

NORTH CAROLINA YOUTH SOCCER ASSOCIATION  
PRESENTS



# THE CLASSIC SOCCER HANDBOOK

*UPDATED SEPTEMBER 2012*

*U11/U12 Men/Women Self Selection Divisional Structure 06/2007*

*Increase U15-U18's Girls Premier Division to 10 teams 02/2008*

*Play Date Range adopted 02/2008*

*U13 Men/Women Self Selection Divisional Structure 12/2008*

*U11-U18 New Promotion & Relegation guidelines adopted 12/2008*

*U11/U12 Standings posted 12/2008*

*Classic Council established play date range 12/2008*

*Statewide Second Division Promotion/Relegation Guidelines adaptation 6/6/09*

*Changes to State Cup Seedings 6/6/09*

*Establishment of time minimum for newly passed competition rules 8/8/09*

*Modification to Establishment of time minimum for newly passed competition rules 6/5/10*

*Changes to Classic Handbook to clarify ambiguities 4/16/11*

*Change to the Forfeit policy 12/3/11*

*Update to Sitout policy language 12/3/11*

**A MANUAL FOR NCYSA CLASSIC TEAMS**

*Published by the North Carolina Youth Soccer Association*

**NCYSA** - PO Box 18229 • Greensboro NC 27419 • 336.856.7529

# PLEASE READ!!

This publication of the Classic Handbook has been updated to address issues involving NCYSA Classic play.

The most current information will be posted on the CLASSIC MAIN PAGE at [www.ncysaclassic.com](http://www.ncysaclassic.com). You can also access information by going to the CLASSIC PAGE of the NCYSA website ([www.ncsoccer.org](http://www.ncsoccer.org)), and can be accessed by clicking on the “LEVELS OF PLAY” tab at the top of the site, then “CLASSIC” on the left side bar. Team managers, coaches and association representatives will be responsible for checking the website on a regular basis to receive the most updated information.

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## PART 1

### CLASSIC SOCCER - AN OVERVIEW

#### Mission Statement for Classic Soccer

It is the mission of the NCYSA Classic program to provide an environment to foster soccer competition at the highest level: age appropriate development of players who demonstrate talent and commitment with the desire to excel; and an appropriate level of team competition and the values of good sportsmanship to all who participate.

#### Introduction

The NCYSA Classic league, first introduced in the Spring of 1979, is a statewide league under the direction of the Executive Board position of Vice President of Classic. The Assistant Director, Classic, administers the Classic program at the NCYSA State Office.

The Classic Council represents the governing body for the Classic program. The Council is made up of Presidents and/or Classic Liaisons of NCYSA member Associations who register Classic teams. The Council meets to make recommendations for rules and policy changes. If you are interested in *changing* any portion of the Classic program, then you should contact your local Association President or Classic Liaison with your input.

Players wishing to play at the most competitive level possible (excluding State Select) play Classic soccer. Players belonging to an NCYSA affiliated Association may tryout for the team of their choice. That team, which must be affiliated with an NCYSA member Association, then registers with NCYSA.

NCYSA Support Staff – The NCYSA Staff is available to help you with any questions that you may have. Staff duties change periodically, so if you need any assistant, Please visit our website, [www.ncsoccer.org](http://www.ncsoccer.org), click on DIRECTORY, and then on the left side, click Staff Directory for a listing of current staff members and their responsibilities.

## PART 2

### THE CLASSIC EXPERIENCE AND ASSOCIATION RESPONSIBILITIES

#### The Classic Association:

Before a team can form, it must belong to an Association providing Classic level play. Teams are not allowed to participate without local affiliation. When the situation arises where a team is dissatisfied with their current local Association, serious discussion and/or negotiation should take place between the team and the local Association to resolve differences. Teams considering joining new Associations or forming their own should consider the following responsibilities:

#### Philosophy of Training/Competition:

While NCYSA does not dictate how an Association should “run their program”, a concise guideline of what is expected of your players, parents, coaches, spectators, etc. is strongly encouraged. It is also suggested that you establish training and development guidelines as well as establish a code of conduct for their players, parents, coaches, and spectators.

It is well known that children's learning abilities are different at different ages; so age-appropriate training is an important step in both the development of your players, as well as your teams.

All coaches are encouraged to attend coaching schools that are offered by NCYSA. Contact the Coaching Education & Player Development department at the state office (via email at [coach@ncsoccer.org](mailto:coach@ncsoccer.org) or [sari@ncsoccer.org](mailto:sari@ncsoccer.org)) for more information. To find out when the next scheduled coaching schools are, please check the NCYSA website under COACHING EDUCATION.

### **Dissemination of Information:**

Associations should not only have a President, but also a Classic Liaison. This person is responsible for being a communications link between the State Office and teams. This is especially helpful if an Association has multiple levels of play (Challenge and Recreation). The information that comes from the State Office needs to be viewed by everyone in the Association. It is NCYSA's responsibility to get this information to the Association, and the Association's responsibility to get it to their member teams. We also ask that you **regularly check the Classic Main Page of the NCYSA website** ([www.ncysaclassic.com](http://www.ncysaclassic.com)) for updated information

### **Voting at Classic Council:**

When the above-mentioned information is sent to the Associations, some of that information will be in the form of proposals to be voted on at the Council meetings. Voting is weighted by membership of the local association. **The Council will set the policy YOU will play by; therefore, it is extremely important that you express your opinions on information/proposals sent out to your President (or Classic Liaison) so that they may vote your Association's wishes at the Council Meetings.** Minutes from past meetings, future meeting agendas and proposals, as well as proxy and motion forms can be found on the NCYSA website at [www.ncsoccer.org](http://www.ncsoccer.org) > LEVELS OF PLAY > (on the left side menu) CLASSIC > CLASSIC COUNCIL.

### **Knowledge of the Classic Handbook:**

Association officials and team officials (coaches and managers) are presumed to be familiar with the contents of the Classic Handbook and Rules.

### **Certified Registrar/Player Registration:**

Each Association is required to have at least one Certified Registrar. It is the responsibility of the local association to send a person to the Registrar's Certification Workshop.

**The Certified/Head Registrar will be the person that submits all paper work and online materials to NCYSA for your team's rosters, player passes, any drops and adds during the year, etc. Teams should contact their local registrar with questions related to registration. If your local registrars have any questions, they will contact NCYSA.**

**TEAMS FAILING TO REGISTER IN A TIMELY MANNER RUN THE RISK OF NOT HAVING THEIR PASSES WHEN THEY ARE NEEDED. NO REGISTRATION WILL BE PROCESSED UNTIL PAID. NO PAY = NO PASS = NO PLAY.**

**If a player's pass/card does NOT have a registrar approved picture, registrar's signature AND a registrar's red stamp AND is not laminated, then this pass is incomplete and NOT valid. The situation resulting would be NO PASS = NO PLAY.**

**Contact your local registrar for information concerning:**

- Player registration
- Transfers and Re-rosters
- Adding a Player
- Dual Rosters
- Team Rosters
- Guest Players/Interstate Permission for Guest Players

**Referees:**

Associations are obligated to certify referees and form their own referee pools. It is the responsibility of your Association to send a person to the Referee Assignor Certification Class that is held each year. Each Classic Association must have a Certified Referee Assignor to assign referees for its Classic matches.

If your Association has NO referee program, then you are required to find a Certified Referee Assignor (from another area) that will book your home matches with certified officials. It is the responsibility of the local Association to negotiate reimbursement of the Certified Assignor for his/her work. (See section “Referee Fees” below)

**Risk Management:**

All associations are required to complete Risk Management applications (RMA) and be approved. This includes but is not limited to all team coaches, managers, volunteers, board members, team treasurer and any other personnel (for a detailed list, you can find information under RISK MANAGEMENT on the [www.ncsoccer.org](http://www.ncsoccer.org) website). Team rosters and player passes will not be released from the NCYSA State Office until RMAs are completed and approved. For any questions relating to Risk Management, contact your RM Liaison for your local association.

**Association Field Registration:**

Each Association is required to provide a minimum of two (2) appropriately sized fields. The appropriate number of fields must meet the 6:1 teams to field ratio for BOTH full-sized and modified (small-sided) fields. For every six U13-U18 teams an Association sponsors, they must provide one full-sized field. For every six U11-U12 teams an Association sponsors, they must provide one modified field for small-sided games. THESE FIELDS MUST ALSO BE AVAILABLE FOR NEUTRAL SITE GAMES. For every field short of the ratio there will be a \$3500 field fee due from the Association fourteen days after the Intent to Plays are due. This fine will be used to compensate the Associations that provide the substitute fields. (*Modified Classic Council 6/5/05*)

If teams are registered in the Under 15 or above divisions, then the fields need to be a MINIMUM of 60 x 110 yards (preferably larger). NCYSA will not knowingly schedule Under 15 and above on smaller fields. If an Association sponsors age groups that play on different size fields, then one field is needed for each age division. The first size is the suggested minimum; the second size is the suggested *desired* size.

**U19/18/17** - 65 x 110, 75 x 120

**U16/15** - 65 x 110, 70 x 120

**U14/13** - 60 x 110, 65 x 115

**U11/U12** - 45 x 70, 55 x 80

NCYSA must rely on our member Associations to provide appropriate dimensions for the fields provided by them.

