by NCSL and disseminate it to all their coaches, club officers, volunteers, and players
- Coordinate functions between their clubs and NCSL, such as registration, rainouts, rescheduling, rules and discipline matters, and all the paperwork and fees
- Serve as the NCSL Board of Directors and decide as a body all major NCSL rules and procedures
- Your club representative's job is to answer your questions and help you with NCSL matters. Call him or her when you have questions.
- Team managers, parents, and players should not contact NCSL



# Youth Soccer Structure

- FIFA
- US Soccer
- US Youth Soccer
  - *not* US Club Soccer
  - *not* AYSO
  - *not* USL (Super-Y)
- State Association
  - Registration
- Club
  - **Club Rep**
- Team
- Player
- Board of Directors
  - **Club Reps**
- NCSL Exec Comm
  - **Administrator**
- Manager
- Coach
- Parents





# Communicate with Your Club Rep

- Vital that you know your club rep, and that your club rep has your complete contact information
- All NCSL communications involve the club rep
- [www.NCSL-soccer.com](http://www.NCSL-soccer.com) also contains important information
  - Schedules and Results (and Reschedules)
  - Field directions and closures
  - Opponent's information
  - Rules and Procedures
  - Cards Accumulation
  - Forms



# NATIONAL CAPITAL SOCCER LEAGUE



- [SCORES / STANDINGS](#)
- [SCHEDULES & RESULTS](#)
- [DIVISION STRUCTURE](#)
- [CLUBS](#)
- [REFEREES](#)
- [CONTACTS](#)

## League Info

- [Rules](#)
- [Discipline Committee](#)
- [NCSL Forms](#)
- [Field Directions](#)
- [Referee Information](#)
- [Team Tryouts](#)
- [BOD Meeting Minutes & Locations](#)
- [Archived Scores](#)

## Field Status

**All Fields are Open**

As of Mon Aug 20

[VIEW ALL FIELD LOCATIONS](#)

Text Message Alerts  
Field Directions

## Upcoming Events

## NCSL Calendar

## Tweets by @NCSL2

- NCSL @NCSL2  
 Use code NCSL50FF for a discount on tickets.
- NCSL @NCSL2  
 Thrilled to see everyone tonight at the New Team Administrator Meeting.

[Embed](#) [View on Twitter](#)

## Related Links

- [Call Your Club Rep First](#)
- [Frequently Asked Questions](#)
- [Administrator Handout August 2017](#)
- [Managers and Reps: Checking Cards and Points](#)
- [NCSL Blue Game Card Label Template](#)
- [STAR Program](#)



# Role of the League Administrator



# Guide to Rainouts

- Club reps report field conditions to NCSL
- All closed fields are posted on Homepage and recorded on NCSL Hotline (703) 791-2656
- The referee makes the final decision on field playability
- Teams cannot declare a field closed
- Club reps notify teams, and teams contact their opponents
- Teams should contact their opponents only after they
  - hear directly from their club reps
  - view the closing report on the web site
  - hear the closing report from the hotline
- In some cases, if a field is closed - games are moved to another home field or the opponent's field
- All canceled games will automatically be rescheduled on the next available Saturday



# Role of Your Team Manager



# Pre-Season

- Register Team with State Association
  - Virginia – VYSA Registrar Carol Coulter [carolcoulter@verizon.net](mailto:carolcoulter@verizon.net)
  - Maryland – MSYSA Registrar Mike Basileo [mbasileo@erols.com](mailto:mbasileo@erols.com)
  - Official Rosters
  - Player Cards
- Update Team Page
  - Check and Update Contact Info
  - Input Player Names and Numbers (U12 and Older)
- Notify parents where to find schedule ([ncsl-soccer.com](http://ncsl-soccer.com))
- Check pre-season sit-out list on NCSL website



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## Team Manager to do Checklist

- Pregame
  - Contact opposing team and discuss any issues (early as possible)
  - Ensure State Roster, game day rosters and player passes are in order (putting players in same order makes for a smoother check-in)
  - Appoint someone as TSL and make sure they understand their duties
- Game Day
  - Home team checks field ensuring it is ready for play (goals anchored, nets attached, field lined, corner flags present)
  - If inclement weather, check and follow NCSL rules
- 30 Minutes Before Game
  - Managers complete blue game card: fill in game number, date, time, etc., affix game day rosters, list Club Pass Players, list TSL and have coaches sign
  - If appropriate, fill out sit-out documentation
  - If appropriate, ensure STARs are available, dressed, etc.





