



WELCOME TO THE NORTH COUNTY SOCCER PARK!

Stadium Field Registration Packet

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 NAME _____ LEAGUE _____ START DATE _____

				G A M E			D A T E S								
	Jersey #	PLAYER'S NAME	VALID ? NCSP ID #	PHONE #	G1	G2	G3	Initial Roster	G4	G5	G6	G7	G8	Semi	Final
1		Captain													
2		Co-captain													
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															
13															
14															
15															
16															
SEE	BELOW	* 2 ALLOWED UNDERAGE PLAYERS		PHONE #											
17		(Age:)													
18		(Age:)													

***NOTE:** IN SOME LEAGUES, EACH TEAM IS ALLOWED TO HAVE TWO (2) UNDERAGE PLAYERS TOTAL ON THEIR ROSTER. THAT DOES NOT MEAN TWO UNDERAGE PLAYERS ON THE FIELD AND MORE IN THE BENCH AREA. THESE ARE ALLOWANCES FOR AGE SPECIFIC LEAGUES WITH SOME MINOR ADJUSTMENTS TO ACCOMMODATE YOUNGER FRIENDS/TEAMMATES. THE YOUNGER PLAYERS NEED TO BE IDENTIFIED BY WRITING THEM IN PLAYER BOXES 17 AND 18 WITH THEIR CURRENT AGE IN THE PARENTHESES. FOR THE SATURDAY OPEN COED AND SUNDAY MENS' OPEN LEAGUES, ALL PLAYERS MUST ALREADY BE 16 YEARS OLD TO BE PUT ON THE ROSTER. NO EXCEPTIONS!

MOND COED 6v6: TWO MEN 20-24 years old
 WEDS WOMEN 30+: TWO WOMEN 25-29 years old

TUES MEN 30+: TWO MEN 25-29 years old
 THUR MEN 35+: TWO MEN 30-34 years old

NCSP STADIUM SOCCER POLICIES

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. Players under 18 years old must have a parent/legal guardian sign their waiver. Also, players under 18 years old are required to wear shin guards - no exceptions.

Have every player bring the following: money for referee, and their portion of the registration payment (\$525.00). At least \$175.00 must be paid to NCSP before game time in order to play.

SPECIAL REGISTRATION NOTES AND POLICIES:

Rosters must be submitted to the NCSP office before the 1st game and must be finalized before the 3rd game. A maximum of 18 players are permitted on a roster. NCSP suggests putting 18 players on your roster in case of injury or attrition. Once a player plays one game with a team, he/she must stay on that team for the duration of the season. However, players can only be added to the team roster if the office has an ID card on file for that player beforehand. Any player that plays without an ID card, or is not on the roster, will cause his/her team to forfeit all games they played in 0-10. Also, all players that intend to play must wear an identical game shirts/jerseys with a permanent and visible 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 shirts/jerseys. Subs may play without a number but must wear an identical team shirt with either S1, S2, S3, or S4 permanently and visibly 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 showing up for their second game that are not prepared will not 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 \$175.00 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 conduct 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!

Schedules are written so that every team plays at least 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!

If your team would like to reschedule a game, 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 end result with no forfeiture of the deposit by either team. Also, the team requesting the make-up must be prepared to pay the entire referee fee. Without a full week's notice, the game could be considered a forfeit, the opposing team will get a \$57 credit to their account, and the requesting team will be required to pay another refundable forfeit deposit of \$75 before playing in the next game.

NCSP PAYMENT POLICY:

Total registration fee is \$525.00 (\$75 of the \$525 is a refundable forfeit deposit). \$175.00 is due before the first game and the balance (\$350.00) 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 play, there will be a \$57 redeemable soccer park credit (1/8 of a season's fee). Every time your team forfeits, you will owe another \$75 which you will need to pay in order to play your next game.

Your team will not be allowed to play the first game without a minimum \$175.00 payment!

The \$75 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 if your team plays all their games and your team does not continue to play in the next session. The \$75 deposit can be kept by NCSP if a team does not give us at least one week's notice of their intent not to continue playing in the league. Dropping out of a league on short notice is very disruptive to all the teams involved.

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

A team will not be allowed to play its 3rd game if the balance isn't paid before the 3rd game.

Sorry, no refunds after the first scheduled game. Returned checks will be subject to a \$15 service charge and the entire amount due must be paid in cash or cashier's check. An NSF check could keep your team from being able to play.

REFEREE PAYMENT POLICY

Referees get paid \$8.00 cash by the teams before the game starts. Teams pay the ref for all games except the championship final when there is a semi-final game played as well that evening. 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. **HAVE YOUR MONEY READY BEFORE THE GAME!** The referee and the office might not have change – come prepared.