Artificial turf is acceptable for fields of play as long as the turf meets the FIFA regulations, insurance requirements, and the field is registered on the Association's Field Registration form for the playing season.

**Please make sure that your FIELD COORDINATOR and REFEREE ASSIGNOR are updated by your President in the Risk Management Database. We will need each Site address, written directions to the site, individual field sizes at each site, and specific field closing dates if applicable.**

**There is a \$100 fine from the Association if the Field Registration Form is not postmarked by the deadline or in our office electronically by the due date.** (*Passed at 1/4/04 AGM*) NCYSA gives a deadline for submitting field forms, so teams will know the field availability at the scheduling meetings. Associations may not zero out their fields for more than two dates, only one of which may be a Sunday.

**\*\* If associations do not get their field forms in and fields inputted on time, their teams may lose their home games! \*\***

NCYSA understands that all Associations do not have ownership/contract control over their fields and that there are times when an Association must deal with an emergency situation with a field (waterline broken, contractor double-booking – situations out of the normal control of an Association). NCYSA strongly discourages the submission of fields for classic scheduling that could result in consistent cancellations of games for field-related conditions and/or an Association constantly moving games for these reasons. *The VP of Classic has the authority to move the remaining home field matches of an Association canceling games on a consistent basis for reasons other than severe weather.*

#### **Association Bonds:**

Each Association sponsoring Classic teams is required to submit an Association Bond. The fee for this is: 1-10 teams = \$200.00; 11-20 teams = \$400.00; 21-30 teams = \$600.00; 31-40 teams = \$800.00, etc. The bonds will be carried over from season to season. Associations that "lose" teams from one year to the next may request the excess to be returned at the end of the year. Requests should be made in writing to the State Office. If a fine is assessed to an Association bond, the Association will be required to submit the correct monies to meet the fee requirement.

#### **Performance (Team) Bond:**

The Under 17, 18, and 19 Men's teams must submit a \$200 Performance Bond with their Intent to Play (in addition to the \$90 fee). At the end of the season, the Bond can be returned if the team has fulfilled its playing obligations or can roll over to the next season. To receive a refund of the Performance Bond: Submit a formal request through email to [classic@ncsoccer.org](mailto:classic@ncsoccer.org). Include full team name, Check payable to, registration number and mailing address.

#### **Ownership of Divisional Slots/Status of Team:**

A team's standing will be determined by the end of regular season standings of the NC Classic League. A team's position or slot is "owned" by the local Association, regardless of the number of returning players for that team. If a team leaves an Association to start a new one somewhere else, for whatever reason, THE ORIGINAL ASSOCIATION RETAINS THE RIGHT TO THE DIVISIONAL SLOT OF THAT TEAM. If an Association does not field a team in that slot, then the Association must give the slot back to NCYSA. The Association may not give the slot to another Association. NCYSA will then award the slot to another team based on current promotion/relegation rules. For example: *If a team (a member of the ABC Association) finishes in third place in the First Division and decide they want to move to another Association (the XYZ*

Association), then they are considered a NEW team. The ABC Association retains the third place slot in the First Division. The team that moves to XYZ Association must, as all teams must, conduct open tryouts and submit an intent to play. The moving team will be registered as a new team and will be placed in the second division (for ages U-14 to U-18). If the new team is participating at an age where teams 'self-select' their level of play, the new team shall have the right of self selection. If the ABC Association cannot field a team for that slot, then that slot goes back to NCYSA who will offer it to another team based on the current promotion and relegation rules.

## **PART 3 TEAM FORMATION**

### **PRESEASON PREPARATION AND INFORMATION**

#### **Age Groups:**

NCYSA offers the following age groups for CLASSIC league play:

- **MEN:** U11, U12, U13, U14, U15, U16, U17, U18  
NCYSA also offers Under 19 competition for the men; however, there will NOT be a REGULAR season for the U19 age division. If there is more than one team, they will play a modified season during the USYS State Cup Series or beyond.
- **WOMEN:** U11, U12, U13, U14, U15, U16, U17, U18  
NCYSA also offers Under 19 competition for the women; however, there will NOT be a REGULAR season for the U19 age division. If there is more than one team, they will play a modified season during the USYS State Cup Series or beyond. The U19 Women's State Cup will be held in the spring, like the men's teams listed above.

At the end of this section, please see provisions relating to U-19 players and their participation on U-18 teams.

#### **Divisions:**

Within Classic League play there are different divisions of play.

##### **U14 and older MEN and WOMEN:**

- RIII Premier League
- Classic Premier League
- First Division
- Second Division

##### **U11/U12/U13 MEN and WOMEN:**

At the U11 through U13 Age Groups, the teams self select their level of play **UNTIL** the Spring U13 Season. Until the Spring U13 Season, the teams will select either:

- Open Division (more competitive) or**
- Second Division**

In the Spring of the U13 season, an Elite Open Division will be created by the Promotion and Relegation committee. Please see the Promotion and Relegation Rules regarding the creation of this Elite Open Division. In the Spring U13 Season, there will also be an Open and Second Division.

#### **Tryouts and Recruiting:**

Teams are created by way of open tryouts. There are specific rules regarding the recruitment of players. It is imperative that associations, coaches, officials, players and parents are aware of and knowledgeable about the recruiting rules. Find information about Recruiting in the D&A manual. Go to [www.ncsoccer.org](http://www.ncsoccer.org) CLICK on the DISCIPLINE AND APPEALS tab in the left sidebar menu.



**Two Game Sit out Policy:**

The current registration rules provide that if a player is released from a Classic level team and desires to re-roster with another Classic level team during the same seasonal year (August 1, to July 31), absent a defined hardship, the player shall have a 2 game sit out. The defined hardship is 1) if the player has moved his/her primary residence 50 or more miles during the seasonal year, or 2) if the player’s team has folded and player passes have been returned to NCYSA.

The State Registrar will determine if the transfer meets our qualifications (hardship) for an exception to the rule. If the transfer does not, the State Registrar will advise the player and/or parents, the local registrar, the player’s coach, and the VP of Classic.

Other exceptions have been considered in the past. However, NCYSA, and the NCYSA VP of Classic, has no obligation to consider exceptions other than those provided for by the Board of Directors and would only do so for extreme extenuating circumstances. Should an exception (other than the hardship exceptions) be considered, it will be addressed by the NCYSA VP of Classic.

The two (2) game sit-out for classic players will not apply to a mid-year transfer for a player that began ‘playing up’ when no team in his/her precise age group had been formed in his/her association. This exception will apply only when such a transfer takes place during the first seasonal year in which the team corresponding to the player’s age is formed.

The sit out applies to the TEAM’S FIRST TWO COMPLETED MATCHES following the imposition of the sitout. For instance, Player A is assessed a two game sitout. The next four matches are scheduled for March 1, March 2, March 9, and March 16. If the March 1 and 2 games are played as scheduled, then the player may play in the March 9 match. However, if the March 1 match is played, but the March 2 match is not played for any reason (rainout, forfeit, reschedule), then the player may not play in the next match that is played -- March 9. The player may then play in the March 16 match, and may play in the match rescheduled from March 2 (sold long as the match is played after March 16).

**USYS Roster Size Guidelines:**

Includes number of players on the field per team in their specific age group below:

Age Group	# of Players on field per team	Minimum # of Players required to start play for match	Maximum Roster Size	Goalkeepers on the field
U11	8	7	14	Yes
U12	8	7	14	Yes
U13-U15	11	7	18	Yes
U16-U19	11	7	22 (18 Dress per game)	Yes

### **Team Manager Notebook:**

NCYSA strongly suggests that each Manager create a “Classic Team Notebook” to be carried with you at all times.

The following items should be included in the notebook:

1. Fall /Spring Classic Division Contacts
2. Field Coordinator and Referee Assignor/Weather Hotline contact information
3. Printouts of Maps/Directions of fields from the Classic Main Page
4. Team schedule
5. Match reports
6. Copy of your official NCYSA red-stamped roster
7. Official NCYSA player passes / Medical Release forms

Team Managers should have easy access to the following:

1. Copies of all Intent to Play paperwork/forms from your online submission
2. Current copy of the Classic Handbook/NCYSA Rules
3. Current copy of the Discipline and Appeals Manual

As the season progresses, **use this notebook to keep copies of all information/documents that are pertinent to the seasonal play** (i.e. completed/signed match reports for games played, copies of Rain out Makeup Agreements, Reschedule Forms...etc.)

### **Association Commitment Form:**

The Association Commitment Form is now a part of the new online registration. It is a form that will be filled out online prior to each season of play by your Certified/Head Registrar and signed by your President. This form will now act as the official document to inform NCYSA of every team that will be participating from your association for that season. It will also designate the level of play for all of your self-selection age group teams (U11-U13G/B: OPEN or SECOND). An additional column will be added to the ACF in which each U11-U13 team should be designated OPEN or SECOND by their association before turning it into NCYSA.