## Blue GameCard

- Home team provides the blue game card
- At the field: get team information from Visiting team
- Identifying game information: date/time of match, field, **game number, team numbers**, Coach's name, Team Sportsmanship Liaison (TSL) names
- Names of players who are eligible to play with their jersey numbers; mark goalkeepers
- Give it to the referee who keeps it to enter final game score, cards issued, sit-outs served & other disciplinary issues
- Referee uses Blue Match Card to complete the online report which then is the official record of the game



**NCSL NATIONAL CAPITAL SOCCER LEAGUE**

# Blue Game Card



## GAMEDAY

Date \_\_\_\_\_ Game No. \_\_\_\_\_ Time \_\_\_\_\_

FINAL SCORE	
HOME	AWAY

Asst. Referee 1. \_\_\_\_\_  STAR? 2. \_\_\_\_\_  STAR?

### HOME

Home Team No. \_\_\_\_\_ Name \_\_\_\_\_ Jersey Color \_\_\_\_\_

Jersey No.	Player name

Printed TSL name \_\_\_\_\_ Printed coach's name \_\_\_\_\_  
Coach's signature \_\_\_\_\_

### AWAY

Away Team No. \_\_\_\_\_ Name \_\_\_\_\_ Jersey Color \_\_\_\_\_

Jersey No.	Player name

Printed TSL name \_\_\_\_\_ Printed coach's name \_\_\_\_\_  
Coach's signature \_\_\_\_\_



## Team Manager to do Checklist (cont.)

- 15 Minutes Before Game
  - Meet with referee
  - Assist with player check-in
  - Ensure TSL introduces him/herself
  - Ensure each adult on team side has sideline pass
  
- After Game
  - Verify score/cards (yellow/red) with referee
  - Be polite
  - Report score to division scorekeeper as requested



# Unique NCSL Programs



## U9 and U10 Games

- Small sided game played on a small sided field
  - U9 and U10 plays 7 v 7
- U9 and U10 matches are non-results oriented
  - Non-results does not mean non-competitive
  - **Scores are not kept and not reported to the league**
- U9 and U10 teams are matched with similarly competitive teams with emphasis on geography and back-to-back scheduling
  - **Scores are not kept and not reported to the league**



# U9 and U10 Games

- Build-Out “Lines”
  - Creature conceived by Tab Ramos of US Soccer, now required of all US Soccer members
  - Imaginary line drawn between the center line and the goal line
  - All attacking players must retreat behind the build-out line whenever
    - Goalkeeper has the ball in hand
    - Goal kick
  - Attacking team must remain behind line until ball is played
  - Failure to retreat quickly enough can earn caution

## U9 and U10 Games

- No Punting or Drop-kicking
  - Goaltender with the ball in hand must roll the ball to a teammate, who then must face the rush of attacking players who have been waiting patiently at the build-out line
  - If the goaltender punts or drop kicks, IFK awarded to attacking team





## U9 and U10 Games

A player is in an offside position if the player is

- a) behind the second to last defender;
- b) in front of the ball; AND
- c) on the attacker's side of the \_\_\_\_\_ line.

Center ? (U11-U19)

Build-Out  
(U9-U10)





# U9, U10 & U11 Heading Policy

- New in Spring 2016 (mandated by state associations)
- Arising out of concussion litigation

**At age group divisions U11 and younger-**

**Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.**

- All children 10 and under should be instructed not to head the ball, regardless of competition level
- Practice restrictions through age 13



# U11 & U12 Small-Sided Games

- New in Fall 2017 (mandated by US Soccer)
- U11 and U12 competitions will be 9 v 9.
- Maximum roster size for U11-12 increased to 16.
- Fall U11 teams placed in divisions randomly within broad competitive brackets, scores kept and reported to the league
  - Results not published until season ends
- In Spring, teams are placed in structure based on performance in the Fall season



## Club Pass

- Available only for USYS players (no DA, US Club, Super-Y, ECNL, EDP, etc.) registered to the club
- Unlimited in number at U9 and U10
- Maximum of 5 at U11 and above
- Players may play in only one NCSL game/day
- No more players than allowed at the age group (U9-10 – 12 players; U11-12 – 16 players; U13-19 – 18 players)
- List club pass players on game-day roster and club pass player form; bring original rosters and club passes
- Careful of sit-outs



# Club Pass Examples

- **Acceptable.** The coach of the U9 ABC Red decides in consultation with her opposing coach that the game would be more competitive if the U9 ABC Blue played on a club pass in place of the Red team. The manager presents the Red team roster and the 12 Blue team player passes and records those Blue team names on the blue game card. Teams have an unlimited number of club passes at U9 and U10 (and U11G)
- **Unacceptable.** The U14 ABC Red has a game on Sunday, and #22 Tyler Smith (a Red team player who played only 2 minutes on a club pass for the White team earlier that day) shows up for the game. Smith appears on the roster and plays in the Red team game. A player may play for only one NCSL team per day.
- **Mixed.** Sarah Paez is rostered to a girls team playing in club ABC. Her coach would like her to play one Sunday on her twin brother's team in the same club. The coach tries to club pass the siblings to each other's teams. Girls may play in the open division, but boys may not play in the girls division.



