



## WELCOME TO THE NORTH COUNTY SOCCER PARK

**ENCLOSED ARE SEVERAL FORMS TO HELP YOU GET STARTED:**

- 1) *TEAM REGISTRATION FORM* (SUBMIT W/\$175.00 DEPOSIT)
- 2) *ROSTER* (SUBMIT BEFORE FIRST GAME, MAXIMUM 18 PLAYERS)
- 3) EACH PLAYER MUST FILL OUT & SIGN A *NCSP PLAYER ID FORM*  
-AVAILABLE IN THE SOCCER PARK OFFICE.
- 4) *NCSP PLAYING RULES* (RETURN IT SIGNED TO THE OFFICE)
- 5) *NCSP POLICY SUMMARY* (RETURN IT SIGNED TO THE OFFICE)

**CALL 📞 (858) 748-4260  
IF YOU NEED US-WE'RE HERE TO HELP!**

# TEAM REGISTRATION FORM

PRINT VERY CLEARLY -- PRINT VERY CLEARLY -- PRINT VERY CLEARLY

TODAY'S DATE \_\_\_\_\_ LEAGUE SESSION \_\_\_\_\_

TEAM NAME \_\_\_\_\_ LEAGUE NAME \_\_\_\_\_ SHIRT COLOR \_\_\_\_\_

NCSP reserves the right to prevent a team from using a name that might be deemed offensive.  
For shirt color, we ask you to pick a color that is not taken by an existing team. A park manager can help you.

TEAM CAPTAIN \*\* \_\_\_\_\_

HOME PHONE (\_\_\_\_\_) \_\_\_\_\_ CELL PHONE (\_\_\_\_\_) \_\_\_\_\_

WORK PHONE (\_\_\_\_\_) \_\_\_\_\_ E-MAIL ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_ CITY \_\_\_\_\_ ZIP \_\_\_\_\_

DO YOU NEED ADDITIONAL PLAYERS? \_\_\_\_\_ IF SO, HOW MANY? \_\_\_\_\_

**\*\*HAVE YOU LOOKED IN THE OFFICE AT THE RESOURCE BOOK FOR ADDITIONAL ADULT PLAYERS? WE HAVE MANY ADULT PLAYERS LOOKING FOR TEAMS TO PLAY WITH. THEY MAY BE NEW TO THE AREA OR JUST PICKING UP THE SPORT. THEY ARE JUST LOOKING FOR A CALL. SOME ARE VERY GOOD WHILE OTHERS ARE NEW TO SOCCER AND JUST TRYING TO SEE WHAT ALL THE EXCITEMENT IS ABOUT.**

**\*\*Team Captains - Please remember the following important NCSP policies:**

1. Your players must have an identical uniform shirt in color and style with a permanent number on back or sleeve that is not marker or tape. Each player will have one (1) game to conform. NCSP offers t-shirts with up to two digits heat pressed on the back for only \$10 each (tax included). We have 13 colors to choose from.
2. Team captains should not hold their entire team's player ID cards. Each player should hold their own ID.
3. The **two** (2) allowed underage players for each league must be written in the appropriate spaces on your team roster. Cheating by having more than two players on your team roster will get that player(s) kicked out without a refund of any monies paid and may cause you to lose any and/or all games they played in.

## OFFICE USE:

(NCSP Manager- initial when forms have been checked, completed and turned in.)

Team Roster checked (DATE \_\_\_\_\_) ----Rules signed (DATE \_\_\_\_\_)-----Policies signed (DATE \_\_\_\_\_)

Invoiced in **QUICK BOOKS** BY: \_\_\_\_\_ DATE \_\_\_\_\_

Entered in Customer Access of **QB** BY: \_\_\_\_\_ DATE \_\_\_\_\_

# MINI-FIELD TEAM ROSTER

TEAM: \_\_\_\_\_ DAY/LEAGUE: \_\_\_\_\_

DATE: \_\_\_\_\_

PLAYER'S NAME (Please Print Neatly!)	PHONE NUMBER(S)	ID	Jersey #
<b>CAPTAIN</b>			
1.			
<b>CO-CAPTAIN</b>			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			
17.			
18.			

Rosters are due by the first game and must be finalized by the third game. Maximum of eighteen players are permitted on a roster. **Once a player plays one game with a team, he/she must stay on that team for the duration of the season.** NCSP strongly suggests putting 18 players on your roster in case of injury or attrition.

Each player on the roster must have a valid NCSP Player ID card in order to participate. Teams will forfeit a game when players participate who are not on the roster or are on the roster but do not have a valid NCSP Player ID card.