Once your association has completed their association ACF, they will print a receipt audit that is to be signed by the association President officially submitting all teams listed on the form to have availability for the Intent to Play process. Once submitted, no changes will be allowed to a team’s level of play except under exceptional circumstances. Any request for a change in the team’s level of play shall be submitted to the Chairman of the Promotion and Relegation Committee. The Chairman of the Promotion and Relegation Committee shall have the right to allow a change in the level of play.

Without this signed form, the online information submitted will not be approved by NCYSA. The only Intents to Play that will be available to be completed are the teams that are listed on the Association Commitment Form. Intents to Play are not completed until this document is received at NCYSA. *This process must be completed prior to each season.*

### **Online Intent to Play Form Information – (ITPs):**

Teams are required to submit, BEFORE EACH SEASON (both Fall and Spring), an Intent To Play form for the Classic league. This form is completed and submitted online. Intents to Play will go live via the dates posted on the Classic webpage. NOTE: Your association *must* complete your Association Commitment Form before you can complete your ITP.

**\*\*If an association fails to submit their online Intents to Play by the deadline, a \$100 late fee PER TEAM will be assessed, and their teams may or may not be accepted into the Classic League. It will be up to the discretion of the VP of Classic whether these teams will be allowed to be in the schedule.\*\***

*The person submitting each ITP is affirming that they have read the most current publication of the Classic Handbook and Discipline and Appeals Manual, and will share the contents of both documents with their team. The fee PER TEAM for application to the Classic league is \$90.00 PER YEAR which was set by the Board of Directors.*

*If you play/pay in the Fall, then there is no fee for the Spring, but the Intent To Play Form must still be submitted online BOTH seasons.*

### **Folding Fees:**

**If a team folds after the application deadline has passed, then their local Association is fined \$300. If a team folds within 2 weeks of the beginning of the season the fine is \$500.**

*(Passed at AGM 1/4/2004)*

**See NCYSA official calendar for specific dates.**

An association failing to pay this fine within thirty days, or any other fine, is subject to having ALL of their teams placed in bad standing. Being placed in bad standing could prohibit participation in Classic league play, State Cups, refusals of Permission to Travels, and registration information, etc.

Older boys teams playing in the 'Spring' only who wish to compete in FALL tournaments must contact your local Certified Registrar to register your players. ITPs for these teams are still NOT DUE UNTIL DATE SPECIFIED FOR SPRING TEAMS.

### **Special Instructions and Rules for U18/U19 Men and Women Divisions:**

#### **U19 Rule:**

*(Classic Council 6/3/06)* To allow U-19 players who are enrolled in High School to play on U-18 rosters during NCYSA league play.

Please see guidelines below adopted at the Classic Council on 8/12/06:

#### **U-18 Classic Division Procedures:** *(Classic Council 8/12/06)*

**“A” Team:** U18 - all players are U18 only age appropriate and are eligible to play U18 Classic League Play and State Cup series

**“B” Team:** U18 with U19 supplemental roster – all players are either U18 age appropriate OR are U19’s who are still enrolled in High School and are eligible to play U 18 Classic League Play only. These “B” player teams will be registered as U18 teams for Classic League Play only.

#### **Eligibility for State Cup:**

**“A” Team – Current U18 roster is valid for State Cup eligibility.**

**“B” Team – Use the U18 Roster and the U19 Supplemental Roster will be ineligible for State Cup Series Play.**

**\*\*\* U19 State Cup Series – If a “B” Team wishes to participate in the U19 State Cup Series, this team would have to be re-carded and re-rostered including the U19 Supplemental roster by the roster freeze deadline.**

The intention of the Classic Council was to allow U-19 players still enrolled in High School for the current school calendar year to play within the NCYSA Classic League.

In order to accomplish this we have developed a list of procedures and explanations to address the U18 teams.

1. At the time of registration a team will register as a U-18 team. (This is required because of the current limitations of registration software.)
2. NCYSA U-18 Classic League will contain any combination of teams “A” and “B” listed above under U-18 Division Team makeup.

3. Any “A” team will register as a U-18 team and they would not be allowed to use U-19 players
4. Any “B” team will register as a U-18 team and they would be allowed to use U-18 and U-19 players, but U-19 players for league play only, not for state cup.
5. U-19 players that are to play with a “B” team in league play will be registered as U19 Classic players and placed on a supplemental roster.
6. Each supplemental roster/player will tie to a specific team and those players will count against the maximum of 22 players.
7. Players on a supplemental roster will have the team name designated to which they belong on their player pass.
8. All matches between teams within the U-18 Division will be official matches, and be “counting” if within the same bracket (e.g. East, West, etc.). Matches involving an “A” team will count towards state cup seeding. Matches involving a “B” team will also count towards state cup series seeding. **See Point #4 above.**
9. All “B” teams playing in this division will cease to exist after the season is complete. No team can play as an “A” team and then return as a “B” team the following year expecting to keep any bracket slot. Likewise, no “B” team U18 players can return as a “B” team the following year expecting to keep any bracket slot. Any team falling in the above scenarios will be treated as a new team next year.
10. If a “B” team plans to apply to a tournament (you are registered as a U18 team in NC), the U19 players may have to go as guest players and the team play in the tournament U19 Division. You should contact the tournament before applying to see whether they will accept the supplemental roster or require any other registration documentation.
11. Coaches/Clubs are responsible for ensuring that players listed as U-19’s are enrolled in high school.

Players who are registered and play but are not eligible, per the previous point, will be treated as any other illegal player and violations will be referred to the D&A committee.

## **PART 4** **PRESEASON, SCHEDULING, AND STANDINGS**

Currently, teams create their own schedules with the teams in their division. The following information is provided to assist teams in the scheduling process.

### **Classic League Play Date Range:**

At the February 2008 classic council meeting, it was decided to adopt a play date range of dates for seasonal play (2/2008). The play date range for the Fall season will be determined at the February classic council meeting and the play date range for the Spring season will be determined at the June classic council meeting (12/2008). .

### **Scheduling:**

1. Go to Classic Home Page at [www.ncysaclassic.com](http://www.ncysaclassic.com) and access the final brackets for upcoming season under TEAMS> TEAM LIST.  
Go to DOCs and INFO to get all of the needed scheduling information and to download all materials related to scheduling.
2. Contact the teams within your bracket and complete the pre-scheduling process.

Once your schedules have been confirmed, contact your Association Field Assignor, who will then place you onto fields for your HOME MATCHES. There will be no time at the meeting to complete this as there has been in the past. You must have all pre-scheduling and pre-assigning complete before you walk into the scheduling meeting.

3. Schedules will be confirmed during an online meeting hosted by NCYSA. **THERE WILL BE MINIMAL CHANGES MADE TO YOUR SCHEDULES AFTER YOU LEAVE THE ONLINE MEETING.**

### **Required Scheduled Matches In Your Division:**

For U14-U18, all matches are used towards a Classic team's standing. Every team in a division will have the same number of required scheduled matches – one versus each team in their division unless otherwise advised.

For U11-U13, standings are calculated the same way, however, they will self selection of the division they will be participating in for the upcoming season. For the Spring U13 season, an Elite Division will be created from the previous Fall OPEN division results. See the current Promotion and Relegation Guidelines for more detailed information. They can be found at [www.ncysaclassic.com](http://www.ncysaclassic.com) under DOCS and INFO.

It was passed at the December 2008 classic council meeting that U11 and U12 standings would be posted (12/2008).

**All matches must be played or made up so that all teams have played an equal number of matches in the division.**

If a team does not play all of their matches, their percentage points if needed will be divided by the number of SCHEDULED matches not matches played. Everyone in a bracket plays each other the same number of times. Most age groups play each other just once, but sometimes your team will play other teams in the bracket twice. IN the event that both teams do not show up for a scheduled game, and the referee rules grounds playable, then both teams shall be assessed with a loss and pay referee fees and/or fines. Teams will not be allowed to play their remaining schedule until all fines are paid.

**For the Promotion and Relegation of teams and for State Cup seedings, NCYSA requires that a team play a minimum of four (4) counting matches for the single season teams.**

*If the required scheduled matches have not been played as scheduled*, NCYSA will ask both teams for 3 play dates. If the teams are in agreement on a date they may set up the match as a reschedule. If the teams cannot agree on a date, NCYSA will set up a date, contact the field coordinator and ref assignor and schedule the match. If a team doesn't show it will be a forfeit for their record and standings and they will pay all referee fees and forfeiture fees. NCYSA will contact the teams with the intention of setting up the match as soon as possible.

### **New Teams Entering in Mid-Year:**

Sometimes, new teams form during the winter months to play in the Spring Classic league, while the rest of the division played in the Fall and Spring. New "Spring only" teams are only guaranteed four (4) matches and will play in the second division. With the new promotion and relegation of all dual-season age groups occurring after each season (U14 – U11), new teams will have required scheduled matches, and will participate in the regular scheduling process. New teams will be eligible for promotion/relegation. With the number of teams in each bracket, more matches should be available.

### **Other Important Scheduling Information:**

- U11 and U12 teams are allowed to play 2 games in one day, as long as there are 90 minutes between games.
- The Classic Council has passed (4/24/2005) that all teams U13 and older will have one match scheduled per day.