## Club Pass Examples

- **Acceptable.** #39 Andrew Smith, an 8-year-old playing up on the U10 ABC Gold team, has a conflict with his team's game time. His coach asks the U9 ABC Blue if Andrew can play on a club pass. Players may play on any team within their club for which they would have otherwise been age qualified to be officially rostered.
- **Unacceptable.** #21 Emily Smith, rostered to the U12 ABC White team, is clearly the best goalkeeper in the league. Heading into the last game of the season, her team has already clinched a first-place finish in division 1, while the club's U12 ABC Green team believes it needs a win to remain in Division 5 next season. Though not technically a rule violation, it is contrary to the spirit of this policy for clubs to place superior players in games against inferior competition solely for the purpose of collecting results.



# NCSL Club Pass Form on Blue Game Card

**NCSL CLUB PASS SECTION**

**U11 - U19 ONLY (U9-U10 club pass is unlimited)**

**CLUB PASS PLAYER 1**

**Jersey No:** \_\_\_\_\_

**Player Name (print)** \_\_\_\_\_

**Primary Team** \_\_\_\_\_

**Primary Team Number** \_\_\_\_\_ *Show roster copy to referee*

**Reason for Club Pass:**  Missing players  Injury rehab  Evaluation

- NOTE: Club players may not serve sit-outs with any team except the team to which they are primarily rostered. A player owing sit-outs is ineligible to play until those sit-outs are served.



# NCSL Mandatory Programs

- **Team Sportsmanship Liaison (TSL)**
  - Each team must have a TSL for every NCSL match
  - Be the "cooler head" should sideline behavior escalate to inappropriate levels
  - Be the first point of contact should the referee feel he/she needs help due to inappropriate sideline behavior



## NCSL Mandatory Programs

### Special Team Assistant Referees (STARs)

- Mechanism to provide certified assistant referees (ARs) to U12-13 matches, when neutral ARs are not assigned
- Each U12- U13 team must identify 2 individuals (age 15 or older) willing to take the training and serve as an AR
- List each STAR on contacts section of NCSL website
- There should be at least 1 STAR ready to act as AR for each game
- STARs must be properly dressed, report to assigned referee at least 15 minutes prior to game start, and remain with referee during half time
- Referee signs orange team card so that league will pay team the STAR fee
- STARs are part of the referee crew and should act accordingly
- Teams are fined if they do not have STARs







# Referees and the Rules & Discipline Committee

## *What Does the Committee Do?*

- Resolve Protests (\$200)
- Determine Result of Abandoned/Terminated Matches
- Maintain Disciplinary Database (Cards, Points, Suspensions)
- Review Match Reports/Complaints and Determine Appropriate Response/Action.
- Issue team fines – up to \$800 and/or Suspend – Players, Coaches, Managers, Entire Teams for inappropriate behavior



## *R&D Checklist for Managers*

- **Before Season Begins**
  - Update team page
  - Check Contact Info
  - U12 and older, insert player name's and jersey numbers
  - Check Sit Out Owed List posted on league website
- **During Season**
  - Track cards, accumulated points and sit outs (all online)
  - League cannot remind teams of impending sit outs
  - Regularly check on-line reports (see next slide)
  - Discrepancies should be reported through the club representative to R&D immediately

## N9703 STAF Revolution 96 Blue (Spring 2011)

[Settings](#) - 
 [Roster](#) - 
 [Contacts](#) - 
 [Uniforms](#) - 
 [Colors](#) - 
 [Logo](#) - 
 [Photo](#) - 
 [Official Site](#) - 
 [Fans](#) - 
 [Start screen](#) - 
 [Modify Team Name](#) - 
 ?



### Team Uniform



HOME

AWAY



### Team Links

- [Official Team Schedule](#)
- [Persons Receiving Cards](#)
- [Print Official Team Roster](#) - ADMIN ONLY

U14 Division 2	Pts	GP	W	L	T	GF	GA	TC	TE
01. HERN Boca Juniors	24	9	8	1	0	39	6	6	0
02. ASA Black Hawks	19	9	6	2	1	18	10	2	0
03. TAPC Team America 96	19	9	6	2	1	10	5	1	0
04. FRED FC Frederick	13	9	4	4	1	19	16	3	0
05. SYA Ajax Red	13	9	4	4	1	14	17	0	0
06. LOUD 96 Red	12	9	4	5	0	23	22	1	0
07. <b>STAF Revolution 96 Blue</b>	11	9	3	4	2	15	19	5	0
08. FPYC Fusion	9	9	3	6	0	8	22	4	0
09. MCLN MYS 96 Fire White	8	9	2	5	2	10	16	8	1
10. TAPK Takoma Tigers	2	9	0	7	2	5	28	0	0

Pts: Points; GP: Games Played; W: Wins; L: Losses; T: Draws; GF: Goals For; GA: Goals Against; TC: Total Cautions; TE: Total Expulsions

DEMOSPHERE  
TOURNAMENT NETWORK

Find a Tournament for your Team!