## NCSP MINI-FIELD LAWS ADULT LEAGUES

**LAW 1** Player equipment consists of an identical team shirt with a permanent number that matches on the team roster, shorts, socks, and flat-soled indoor soccer shoes or tennis shoes. No cleats allowed. Additionally, players will not be allowed to participate while wearing any jewelry except a wedding band or similar small rings. Earrings, necklaces, watches, bracelets, large rings, or hard hair pieces need to be removed. Players 16 or 17 **must** wear shin guards. Protective eyewear is recommended. Hats and gloves are allowed in cold weather.

**LAW 2** One referee will be responsible for the control of the game.

**LAW 3** Duration of the Game: Two halves of 25 minutes each, with a 2-minute half-time interval. Each team is allowed 1 time-out per half (time-outs are 30 seconds long). There will be a five-minute overtime for all finals in the case of a tie. If the game is still tied at the end of the finals overtime, another period will start and will not end until a golden goal is scored or one side concedes. The game will not end until a winner is decided. Leagues where games are shortened to 22-minutes halves will have an extra game added to their season to compensate.

**LAW 4** Ball in and out of Play: The ball is out of play when it hits the fence or goes over the perimeter wall, when a goal is scored, or when the referee stops play. The ball is in play at all other times.

**LAW 5** Method of Scoring: A goal is scored when the whole ball passes completely over the goal line, providing no infraction has been committed by the attacking team. Additionally, the attacking team cannot score from within the arc. All free kicks are direct and a goal can be scored from any free kick including the kick off.

**LAW 6** Three Line Violation: There is a three-line violation if the ball is kicked in the air over all three lines. The opposing team is awarded a free kick from the line closest to the goal they are attacking.

**LAW 7** Fouls and misconduct: A player who kicks, trips, strikes, boards, jumps at, pushes, holds, slides, or who handles the ball shall be penalized by a direct free kick. A player guilty of obstruction, or dangerous play can also be awarded a foul. A two-minute penalty can be given to any player for the following: violent conduct, dissent, foul language, and a serious or dangerous play. Any of these fouls may also result in a yellow or red card. A player will sit out two minutes (regardless of whether the other team scores or not) when issued a two minute penalty (blue card). If a non-playing person (coach, parent, or spectator) is guilty of unsportsmanlike conduct, he shall be issued a caution (yellow card) or ejection (red card). If a player or non-player is ejected from the game, he will serve a minimum one game suspension. NCSP's management and the referee will discuss and determine the exact length of the suspension or possible expulsion. During a suspension, that individual is banned from the NCSP property.

**Profanity, insults, threats, and other forms of verbal abuse of NCSP employees by anyone will result in immediate ejection with no refund of any monies paid. NCSP managers, employees and referees will not tolerate it and have the full authority of the owner to eject anyone verbally insulting or abusive. If an individual is ejected they must immediately leave the property or the local Sheriff's office will be called.**

**LAW 8** Substitutions: Players may substitute *on the fly* at any point during the game. However, the player entering the field should wait until his teammate leaves the field. If a player coming on the field touches the ball before his/her teammate leaves the field then a two-minute penalty will be awarded. The referee will allow 15 seconds for a guaranteed substitution (the referee will hold up play until the players complete the substitution) whenever asked during any stoppage of play.

**LAW 9** Number of players on the field: All leagues begin with three players on the field **except** Co-ed teams which begin each game with four players on the field with at least two women on the field at all times during play. A team may play with as few as two players if necessary. Having an excess number of players on the field will result in one player serving a two-minute penalty. A team must have 2 players to start a game.

**LAW 10** Penalty Kicks: Hand balls that prevent a goal from being scored result in a penalty kick. Penalty kicks will be taken from the center of the line middle, except for Moms who take penalty kicks from the closest line. All other players including the "goalie" must wait behind the next furthest line until the penalty kick is taken. If the penalty kick is successful, a goal is awarded and there will be a restart at the center circle. The clock does stop for penalty kicks. If the penalty shot is missed, a free kick will be awarded to the same team that missed the penalty shot at the same spot the shot was taken.

**LAW 11** The Arc: A player may not block a shot in the arc that in the referee's opinion would have gone in. A player is considered in the arc when the *point of contact* with the ball is within the arc. It is up to the referee to determine if the ball was blocked in the arc and if the ball would have gone in. If the ball was blocked in the area of the arc and would've gone in it is considered an automatic goal. The only exceptions to this rule are if the ball was shot in the arc and/or if the ball entered the arc first and the goalie entered after it and made the save (that's a great save!).

**LAW 12** The clock will only stop for injuries, time-outs, and other times the referee feels it may be necessary to stop the clock. A 30 second time out can be called by any player whenever his/her team has possession during a stoppage of play.

# NCSP MINI FIELD ADULT TEAM POLICY FORM

NORTH COUNTY SOCCER PARK 14530 ESPOLA RD. POWAY, CA. 92064 (858) 748-4260

Call the NCSP two days before the league starts to confirm your team's first game time. (858) 748-4260.