### **Travel Guidelines in Scheduling:**

The nature of Classic play is being able to play soccer at the statewide level in order to experience a higher level of competition. **Travel is a part of this experience.** NCYSA provides guidelines to be referred to concerning travel:

1. Approximate earliest departure time from the home city is 7:00 a.m. so that a team can arrive at its match site thirty minutes (30) prior to game time.
2. The guideline for maximum travel distance is 250-260 miles and 5 hours (+/-) one way.

Neutral fields may be scheduled for matches between teams that meet the travel guidelines at no cost. If teams do not meet the travel guidelines, there is a minimum \$80 fee (\$40 per team) for the use of the neutral site that may be charged by the host association. This fee is to cover field use and referee assignor fees.

The neutral site “host” Association will bill the teams directly and are responsible for collection of this fee within ten (10) days of the played match. If associations cannot collect the neutral fee, NCYSA Classic will be contacted for assistance in collection and appropriate action.

The neutral site association will be responsible for the condition of the grounds, the proper field markings and proper equipment. Nets and spectator lines are required. It will be the responsibility of both teams to have a game ball and to see that their fans behave in a proper and respectful manner.

### **Rescheduling Matches:**

ALL TEAMS will be given the option to initiate **ONE (1)** rescheduled match per season, using the 2-PART RESCHEDULING FORM.

Classic teams who find it necessary to request a reschedule are urged to submit Part A of the NEW RESCHEDULING FORM to the state office NO LATER THAN (1) WEEK PRIOR TO THE SCHEDULED MATCH or ASAP, even for the first and second playdates of the season, since schedules have been released earlier. Part A must be approved by NCYSA. Team Officials will receive email notification once PART A has been approved. At that point, teams will finalize the reschedule and submit PART B.

**\*\*It is strongly recommended that team coaches and managers poll their teams to find out when there are school breaks/functions, and should plan tournaments in advance, to avoid having to reschedule matches. FIFA Laws of the Game state, “a match may not start if either team consists of fewer than seven players”; therefore if you have 7 rostered players available, your team *should* play the game as scheduled.**

### **Standings and Tie Breaking Procedures:**

Three points are awarded for a win, one point for a tie, and zero for a loss. Example: A team’s counting game record is 5-3-2. Five wins for 15 points, three losses for 0 points, and two ties for 2 points equals 17 total points. This is the number that will determine the team’s standing for State Cup purposes and Promotion and Relegation.

***If there are ties within a division*** (among required scheduled matches), then the following tie breaking procedures are used:

1. Winner of head to head competition. If teams tied or split their matches, then;
2. Most wins versus common counting opponents. If still tied;
3. Goal differential (difference in goals scored and goals allowed with a max of five goals) between common counting opponents;
4. Least goals allowed against common counting opponents;
5. Most goals scored against common counting opponents;
6. Coin toss by the VP of Classic, or their delegate.

The above procedures are taken one at a time until the tie is broken. If ties still exist among other teams, the process begins again with “step one”.

***To determine standings across divisions*** (for State Cup seeding and promotion/relegation), since teams do not have common opponents, PERCENTAGE POINTS are used. A team’s percentage points are calculated by the number of points earned, divided by the number of required scheduled matches with in your division. In the example above, assuming at this time the team has played all its scheduled matches, their percentage points would be 1.7 (17 points divided by 10 scheduled games).

FRIENDLIES MATCHES ARE NOT USED TO DETERMINE ANY SEEDINGS OR STANDINGS.

If there are ties between two teams in different divisions the tie-breaking procedures for promotion/relegation will be decided by a match to be played within two weeks of State Cup finish at a neutral site decided by NCYSA or in a method determined by the VP of Classic if a playoff game is not feasible. All expenses are to be shared equally by both teams. Failure to play results in a forfeit and forfeiting team must cover all expenses.

This is done because there are no common matches between the divisions so it is unfair to seed based solely on record.

## **PART 5** **PLAYING THE MATCHES**

### **Rain Out and Weather Related Cancellations:**

Canceling games for severe weather is appropriate (lightning, player safety, etc.) but a cancellation of games due to minimal rain is not. Playable field conditions are at the discretion of the referee as granted to them by the Laws of the Game as published by FIFA.

### **What To Do On Game Day Regarding Inclement Weather:**

If it has rained on Thursday and/or Friday or it is raining on the game day, then NCYSA encourages teams to use the following procedure to determining if games are to be played.

1. **CONTACT THE ASSOCIATION HOTLINE** (located on the website). That hotline message should give you information regarding that Association’s fields. **Please note: Associations are NOT responsible for placing a message on the Hotline before 6:00 pm on Friday.** Associations can actually wait until Saturday, but a message should be on their hotline number by 7:00 a.m. on game day, even if it says that a decision will be made at the field. Associations are asked to update their HOTLINES continually if weather issues could prevent teams from reaching their locations or if associations are forced to close fields at any time on game days.
2. **CONTACT THE HOST TEAM.** More than likely, you are playing a team from that Association. Make contact with that team’s manager or coach. In most cases, by establishing that contact, the host team will contact YOU if they have information before you do. (These numbers can be found in your classic team directory. Team managers should have these with them during travel.)
3. If it is still raining and the message is to travel, then use a cell phone, stop and use a pay phone, but keep in periodic contact with the hotline number AND your host team contact.
4. As unfair as it may seem, some teams will travel and not play, but we hope to minimize that scenario. If an Association is to do “everything it can” to get in these matches, then they may want to wait until the last minute to cancel. Only with open communication, can we minimize that scenario of needless travel. If possible, the team manager may set up a phone tree with the use of cell phones while the manager checks the weather line on the way to the match.

### **Rained Out Matches:**

If a required scheduled match is cancelled, then **THEY ARE REQUIRED TO BE MADE UP.** The Rainout Makeup Form must be filled out and signed by both coaches, then faxed to the NCYSA ***BEFORE*** playing the makeup match. If matches are cancelled for reasons other than excessive rain, the NCYSA Board of Directors, its Executive Board, or Classic Council have the authority to examine the situation, to fine, sanction and/or determine that Association's ability to host future Classic matches.

### **Saturday School:**

In the event that a local school system mandates a Saturday for attendance, the team that is involved in Saturday School will need to contact the scheduled opponent and reschedule the match using the NCYSA Classic Rescheduling form. Rescheduling due to Saturday school will not count against a team as a reschedule as long as it is written on the form. It is your responsibility to notify the field coordinator/ref assignor if you must cancel due to Saturday School.

### **Getting to the Matches:**

#### **Maps and Directions:**

Field Maps are linked on the Classic website on the schedule page and under the FIELD INFORMATION tab in the menu bar. It is the associations' responsibility to provide accurate maps to their fields. Unfortunately, the State Office has not visited all fields in NCYSA so we will be of little help in determining directions. If there are "discrepancies" in a map, or there is not a link to an association's field, please call the association's contact who is listed on the NCYSA website [www.ncsoccer.org](http://www.ncsoccer.org) under LINKS> NCYSA MEMBERS.

### **Players Driving to Matches**

NCYSA strongly encourages teams to **not allow players to drive to and from matches.** The players should be concentrating on the matches while traveling. After the matches are over, most players are too tired to drive safely back home.

### **Before the Match Begins:**

#### **Items Needed For Game Day**

There are a number of items that the team, players and coach need at game time. A number of these items should be in the manager's notebook. Please refer to the section regarding Team Formation for items that should be in a managers notebook. Listed below are those items needed for the game day:

1. **PLAYER PASSES AND MATCH ROSTER.**

It is the responsibility of the referees to check player passes before each game. If the officials ask to check passes, then it is the responsibility of the teams to have them at the field. **NO PASS=NO PLAY** Match Rosters list all the players' numbers and pass numbers for the referee's use. All teams must get a NEW Match Roster from their Registrar and make copies, to avoid giving away their official red-stamped roster. **Failure to have your player passes will result in your forfeiting your games. Failure to have passes for an individual(s) or improper passes (no picture, not signed, etc.) will result in that/those individual(s) NOT PLAYING until the pass(es) are corrected.**

2. **MEDICAL RELEASE FORMS.**

Even though these forms are not checked, it is important that you have them at the field. In case of injury, these forms are usually required by a hospital to expedite treatment of the injured player.

3. **TWO JERSEYS.**

In case of color conflict, the HOME (home team is the team listed first on the schedule) team changes jerseys.



4. **GAME BALL.**

It is the responsibility of the home team to provide a game ball. However, both teams should have an adequate "back up" in case of an errant kick that loses the game ball.

5. **FIELDS.**

Fields should be properly lined, with spectator restraining lines. Goals must be anchored before play can begin. **TEAMS SHOULD KEEP SOME TYPE OF ANCHORING DEVICE IN A CAR TRUNK** in case of un-anchored goals. Referees are instructed to not start a game if goals are unsafe. Do not blame the referee for protecting your players – this is the responsibility of the hosting Association. Fields should also have corner flags. Nets should be secure. **TEAMS SHOULD ALSO CARRY SOME TYPE OF TAPE OR TIES TO ASSIST IN SECURING NETS** should they become unfastened during play.

6. **SHIN GUARDS.**

It is an NCYSA requirement that our players wear shin guards. Referees have been instructed to require full size shin guards (player size appropriate).