### Team History (only includes Seasons with Games)

- [NCSL Spring 2009](#)
- [NCSL Fall 2009](#)

### Team Contact Info

Coach

[EMAIL](#)

Manager

[EMAIL](#)

Asst. Coach

[EMAIL](#)

STAR 1

[EMAIL](#)

STAR 2

[EMAIL](#)

STAR 3

[EMAIL](#)

#	DIVISION	CLUB TEAM	FIRSTNAME	MIDNAME	LASTNAME	ROLE	PERSONKEY	REGNUM	Y	2Y	R	S	POINTS
1.	U14 Division 2	STAF Revolution 96 Blue				Team staff	33719386		2				0 20
2.	U14 Division 2	STAF Revolution 96 Blue				Player	36559901		1				0 5
3.	U14 Division 2	STAF Revolution 96 Blue				Player	35672083		1				0 5
4.	U14 Division 2	STAF Revolution 96 Blue				r Player	35524695		1				0 5

# Cards and Points

## PLAYERS

- **1 Yellow Card (Caution)** = 5 points
- **1 Red Card (Ejection)** = 10 points
- **2 Yellow Cards → 1 Red Card** = 10 points
- Max points earned by a player in a match = 15

## COACHES/TEAM OFFICIALS

- First card in a match earns 5 additional “penalty” points – first **Yellow Card = 10**, first **Red Card = 15**.
- Max points earned by a coach in a match = 20.

## Cards and Points (cont.)

### SUSPENSIONS

- **Red Card** (Ejection) = 1 Match Sit
- Accumulate 20 points (AP) = 1 Match Sit
- Every 10 points after 20 = 1 Match Sit

### HONOR SYSTEM – TRUST BUT VERIFY

- Failure to sit results in **HARSH** penalties
  - Match Forfeitures
  - **Red Card** failure → **1RC** + 2D & 3D (coach)
  - **Accumulated Points** Failure → 1AP + 1D & 1D (coach)



# Honor System

- Teams **MUST** have a system to record cards earned in every match, and to track points.
- If you are not sure what happened, TSL and/or Manger should approach the referee **after** the match to verify. (TSL role is important!)
- Check your team's web page for cards and points. If find a discrepancy contact your club representative.
- **IT IS YOUR REPSONSIBLITY.**
- If you have a ref issue- Contact your club rep, who should submit a report to R&D as soon as possible.



# Suspension Requirements

- **MUST** Document the sit-out on the sit-out form, signed by opposition (available online)
- Advise referee of the sit-out, ask it be noted on the match card and reported in the on-line system
- Email form to NCSL. Keep copy.
- **Players: MUST NOT** dress or participate in any fashion, but can be on spectator sideline.
- **Coaches/Team Officials:** SHOULD not appear, but if they do, must remain > 100 yards from pitch 30 minutes before until 30 minutes after match. No contact with team/bench.



# NATIONAL CAPITAL SOCCER LEAGUE



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## Related Links

### NCSL Forms

Please click on the link for these forms

#### Game Day Materials

[NCSL Sit Out Card](#)

[NCSL Sideline Passes \(max of 4\)](#)

[NCSL TSL Badge](#)

[NCSL STAR Card](#)

[How Is My Refereeing?](#)

#### Codes of Conduct

[NCSL Parent Code of Conduct](#)

[NCSL Leaders' Code of Conduct](#)

[NCSL Players' Code of Conduct](#)



## *If You Have a Referee “Issue”*

- **DO NOT CONFRONT THE REFEREE!!!!**
- R&D Knows the Identity and Contact Details of Every Referee Assigned to NCSL Matches
- Actively Work to Diffuse the Conflict – \*\*Please Be Polite and Courteous\*\*
- Submit a Report to R&D As Soon as Possible

## If No Referee Appears

- At your option – you may play the match with a volunteer official
  - MUST be mutually agreed
  - MUST note agreement on blue match card and sign
  - Cannot protest use of substitute official
- NCSL will reschedule, subject to League policy



QUESTIONS?



- Blue Game Card Labels
- Flex Scheduling
- Fines
  - New Team Mtg, PCA, U12+ Rosters, STARS