NCSP Hours: Mon. - Fri. 3:00pm to 10:00pm; Sat. 9:00am to 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. . 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. 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.

Coach's Signature _____

Team _____

League _____

Date _____

North County Soccer Park

Stadium Field 6 v 6

LAWS OF THE GAME

LAW 1-Number of Players & Substitutions: Maximum of 6 per team on field at any time for adult teams, youth teams U-8 (6 + goalie), U-9 to U-19 (5 + goalie) and a minimum of 4. Non-violent penalties are delayed if it would reduce a team below 4 players. Substitutions may occur "on the fly" provided a player leaving the field arrives at the door before his replacement enters the field. During "guaranteed substitutions," teams shall be allowed (15) seconds to complete all player changes. Guaranteed substitutions are: when the ball goes out of bounds, during time outs, after a goal is scored (either team), during an injury, and whenever the clock stops. A player may substitute during a foul, but this is not a guaranteed substitution and the team must be certain not to have too many players on the field when the game is restarted (no second whistle is required). Jumping over the wall on substitutions will result in a 2-minute penalty to the offending player and the departing player must still leave the field.

LAW 2-Player Equipment: Consists of a team shirt with a prominent and permanent number attached to it (shirt must be *identical* in color and style to all other teammates except goalie), shin guards are mandatory for all players 18 or younger, and soccer shoes with traction soles or rubber soccer cleats. No baseball, football, or metal cleats allowed! Players may not wear rings (except wedding bands), watches, earrings, or hard hair pieces. Only goalies may wear hats in order to keep sun from eyes. Players will not be allowed to play with a hard cast (even if it is wrapped). Players wearing orthopedic braces (i.e.,-knee braces) must cover the brace with some type of padding. The referee and NCSP management may or may not deem said player equipment to be safe and their decision is final.

LAW 3-Duration of the Game For eight (8) game seasons games will consist of two halves of 25 minutes each with one 3-minute half-time interval. Each team is allowed one 30 second time-out per half. A time-out can be called by the goalie (with the ball at his/her feet or hands), or a field player when the ball is out of play. Play-off games will be played with two 22-minute halves. If the game is tied, a five-minute sudden death period will follow. If the game is still tied at the end of sudden death, a shoot out will decide the winner (five vs. five and then 1 vs. 1 if necessary). All games will be played with a "running clock." The clock will NOT stop for two-minute penalties unless the referee signals for stoppage. The clock will stop during serious injuries and time outs. The referee may also order the clock stopped or reset for intentionally kicking the ball out of play when less than 2 minutes remain in the half.

LAW 4-Method of Scoring: A goal is scored when the whole ball pass completely over the goal line, providing no infraction has been committed by the attacking team. A goal will not count if the attacking player slides to score. It is not considered a foul if a player stretches to score and then falls.

LAW 5-Red Line Violation: It is a violation if the ball is passed forward by the goalie so that it passes over two red lines (3 lines) in the air without being touched by any other player. If this happens, the referee will award a free kick to the opposing team, to be taken at the center point of the red line closest to the attacking goal.

LAW 6-Free Kicks: All free kicks are direct (including the kick off). A team will have five seconds to take a free kick. 15 ft. distance is required by the defending team. Quick restarts are allowed. No whistle is required on Free kicks unless the player with the ball asks for 15 feet. A whistle is then required before starting play. A player will receive a two-minute penalty if he/she encroaches (does not attempt to back up to 15 feet but instead blocks the ball). A two-minute may be given if the player is delaying the game (such as holding or keeping the ball from the other team).

LAW 7-Penalty Kicks: A penalty kick is awarded for offenses committed in the penalty area that in the referee's discretion would have prevented a goal scoring opportunity or was flagrant enough to warrant a two minute penalty. Penalty kicks will also be awarded to the team if the defending team slides inside their own penalty area (except the goalie), intentionally handles the ball inside the penalty area, or commits any other two-minute penalty offense in the penalty area. A foul in the penalty area that does not warrant a penalty kick will result in a free kick at the top of the arc. Penalty kicks shall be taken from the penalty spot at the middle of the top of the penalty box. If the penalty kick is missed, then the player sent off for the two-minute offense shall remain in the penalty box for the remaining two minutes, and play resumes from the missed penalty shot. If the penalty kick is scored then play will resume with a kick off and the penalized player may return.