Among the suggested miscellaneous items that a team should carry with them: a medical kit; extra shoe laces; a ball pump w/needle; a trash bag for cups, tape, etc.; extra shin guards; tape for numbering jerseys (if a jersey is forgotten or lost); players should actually have extra jerseys; plastic baggies for ice for injuries (in absence of ice packs); and a city map of the area that you are traveling into.

**NO PASS = NO PLAY**

The NCYSA Classic Council (*Clarification Classic Council 8/12/06*) is in agreement that CLASSIC TEAMS will NOT be allowed to begin a league match if they do not have their player passes with them at the time of the scheduled start of play. There should be no changes or amendments to the existing rule. The current "wait time" is 15 minutes for delay of match. If a team cannot produce player passes within this time frame of 15 minutes, then the match will result in a forfeit and the appropriate forfeit fines and referee fees will apply.

If a player plays in a match and is not properly registered, his team shall automatically forfeit that game and may face further disciplinary action by the member association and/or the Board of Directors of this association and/or the appropriate Vice President of Classic depending on the nature of the violation.

The Council wants each association to educate their coaches, managers and players of this rule. No exceptions will be allowed.

**The Match Itself:**

**NCYSA Rule 12 -- What Constitutes A Match?**

In order to constitute a match, the first half of the match must have been completed. In the event that before the completion of the first half, a match is abandoned due to weather conditions, field conditions, or other reasons not involving discipline or the actions of one or both teams, the match shall be considered not played. The match must be rescheduled and replayed in its entirety. All referee fees must be paid again.

If a match is terminated at anytime by a referee due to fault of a coach, player(s), spectators, the opposing team will be awarded the win using the same standard as a forfeiture. If the opposing team has a winning score at the time the match is terminated, it will be awarded the win and the score will stand.

A sit-out penalty will only be fulfilled in a match considered complete by NCYSA rules.

**Referees on GAME DAY:**

The Classic Council passed a motion on February 13, 2005 that for all Classic play (effective Fall 2005), there will be three referees assigned to all matches, consisting of one center and two assistant referees. **Associations**

**failing to adequately cover games with certified officials (of an appropriate level) run the risk of having their remaining home matches moved.** It is important that each team that travels to an area receive the best officiating possible. It is also important for each Association to strive to improve its officials each year, as well as adding to its pool of referees.

<b>Age Division</b>	<b>Center Referee</b>	<b>Assistant Referee</b>	<b>Total Paid</b>	<b>Per Team</b>
U17 and up	\$50	\$35	\$120	\$60
U15/U16	\$44	\$29	\$102	\$51
U13/U14	\$38	\$23	\$84	\$42
U11/U12	\$32	\$18	\$68	\$34

No league or playing association may pay referee fees higher than these established rates for referee services for the designated division and competition level. The Classic League rates are mandatory for all state league games.

No tournament may pay referee fees higher than these established rates for referee services for the designated division and competition level, unless authorized in writing prior to the sanctioning of the tournament by NCYSA after consultation with NCSRA.

Each team should split the referee fees **EVENLY** (except in the case of a forfeit: if a team forfeits a match, it is **THE FORFEITING TEAM'S RESPONSIBILITY** to pay the **FULL AMOUNT** of the referee fees). Referees normally prefer cash, but they must accept a check as payment.

Referees responsible for the late start of a game may be disciplined by the proper authority. Referees may, at anytime, be called upon by the proper authority to explain their reports.

**In the event that less than 3 officials show up to the match:**

- If only two referees show up to the match: One referee will run the center, the other will be a linesman, and a volunteer club linesman will be used. **The two officials get their NORMAL RATE OF PAY (the center referee gets only the fee for the center referee, the linesman gets only the fee for a single linesman).** The two-man whistle system is NOT ALLOWED under any circumstances (where both referees are on the field calling the game). There can be only one center referee on the field.
- If only one referee shows up to the match: The referee will be the center and two volunteer club linesmen will be used. **That official gets the center fee PLUS ONE LINESMAN'S FEE.**
- If no referees show up to the match: If both teams play the match with uncertified officials (volunteer/parent) then the time to question the certification is **BEFORE** the match, not after. If certified referees are not present, **BOTH teams MUST agree IN WRITING on the match report** PRIOR to playing the match and it is **official** and cannot be contested. If one or both teams refuse to play the match, or decides to play the game as a "friendly" it **MUST** be **WRITTEN on the match report**, and it will be the responsibility of the home field Association to coordinate the reschedule.
- If a team is "forced" to pay an official anything more than is listed above, then the rate of pay, the officials name, date and location of game(s) should be put in writing and sent to the NCYSA State Office. NCYSA will not tolerate officials "overcharging" its member teams, nor will NCYSA tolerate team's withholding the proper pay from officials.

**Sides for teams and spectators**

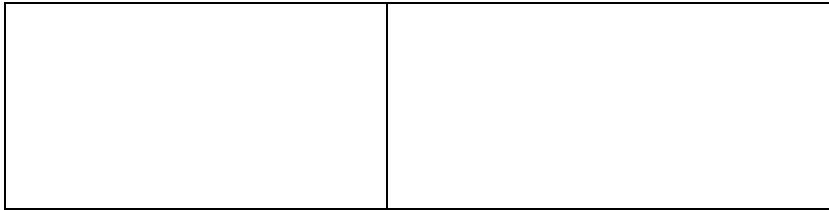
Coaches and spectators must remain between the penalty areas. The referee or referee assistants may, at any

time, restrict the sideline movement of coaches, players and spectators. No one will be permitted behind the goal lines. Players from both teams will share the same sideline of the field, while the spectators from both teams will share the opposite sidelines of the field, directly opposite their respective teams. NCYSA would encourage spectators to remain on their own half of the field.

In the event that this is not practical for any reason, the referee shall have the final decision as to where players, coaches and spectators are situated.

Spectators: Team A

Spectators: Teams B



Coaches/Players: Team A

Coaches/ Players: Team B

*(Passed at 04/16/2011 CC)*

**Substitution Guidelines:**

During Classic games, players may be substituted only during certain stoppages of the game. The number of substitutions shall be unlimited unless the rules of a competition superseding the jurisdiction of this association specifically determine otherwise. Substitutions may be made, with the approval of the referee, at the following times:

- A. Prior to a throw-in, by the team in possession.
- B. Prior to a goal kick, by either team.
- C. After an injury, by either team.
- D. At half-time.
- E. Before the taking of a kick-off.
- F. After a yellow card has been awarded, a substitution may be made for the player receiving the yellow card. (Does not apply to Cup Competitions).

In any case, a substitute may not enter the middle of field of play until he/she has been given a signal to do so by the referee and the player being replaced has come off the field.

**Time Periods and Ball Sizes:**

The following times will be used in the various age divisions. Ball sizes are also listed below.

<b>Age Division</b>	<b>Min. per Half</b>	<b>Half-time</b>	<b>Ball Size</b>
U19, 18, 17	45 minutes	15 min*	5
U16, 15	40 minutes	15 min*	5
U14, 13	35 minutes	15 min*	5
U12, 11	30 minutes	15 min*	4

\*This is the maximum allowed by FIFA. Most half times will be approximately five (5) to ten (10) minutes in duration.

## **Forfeits:**

There are certain situations that may occur in Classic league play, which will result in a forfeit. In these situations, the score will be recorded as **5-0**:

1. Failure to make up required scheduled matches. If teams cannot agree to a make-up date and time, then NCYSA will (a) reschedule the game arbitrarily, and/or (b) give teams double forfeits.
2. Teams that do not show up to play their scheduled games.
3. Teams that fail to have their player's passes at a scheduled match. NO PASS=NO PLAY
4. If a player plays in a match and is not properly registered, his team shall automatically forfeit that match.
5. Any team delaying the start of a scheduled match more than fifteen (15) minutes without the sanction of the proper authority shall forfeit the match to the opponent.

**In the event that referees do not show up for a scheduled match, and the teams do not choose to play the match with uncertified referees, the match is NOT a forfeit. The match must be rescheduled and replayed.**

**If teams forfeit more than ONE WEEKEND of play, then those teams are NOT eligible to participate in ANY NCYSA State Cup Series Tournament that seasonal year absent a request to the VP of Classic. The VP of Classic will have final determination. The decision of the VP of Classic can be appealed to the NCYSA Executive Board.** Teams that simply refuse to show up for matches with no call to anyone will face stiff penalties and fines, including possible suspension from league play. Association sanctions could follow. NCYSA suggests that if you apply for the league, play the games.

## **Forfeiture Fees:**

Once NCYSA Classic league play has begun, teams that forfeit a match for any reason will be assessed a fee of \$100 per game and are required to pay the ENTIRE referee fee for that match, REGARDLESS OF WHEN THAT TEAM INFORMS THE STATE OFFICE OF ITS INTENT NOT TO PLAY the match. A letter will be sent to the forfeiting team with a bill for this \$100 fee and referee fees (unless a team official shows up to the pitch and pays the referees on the day of the scheduled match).

The Official of Record has the option to petition to the VP of Classic have the forfeit fee "waived" or "altered". The VP's decision will be on a case-by-case basis, as NCYSA does recognize that emergencies do come up. The decision of the VP of Classic can be appealed to the NCYSA Executive Board.