## **FOR YOUR FIRST GAME:**

Make sure that everyone arrives 20 minutes before the first scheduled game time to take care of paper work. All your players must have an NCSP Player ID card and be added to the team roster before they can play. The NCSP Player ID card is \$20.00 annually. Lost NCSP Player ID cards are replaced for \$5.00. Players under 18 years old must have a parent/legal guardian sign their waiver inside the office. Also, players under 18 years old are required to wear shin guards - no exceptions. Have every player bring the following: est. \$6.00 for referee and their portion of the registration payment (\$300.00). \$175.00 minimum must be paid to NCSP before game time in order to play.

## **SPECIAL REGISTRATION NOTES AND POLICIES:**

Rosters must be finalized before the third game. Once a player plays one game with a team, he/she must stay on that team for the duration of that season. A maximum of 18 players are permitted on a roster. NCSP suggests putting 18 players on your roster in case of injury or attrition. However, players can only be added to the team roster if the office has a waiver on file for that player beforehand. Also, all players that intend to play must wear an identical game shirt/jersey with a visible, permanent number on the back or sleeve. The number a player wears must match with their name on the team roster. No duplicate numbers. The number cannot be applied with a marker or tape. No sharing or swapping jerseys/shirts. Subs may play without a number but wear an identical team shirt with either S1, S2, S3, or S4 permanently applied to the back or sleeve. New teams/players are allowed their first game of the season to fully comply.

Plan ahead - a proper game shirt is your players' key to being able to play. Players not prepared will not be allowed to play.

Teams that are presently registered and playing have up to the beginning of their sixth game to secure a place in the following season by giving a \$100.00 deposit. We want you to stay but can't assume you will be coming back. After the sixth game, registration for the league is open.

Unsportsmanlike behavior will not be tolerated at NCSP and will result in a long suspension with no refund as described in NCSP's rules.

The clock will start at your designated game time after a five-minute grace period. Warm up before you enter the playing field. Be ready to play at game time or miss valuable playing time! If the minimum number of players (2) is not present after the clock runs for 5 minutes then the game is called a forfeit. Schedules are written so that every team plays 8 games. If your team forfeits, you not only decrease the amount of games your team plays but also the amount the other team can play....please be considerate of this fact and make all your games. Teams not showing up for finals don't forfeit any money except referee fees.

If your team needs to schedule a make-up, NCSP requires one full week to contact the opposing team. If the opposing team cannot reschedule, then the game will be entered as a 0-0 tie with no forfeiture of the deposit by either team. Also, the team requesting the make-up must be prepared to pay the entire \$12.00 referee fee. Without a full week's notice, the game could be considered a forfeit, the opposing team will get a \$32 credit to their account, and the requesting team will be required to pay another refundable \$50 forfeit deposit before playing in the next game.

## **NCSP PAYMENT POLICY:**

Total registration fee is \$300.00 (\$50 of the \$300 is a refundable forfeit deposit). \$175.00 is due before the first game and the balance of \$125.00 is due by the *end of the night* on the date of the 2nd game. For every game that you miss because of the other team forfeiting, and your team did not use the field, there will be a \$32 redeemable soccer park credit.

The \$50 forfeit deposit must be made the first session and can be held in the captain's account for future seasons assuming the team does not forfeit. It will be returned on demand if your team plays in all their games and your team does not continue to play in the following season.

Your team will forfeit 0-10 if the entire balance is not paid by the *end of the evening* on the 2nd game.

Your team will not be allowed to play its 3rd game if the balance is not paid *before* the 3rd game.

Sorry, no refunds after the first scheduled game. There will be a \$15 service charge for all returned checks.

## **REFEREE PAYMENT POLICY:**

Each team pays the referee \$6.00 for all games. The referee is paid by the players before the game starts.

If the ref is not paid within the five-minute grace period, the game will be considered a forfeit against the team or teams that have not paid. If and when paid, the referee may start the game if both teams agree to shorten the halves so the game will fit into NCSP's schedule. **HAVE YOUR REFEREE MONEY READY BEFORE YOU ENTER THE FIELD.**

Hours of business: Mon.-Fri. 3:00- 10:00pm; Sat. 9:00am-9:00pm; Sun. 1:00pm to 9:00pm

*I have read and understand the policies above:*

*I understand that my team must comply with the rules and regulations of the NORTH COUNTY SOCCER PARK. I also understand that all my players must have a release form and must be on my roster by the third game or my team will forfeit all games played with ineligible players. I also understand that I am responsible for paying NCSP the complete entry fee for my soccer team. At NCSP's sole discretion, failure to comply with the above rules could result in immediate suspension of playing privileges without a refund of any monies paid.*

Coach's Signature \_\_\_\_\_ Team \_\_\_\_\_ League \_\_\_\_\_ Date \_\_\_\_\_

Mini-field Adult team policies.doc