LAW 8-Shoot Outs: A shoot out will be awarded when the referee feels a player on a breakaway situation was denied a chance from scoring because of a foul anywhere in his attacking two thirds of the field (after he/she crosses the first white line). The clock is stopped during the shoot out attempt and the game is re-started with a kick off (if a goal is scored) or a free kick from the red line closest to the attacking goal (if the attempt fails). A shoot out is shooter vs goal keeper. The duration of the shoot out is 5 seconds. If the goalie fouls the shooter (even if outside the penalty area) on a shoot-out attempt, a penalty kick will result.

LAW 9-Goalkeeper restrictions If a goal keeper commits any of the following infractions inside his/her own penalty box, the opponents shall be awarded a free kick at the penalty spot. 1) If the goalkeeper has control of the ball with their hands, they may not release the ball into play and handle it again until it has touched an opponent.

2) Goalies may not bounce the ball. 3) If a teammate intentionally kicks the ball to the goalie, the goalie may not handle the ball. 4) Once the goalie gains full control of the ball with hands or feet inside the penalty box, they must release the ball into play outside the

penalty box or to another player within 5 seconds. 5) A goalie may not intentionally clear the ball out of play. If this is done and the referee recognizes the infraction, the restart for the opposing team will be on top of the arc. 6) Once the goalie gains control of the ball outside of the penalty box, he must either release the ball into play or advance with and play the ball in a normal manner within 10 seconds. 7) If a goalkeeper gains possession of the ball outside the penalty box, it may not be handled inside the penalty box until it has been touched by an opponent or play has been stopped.

LAW 10-Fouls and Misconduct: A player who trips, boards, jumps at, pushes, holds, violently charges, or charges in the back of an opponent, or who unintentionally handles the ball shall be penalized by a free kick. Anyone of these offenses committed in the penalty area by a defender may result in a penalty kick for the offensive team and a two-minute penalty to the offender. An intentional handball or any of these offenses judged to be very serious by the referee, regardless of their location, shall be penalized by a two-minute penalty against the offender. The two minute penalty must be served in the penalty box by the individual player that the Blue Card was issued to.

If the player is guilty of unsportsmanlike conduct while in the box, that player may be penalized for additional time or possibly ejected. A player who receives a blue card for dissent must serve that two-minute penalty just like any other two-minute penalty. A player guilty of a second penal offense in any game shall receive a yellow card. Foul and abusive language will increase penalty to a red card. The third such penalty shall result in a mandatory ejection. If a player receives a red card for any reason, that player shall be ejected for the remainder of the game (he must leave the NCSP property) and must serve a minimum of a one additional game suspension. The game will not restart without the player leaving the property. Refusal to do so will probably extend his suspension. Foul and abusive language will probably increase the suspension. He may be replaced by a substitute who must serve a five-minute penalty before entering the game. If a player refuses to leave the property, we will call the local Sheriff's office.

If a non-playing personnel (coach, parent, spectator etc.) is guilty of ungentlemanly conduct, he/she shall be awarded a yellow card or ejection (red card), but no time penalty shall be served by any player for a non-player's misconduct. A second offense by a non-player of the same team that received the yellow card can cause a blue card to be issued with the referee picking which arbitrary player will serve the 2minute penalty. The full 2 minutes will be served. The opposing team scoring a goal does not negate the time penalty. Any verbal abuse directed to an NCSP manager, scorekeeper, referee or guest by anyone (player, coach, parent, spectator) will not be ignored and may result in permanent suspension of NCSP privileges with no refund of monies paid. It is the policy of NCSP to keep your soccer park family friendly and recreational. Our code of conduct is not lengthy or unreasonable but it is rigid and inflexible.

Power play return: If one team is reduced by penalties to fewer players on the field than its opponents and the team having more players scores a goal, then the player who has served the most of his penalty time can return to the game. Only one penalized player may return on each goal.

Ineligible players: If a player has received a red card and has not served a one game suspension immediately following the red-carded game, his/her team will forfeit all games until the suspension is served. The same penalty will apply to players playing out of required age limit (EX: a 29 year old playing in the 35 and older league). Any player playing illegally is the responsibility of the coach (captain). Any player who plays illegally (plays without being on roster or is too young for the league or plays without a waiver) will cause his team to forfeit 0-10 and may also be suspended from playing.

SPECIAL PLAYING RULES:

All games except playoffs concluding with a tie score after regulation time will be considered a tie game.

Two points will be awarded for a win, one for a tie, and zero for a loss. The tie breaker procedure will be: A) head to head, B) goals against, and C) goal differential (in that order).