## **After the Match:**

### **Online Score Reporting:**

After a match, both team officials as well as the referee of the match must complete the online match reporting process. Once all three parties have posted their score, the match score will then be verified. You (both team officials and referee) will retain your paper copy of the match report in case of discrepancies.

The match report is used for verification purposes. Teams are not required to sign the match report, however by not signing, you are waiving your right to verify the score written on the match report. Please look over the match report for discrepancies BEFORE YOU SIGN IT.

***The hard copy of the match report will be used as the official document.***

## **Protests:**

See the NCYSA D&A Handbook for guidelines when protesting a match. A classic protest will need to be made with the VP of Classic. The handbook can be found at [www.ncsoccer.org](http://www.ncsoccer.org), click on the following in the left sidebar menu DISCIPLINE AND APPEALS-DISCIPLINE AND APPEALS HANDBOOK.

## **NOTES Regarding the NCYSA Match Roster:**

NCYSA has created a NEW Match Roster in conjunction with the mandate from US Youth Soccer that for U16-U19 teams the TEAM roster size has increased to 22 players, while the MATCH roster only allows for 18 players. ALL TEAMS will be required to use the NEW Match Roster, which is available from your association Registrar. Please see the Frequently Asked Questions below for the 22-player match roster guidelines:

### **1. What is the 22-player team roster?**

US Youth Soccer National Championship Series Policy Rules 101 and 221 have allowed for teams in the Under 16, Under 17, Under 18 and Under 19 age division to carry up to twenty-two players on their team roster.

### **2. When does the 22-player team roster take affect?**

The new policy begins on September 1, 2005, but tournaments held in August of 2005 have the option of allowing the 22-player team roster limit. Check local tournament rules for clarifications.

### **3. How many players may play in a match?**

Only eighteen players may participate in a match. These players will be designated by your Match Roster (see #5 below) and handed to the referee on the field.

### **4. How many players may warm up before a match?**

All twenty-two players may warm up before a match, however once the referee asks for the Match Roster, only eighteen players will be allowed on the field/bench area at that time. Players not listed on the Match Roster must change into "street clothes" (clothes distinctly opposite/different than the team is wearing), and move to the spectator side of the field.

### **5. Do I need additional paperwork?**

NCYSA will provide teams with two rosters: A team roster that has all contact information for players and coaches, and a Match Roster. The Match Roster has the same information, but is missing contact information (address, etc.). This Match Roster should be red-stamped by your local registrar. This will be your "master copy". Make copies (black and white copies are acceptable) of the stamped Match Roster and carry them with you to games, marking off the players NOT playing in that particular match. Be sure to include the date and match number of your game!

### **6. Does my Match Roster need to be red-stamped?**

Yes, (see above). Keep the red-stamped copy for your files and make copies (black and white copies) and out at matches.

### **7. A player on my Match Roster has injured themselves before the start of the match. May I replace them with someone else that is listed on my NCYSA team roster (but not listed on the already-submitted Match Roster)?**

No. Once you have marked players off of the Match Roster and handed it to the referee, it is frozen for that match. In fact, if you had five injuries, you would be playing with 13 players!

### **8. What should players not listed on the Match Roster wear and do during the match?**

Players that attended warm ups, but are not listed as eligible on the Match Roster MUST change clothes into something distinctly different than their team is wearing (i.e.: street clothes) and move to the spectator side of the field. Only the eighteen players listed on the Match Roster are allowed on the team bench.

### **9. Teams and spectators are on the same side of the field in some associations. Is that a problem for players not listed on the day's Match Roster?**

No. However, to avoid any conflicts, the players NOT listed on the Match Roster should be wearing VERY distinctive clothing (i.e.: street clothes) that contrasts from their team.

### **10. Should I (as Coach) set my team on the night before the match or may I decide the day of the match?**

It isn't mandatory that a coach set their Match Roster the evening before a match. However, a coach that constantly has players travel and warm up only to not play could find internal problems (i.e.: dissension within the team from players and parents). If a coach is going to wait until game day to set their Match Roster, all players should be aware of the need to have a change of clothing in case of not being eligible for that match!

**11. What will be the procedures for teams with twenty-two player team rosters during State Cup competitions?**

The procedures during Cup competitions will remain the same as listed above. Any deviation from these procedures will be communicated to the teams beforehand.

**12. Is there a minimum number of players that I need on my team roster?**

Yes. A team may not have fewer than seven players on their Team Roster or on their Match Roster.

**13. May I use the 22-player team roster to dual-roster players to an "A" team and a "B" team in the same age group?**

No. Players may NOT dual roster in the same age division. Please see your local registrar for clarification on dual rostering.

## **PART 6** **NCYSA STATE CUP SERIES**

NCYSA offers two State Cups each year for Classic Teams which are hosted by local Associations that “bid” for the right to bring that particular leg of the Series to their local Associations. Local Associations will host the series for one year. After the each year, new bids will be sent out. The two State Cups that Classic teams may participate in are the USYS State Cup and the Kepner President’s Cup.

**The USYS State Cup:**

The USYS NCYSA State Cup is held in the Fall for U15-U18G and then in the Spring for U13-14 G/B and U15-U19B, U19G. It is divided into two preliminary weekends and is open to all Classic, Challenge and Recreation teams.

Brackets for this tournament can support up to 16 teams in sets of 4. If an odd number of teams enter the cup, NCYSA will schedule a play-in match to get to an even number. Play-in matches are held with the lowest seeds playing in.

This Cup plays down to a “Final Four” and those teams advance to the Finals Weekend.

**The Kepner President’s Cup:**

The NCYSA Kepner President’s Cup is named after long time President Robert Kepner and his family. Bob has contributed much to NCYSA soccer and the naming of this tournament was to honor that contribution.

The Kepner President’s Cup is held in the Fall for U15-U18G and then in the Spring for U13-14 G/B and U15-U18B. It is divided into two preliminary weekends and is open to First and Second Division (including Elite teams in the Spring) Classic, Challenge and Recreation teams.

It is known as the former Classic “B” State Cup.

**The Final Four Weekend:**

The semi-finalists from the preliminary weekends participate in the final four weekend to determine NCYSA’s State Champions. (Also participating in USYS Cup play are the Under 19 Men and Women’s teams in the Spring Cup Series.)

The semi finals are held on Saturday, while finals' matches are held on Sunday. USYS State Champions in the U13-U19 men and women age divisions will represent North Carolina in the USYS Region III tournament. Regional champions in the U14-U19 age groups will progress to the Nationals. Kepner President's Cup State Champions in the U14-U17 men and women age divisions will also represent North Carolina in Regional play.

### **Seeding for the Cup:**

Your season record determines seeding. Deadline dates for the seeding of State Cup must be met by the date set forth on the Classic calendar prior to the cup season. Failure to do so will result in those matches not counting toward the teams' seeding.

Seeding is as follows:

1. Premier teams are seeded, in order of their finish. See the R3PL and Regionwide Region League Seeding Criteria Below for explanation of how those teams are seeded vis a vis the Premier Teams;
2. First Division teams are seeded, in order of their finish, based on brackets (east, west, piedmont) - depending on which region gets the highest seed for that year. (See [www.ncstatecup.com](http://www.ncstatecup.com) for current year divisional seeding)
3. Second Division teams are seeded, in order of their finish using the same guidelines as #2 above.
4. Challenge and Recreation teams will be seeded last.

### **R3PL and Regionwide Region League Seeding Criteria:**

For U 15- U 18 Girls (Fall State Cup) and U 14 Boys and U 14 Girls (Spring State Cup)

#### **Two (2) NC Region 3 Premier League Teams (including Regionwide Region 3 League Teams) participating in NCYSA State Cup:**

With 8 Team Bracket: RW R3PL/ R3PL team will be seeded #1 and # 2 based on standings in RW R3PL/R3PL division. NCYSA Premier League winner will be seeded # 3.

With 12 Team Bracket: RW R3PL/ R3PL teams will be seeded #1 and # 2 based on standings in RW R3PL/R3PL division. NCYSA Premier winner will be seeded # 3.

With 16 Team Bracket: RW R3PL/ R3PL team will be seeded #1 and # 2 based on standings in RW R3PL/R3PL division. NCYSA Premier winner will be seeded # 3.

#### **Three (3) NC Region 3 Premier League Teams (including Regionwide Region 3 League Teams) participating in NCYSA State Cup:**

With 8 Team Bracket: RW R3PL/ R3PL team will be seeded #1, #2 and # 4 based on standings in RW R3PL/R3PL division. NCYSA Premier League winner will be seeded # 3.

With 12 Team Bracket: RW R3PL/ R3PL team will be seeded #1, #2 and # 4 based on standings in RW R3PL/R3PL division. NCYSA Premier League winner will be seeded # 3.

With 16 Team Bracket: RW R3PL/ R3PL team will be seeded #1, #2 and # 4 based on standings in RW R3PL/R3PL division. NCYSA Premier League winner will be seeded # 3.

#### **Four (4) NC Region 3 Premier League Teams (including Regionwide Region 3 League Teams) participating in NCYSA State Cup:**

With 8 Team Bracket: RW R3PL/ R3PL team will be seeded #1, #2, #3 and # 5 based on standings in RW R3PL/R3PL division. NCYSA Premier winner will be seeded # 4.

With 12 Team Bracket: RW R3PL/ R3PL team will be seeded #1, #2, #3 and # 5 based on standings in RW R3PL/R3PL division. NCYSA Premier winner will be seeded # 4.

With 16 Team Bracket: RW R3PL/ R3PL team will be seeded #1, #2, #3 and # 5 based on standings in RW R3PL/R3PL division. NCYSA Premier winner will be seeded # 4.

### **Tie Breaking for Seeding Purposes**

1. Winner of head to head competition. If teams tied or split their matches, then;
2. Most wins versus common counting opponents. If still tied;
3. Goal differential (difference in goals scored and goals allowed with a max of five goals) between common counting opponents;
4. Least goals allowed against common counting opponents;
5. Most goals scored against common counting opponents;
6. Coin toss by the VP of Classic, or their delegate.

The above procedures are taken one at a time until the tie is broken. If ties still exist among other teams, the process begins again with “step one”.

### **Description of State Cup Scheduling Templates:**

The Board of Directors (September 2000) passed the rule that teams can play only one match per day during the USYS State Cup. Kepner President’s Cup will follow the same one match per day format.

Teams are guaranteed three matches of round robin play.

**Scheduling templates and all current State Cup Series information can be found on the NCYSA state cup website at [www.ncstatecup.com](http://www.ncstatecup.com) .**

For more information go to the **STATE CUP** page of the NCYSA website at [www.ncstatecup.com](http://www.ncstatecup.com)

## **PART 7** **MISCELLANEOUS PARTS**

### **Promotion and Relegation Guidelines:**

The most current Promotion and Relegation guidelines can be found at [www.ncysaclassic.com](http://www.ncysaclassic.com) under ‘DOCS & INFO’ section.

### **Notification to Travel/Attending a Non Sanctioned Event:**

For more information on Notification to Travel forms and Attending Non Sanctioned Events, go to [www.ncsoccer.org](http://www.ncsoccer.org), go to NOTIFICATION TO TRAVEL in the left sidebar menu. Any questions, contact Val at 336-856-7529.

### **Discipline and Appeals:**

NCYSA publishes a “Discipline and Appeals Manual” yearly. This manual addresses the NCYSA Code of Conduct, NCYSA Appeals procedure, recruitment, and suggested discipline actions and can be downloaded from the website.

This is located on our website, [www.ncsoccer.org](http://www.ncsoccer.org) , click on DISCIPLINE AND APPEALS.

All parents and team officials are presumed to be aware of the contents of this manual.



### **Region III Premier League:**

The US Youth Soccer Region III Premier League provides an opportunity for the most competitive teams in Region III to play each other on a scheduled basis. NCYSA has been a strong supporter of this highly competitive program from its inception in 2001.

**All R3PL teams must still submit their Intent to Play Forms with the \$90 application fee even if they choose to opt out of NCYSA Classic League regular season play.**

In the event that a R3PL team is not eligible to participate in the current year's program, said teams will be allowed re-entry to the current NCYSA Premier Division.

**Full details on the Region III Premier League can be found at the league website**, including rules, application form, schedule and up-to-date results. Find their website by going to [www.ncsoccer.org](http://www.ncsoccer.org) , click on LEVELS of PLAY> click on CLASSIC and the site is located at the bottom.

### **Establishment of Time Minimum For Newly Passed Competition Rules-** *modified at Classic Council 6/5/10*

- ALL proposals for Classic Council MUST be submitted to the Assistant Director of Classic, a minimum of 30 days in advance of the next scheduled Classic Council meeting. Any proposal received less than 30 days in advance of the next scheduled Council meeting will not be considered.
- Amendments to **competition proposals** offered at Classic Council, which are adopted by the council will cause vote on the proposal to be delayed until the next scheduled classic council meeting.
- Proposals from the floor at Classic Council meetings will not be accepted, but will be discussed under 'New Business'.
- Any competition proposal that is adopted will remain a competition rule for a period of two full Classic seasons. (U15-U18: One GIRL's season and one BOY's season constitutes two full seasons). If a competition rule is gender specific, it shall remain in effect for two (2) full seasons regardless of age.
- It will take 65% of the *total available votes* for Classic Council to address a new competition rule prior to the completion of the two seasons. If 65% of the votes are in favor at a Classic Council meeting, then proposals to amend, change or abolish the competition rule will be open for discussion. For instance, if there are 100 available votes in Classic Council, and only 80 votes are represented in the meeting, it will still take 65 votes in order to pass.
- These rules do not apply to administrative business or proposals, discussion and decisions before Classic Council that do not address competition format or player eligibility.

## **PART 8** **MODIFIED GUIDELINES FOR U11 AND U12 GAMES**

The following was passed by the **Board of Directors at the AGM on January 4, 2004** and was taken from the minutes verbatim:

*The Small Sided Committee was put together to determine the recommendations to be made to the NCYSA Recreation, Challenge and Classic Councils for U12 and below soccer. These guidelines outline various topics, which are affected by the change to small-sided games at various levels and ages. This includes, but is not limited to, the following: format, keeps, roster size, goal size, pitch size, center circle, corner arc, goal box,*

*penalty area, penalty spot, score kept, throw in, fouls, offside, game times, number of periods, substitutions and playing time.*

*The small-sided conversion requires the ability to be flexible to associations that need some additional time to secure the proper equipment and infrastructure to make this happen. The Recreation Level will also have the flexibility to adopt many of these as guidelines to be used as a starting point.*

*It is the expectation that for competitive level play, the guidelines will be standard and will be fully implemented and consistent across the levels by Fall of 2005. Many aspects were discussed including phased approaches (budget/infrastructure), flexibility to Recreation levels and associations, standards/consistencies for competitive soccer Challenge and Classic and so on.*

*It is the expectation that the Recreation level programs will have more flexibility to implement the small-sided modifications, as they will play totally in-house to their own association. NCYSA will set the parameters for Recreation competition at the Recreation Cup and for competition across associations.*

*This will work similar in the Challenge level – whereby the local sanctioned NCYSA league will be expected to implement the final recommendations by the 2005-2006 season. This allows some flexibility as many associations plan for the changes required for the first year 2004-2005. By 2005-2006 U12 will play 8v8 and final field & goal sizes recommendations will be worked out from the 2004-2005 season.*

### **U11 & U12 Small-Sided Game Facts:**

The Executive Board reviewed the various statements that have been posted in an attempt to define the parameters of U11 & U12 games for the upcoming soccer year. As a result of a few differences between the [US Youth Soccer Official Modified Under 12 Playing Rules](#), NCYSA Handbooks and earlier documents addressing this issue, the Board has agreed to the following modifications (highlighted) for USYS U11 & U12 Small-Sided Games:

#### **Law 1** – The Field of Play

**Dimensions:** The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

**Length:** minimum 70 yards maximum 80 yards

**Width:** minimum 45 yards maximum 55 yards

***NCYSA Suggested Dimensions: Length – 70 yards, Width – 50 yards***

***If U11& U12 modified fields are not in compliance of these small-sided dimensions, associations may be subject to loss of remaining home matches.***

**Field Markings:** Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

**The Goal area:** Conform to FIFA.

**The Penalty Area:** A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

**Flag posts:** Conform to FIFA.

**The Corner Arc:** Conform to FIFA.

**Goals:** Conform to FIFA with exception that the maximum distance between the posts is eighteen (18) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

**NCYSA Acceptable Alternative: 6x18 to 7x21 (range)**

**NCYSA Acceptable Alternative: If local situations dictate, both teams' players, coaches, parents and spectators can be on the same side of a field.**

**Law 2** – **The Ball:** Size four (4).

**Law 3** – **The Number of Players:** A match is played by two teams, each consisting of not more than eight players, one of whom is the goalkeeper.

**Substitutions:** During Classic and Challenge games, players may be substituted only during certain stoppages of the game. The number of substitutions shall be unlimited unless the rules of a competition superseding the jurisdiction of this association specifically determine otherwise. Substitutions may be made, with the approval of the referee, at the following times: A) Prior to a throw-in, by the team in possession B) Prior to a goal kick, by either team C) After an injury, by either team D) At half-time (E) Before the taking of a kick-off. *[Taken from North Carolina Youth Soccer Association Rules: Section 7, Rule 5] (Passed by the Executive Board, November 4, 2004)*

**Law 4** – **The Players Equipment:** Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Law 5** – **The Referee:** Registered referee.

**NCYSA Acceptable Alternative: For all Classic play, there will be three (3) referees assigned to all matches, consisting of one center and two assistant referees.** (See "Referees" for rules, and fees.) *(Passed by BOD at AGM 2/13/05)*

**Law 6** – **The Assistant Referee:** Use U.S.S.F. registered referees or club linesmen/women.

**Law 7** – **The Duration of the Match:** Conform to FIFA with the exception of the match being divided into two (2) halves of thirty minutes (30) each. There shall be a half-time interval of five (5) minutes.