All players awarded a red card will serve a minimum one game suspension and may be suspended entirely from all remaining games if the management deems it necessary, depending on the severity of the incident. Fighting will not be tolerated at the NCSP, and will result in a red card, and or forfeit, and/or league suspension for any player(s) involved, including the entire team if necessary! One punch (hit or miss) = 8 weeks minimum suspension (no refund). 1st red card for infraction = minimum 1 game suspension. 2nd red card (within a calendar year) = minimum 8 weeks suspension. 3rd red card (within a calendar year) = minimum 1 year suspension. Threatening a referee (including verbal threats) = minimum 1 year suspension (probable indefinite suspension). Spitting at referee or physically assaulting referee in any circumstance = automatic lifetime suspension. Any intentional action to cause serious injury (head butt, etc.) will result in a minimum one-year suspension and possible indefinite suspension. Any player who leaves the bench in a fight will cause his team to forfeit that game 0-10. Any player suspended for fighting will not be allowed to participate in any of the leagues at NCSP throughout the entire term of the suspension.

ALL FEES ARE NON-REFUNDABLE TO SUSPENDED PLAYERS.

NCSP is a member of The Network, an association of Soccer Facilities including the Magdalena Ecke YMCA, Bradley Park San Marcos Soccer Arena, and the Escondido Sports Center. Any serious suspension at NCSP will also be enforced at all the other Network Facilities. For example, if a player is suspended for 8 weeks at the NCSP, he/she will also be suspended from the other Network facilities.

PLAYERS ON TEAM ROSTER: *Effective 3-20-02.* Teams may only have a player on their team roster if that player has completed an NCSP Waiver of Liability form and the Manager on duty has personally checked it off. Teams may not place names on their roster unless a waiver accompanies it. "Subs" of the future need to be placed on the roster and checked off by 3rd game as well. Plan ahead. Ask for a waiver inside the NCSP office or call and we'll fax one to you. Fax it back (858-679-1677) with all pertinent information filled in. Incomplete forms are not allowed and will not be considered as valid. No exceptions.

SAME SHIRT WITH A NUMBER: *Effective 3-20-02.* Each player on a team must have the same color and style shirt with a permanent number attached to it that matches on the team roster in the NCSP office. The number must be prominently displayed and match with the number on the team roster in the NCSP office. A player will not be able to take the field and play without this reasonable step taken. Players may not share their uniform shirts. Don't come to the soccer park without your uniform. No exceptions.

ALL PLAYERS UNDER 18 YEARS OLD MUST WEAR SHIN GUARDS. *Effective 3-20-02.* Players under 18 years old, on both the mini and stadium fields, must wear protective shin guards. The referee must be able to check a valid ID if deemed necessary to verify a player's age. Bring your own shin guards – don't expect the soccer park to supply them. No exceptions.

CO-ED RULES: Teams may have a maximum of three men on the field. Penalties must be served by the player who commits the foul unless committed by the goalie in which case, the gender serving the penalty will be the gender of the offending goalkeeper. Male players can score a maximum of two goals per game.
FOR CO-ED MONDAY- Women must be at least 18 yrs old and men must be at least 25 yrs old. Shoot-outs must be 3 women and 2 men and they must alternate for the sudden death shoot out.

WOMENS 30 + RULE: Teams may have *two* women between 25-29 on roster. Those two women must be designated on roster and be able to show proof of age. ID other than the NCSP Player ID card might be required.

MENS 35+ RULE: Teams may have *two* men between 30-34 on roster. Those two men must be designated on the roster and be able to show proof of age. ID other than the NCSP Player ID card might be required.

RAIN PROCEDURE:

1. Please call NCSP before you leave your home/office to inquire about your game status. 30-minutes before your game is a good rule of thumb. We do our best but it is the weather we're talking about so exact predictions are impossible.
2. Games will only be canceled if *management* deems the field unplayable or has seen lightning. Wear shoes with traction when playing on wet turf. Rubber-molded cleats are suggested.
3. If you have any questions during severe weather conditions, please encourage your players to phone **(858) 748- 4260**. Press #7 on the answering machine if no one answers.

Grievance Procedure: All complaints, compliments and other comments should be directed to Dave Brennan or the manager on duty. We will try to resolve every problem that is brought to our attention in a professional manner; however, we request that you bring any problem to our attention in written form.

NCSP is a business and reserves the right to refuse service to any team and or individual that has been known to be unsportsmanlike, abusive, criminal or unsafe. Don't come here if you or your players can't control yourselves physically, verbally, or emotionally.

Coach's signature _____ Team Name _____ League _____ Date _____