**Law 8** – **The Start and Restart of Play:** Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

**Law 9** – **The Ball In and Out of Play:** Conform to FIFA.

**Law 10** – **The Method of Scoring:** Conform to FIFA.

**Law 11** – **Offside:** Conform to FIFA.

**Law 12** – **Fouls and Misconduct:** Conform to FIFA.

**Law 13** – **Free Kicks:** Conform to FIFA with the exception that opponents are at least eight (8) yards from the ball.

**Law 14** – **The Penalty Kick:** Conform to FIFA with the exceptions that the penalty mark is at ten yards and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

**Law 15** – **The Throw-In:** Conform to FIFA.

**Law 16** – **The Goal Kick:** Conform to FIFA.

**Law 17** – **The Corner Kick:** Conform to FIFA with the exception that opponents remain at least eight (8) yards away from the ball until it is in play.

**In addition, the maximum roster size for NCYSA games shall be 14 players.**

## PART 9

# ETHICS AND GUIDELINES FOR COACHES, PARENTS, AND PLAYERS

### Guidelines for Classic Coaches

(Adopted by classic council on March 8, 1998)

These ideas are derived from USYSA information. We have chosen “best of” for our coaches' ethics.

**1. Develop a team philosophy.** There are two basic philosophies. (1) Produce the best players through the highest competition where scoring goals and winning games/trophies is the measure of your worth. The best players play the majority of the time while weaker players sit out for extended periods of time; (2) the second philosophy is player development where the goals are developing players, a life-long love of the game and sportsmanship through competitive games. Winning these games is not the measure of success; rather the efforts of the players are noted.

Issues that should be discussed between parents, players and coaching staff are: (a) will the coaching staff allow the players to make decisions on the field; (b) should players specialize in one position or experience many; and (c) is winning more important than effort, sportsmanship and fun?

Some philosophies should be “adjusted” as players grow older, but the foundation on which they were adopted should remain the same.

**2. Define appropriate sideline behavior.** This would be for players, spectators and the staff. Once you adopt a team philosophy, use it. Don't allow yourself or spectators to verbally abuse the players OR the officials. REMEMBER: A COACH IS RESPONSIBLE FOR HIS SIDELINE. PERIOD. Some things to discuss early in the seasonal year are: (a) encourage parents to cheer for all players, not just the “good ones”. Know the difference between cheering and “oh my goodness, what are you doing out there?” (b) referees, especially young ones, are doing a difficult job and should be allowed to make mistakes. If you had one player that allowed a particularly easy winning goal to be scored, the coach and the parents would not start yelling at that player and neither should they yell at an official who may make the same mistake on a game losing PK; (c) discourage coaching from spectators from the sidelines as this would confuse players; (d) criticism of officials usually results in reprisal from said officials. No coach, player, substitute, spectator is to make derogatory remarks or gestures to the referee, other players, substitutes, or spectators. No coach, player, substitute, spectator or referee is to use profanity. No coach, player, substitute, spectator, or referee is to incite, in any manner, disruptive behavior.

**3. Delegate responsibilities to team parents.** Problems can arise when coaches and/or managers set up their personal kingdoms and dictate EVERYTHING to EVERYONE. Coaches should coach. Let the parents run the administration of the team, with guidance from the coach. It frees the coach to put more time in what he/she does best: the training of the players.

**4. Continue your coaching education.** The worst thing a coach can do is to think that they know all they need to know. Styles change. Methods change. Players and teams change. It is important to stay abreast of the latest changes. Your players may not say it to you directly, but they know when things become stale.

**5. Health, nutrition and safety should be your most important concerns for your players.** Any coach that would risk a player's health or safety for a “win” is not a coach. Learn basic first aid. Learn basic nutrition. Suggest nutritional alternatives to players during competitions. Do not allow for sugary half-time sodas or candies. Make sure that you conduct appropriate training programs so that your players are fit and healthy for training and competitions. Supervise and control players as to avoid injury situations.

**6. Know the laws of the game.** Knowledge is power; the power to teach. If you know and understand the Laws of the Game, then your players will also. That knowledge will help them and the spectators in situations on and off the field.

**7. Develop the player's appreciation for the game and keep winning and losing in perspective.** By developing players' appreciation for the game, you will instill a life-long love of the sport, rather than early burnout that can be found in many youth environments. The same can be said for putting winning and losing in perspective.

**8. Know the developmental needs of each player.** Just because you are a classic coach, just because you have "talented" players, these players all have different developmental needs and have different "buttons" to press to facilitate their learning. You cannot use only one method of coaching for the entire team and expect all players to thrive under that regimen. Remember: you are the adult and they are the children. Use the method that fits each player best and is the best for your overall team development.

**9. Allow players to experience different positions.** You will very seldom see an 11-year old player locked into a position so that they "excel" at that position and become the best ever. What generally happens is that they are put into a tryout environment and must play something different than what they are used to and do not "excel". That is when players of "lesser abilities" get picked over the "better players". Use flexibility to adjust to the environment. We will do our players a terrific injustice by earmarking them for permanent positions at 10, 11 and 12 years old.

**10. Players need to have fun, receive positive feedback and training should be conducted in the spirit of enjoyment and development.** If players do not have fun, they will not play. That is a proven fact. They may move to another team or simply drop from the sport if the atmosphere is not one of enjoyment. Obviously, every minute of every soccer experience cannot be a party, but with proper communication, even the "lows" of a player's soccer career can be turned into a more positive experience.

**11. Maintain integrity within the sport.** Your demeanor on and off the field will say a lot about you for a long time. Know and keep the rules and regulations of the local, state and national organizations. Do not illegally recruit players. Do not "bend the rules" to your advantage. Always work within the spirit of rules. Regardless of the outcome of games, wins and losses and trophy presentations, your actions as coach will always be what people remember you by.

**12. Be a positive role model and set the standard of good sportsmanship.** This runs together with integrity. Do not demean your players. Do not negatively question or argue with officials. Do not engage in unsportsmanlike communication between yourself, opponents or their spectators. Encourage good sportsmanship from your team. The best way is through your own actions.

These ideas (and more) can be found in whole or in part in the following USYSA brochures: *Principles of Conduct; Referees. . . Coaches . . . Parents . . . It's the Players' Game* – contact NCYSA for more information.

## **Guidelines for Classic Parents**

All information was gleaned from USYSA brochures: *Referees . . . Coaches . . . Parents . . . Role Models for Life; Principles of Conduct* – contact NCYSA for more information.

- 1. Know the game.** Take a coaching course. Take a referee course. Play the game. This information can assist you in helping you help your child. Besides, before you can comment, you need to have a working knowledge of the subject in question.
- 2. Encourage fair play at home.** Do not instill a “win-at-all-cost” attitude in your children. It is not beneficial to anyone.
- 3. Be supportive of all activities.** Make sure your child attends training sessions and games. Be punctual for all events. Try to attend as many games as possible. Attend training sessions to see what ideas are being taught to the children.
- 4. Be positive or be quiet.** There are more than a few children who drop out because of “mixed loyalties”. They strive to do the right thing for the team, only to have the parents blast the team at home. Confusion and dejection are the result.
- 5. Be respectful and expect your children to be respectful.** Do not be confrontational or openly dissent. Expect the same from your children.
- 6. Promote good nutrition.** Provide and promote good nutrition. Make sure they have plenty of water and other necessary fluids at games and training sessions. Ensure that they eat properly on days of competitions at a minimum.
- 7. Volunteer to assist the coach or team.** Do not let one person do all the work. By spreading around the jobs, parents get a better idea into the running of the team and no one or two people are overworked or burned out.
- 8. Support the coach and referee’s decisions.** These individuals are doing the best they can. They need your support, not your anger. Encourage good communication between coach and parent.
- 9. Communicate with your children about their roles, experiences and new ideas learned.** This will greatly assist you and the coach in heading off early burnout or unresolved issues. It will also show your child that you have an interest in what he/she are doing. Find soccer videos and books and share them with your children.
- 10. Praise other people’s children.** Show all on the team that you support everyone. Do not play favorites.
- 11. Find stories, news articles or club news about older players to provide role models for your children.** Children can often relate to someone closer to their age and doing the same thing that they are doing.
- 12. Maintain integrity of the sport.** Know the local, state and national rules. Do not illegally recruit players. Do not bend the rules to your advantage. Always work within the spirit of the rules. A team’s sideline and their behavior will be long remembered after the final whistle blows. Have that be a positive memory.

## **Guidelines for Classic Players**

All information was gleaned from USYSA brochures: *Referees . . . Coaches . . . Parents . . . Role Models for Life; Principles of Conduct* – contact the NCYSA office for more information.

- 1. Learn the game. Thirst for knowledge.** Go to every training session and game with the attitude that you will learn something, no matter how small or trivial, every time. Watch other games and other players. Watch other players in similar roles that you have and see what they do that's better or not better. Watch professionals and look for the same things.
- 2. Encourage fair play.** Do not instill a “win-at-all-cost” attitude in your teammates. It is not beneficial to anyone. Encourage development of all players and assist those less talented than you.
- 3. Be supportive of all activities.** Make sure you attend training sessions and games. Be punctual for all events. Enthusiasm is contagious. Make sure your soccer kit is packed and ready for play on the day before the game.
- 4. Be positive or be quiet.** There are more than a few players who drop out because of negative comments from teammates. They strive to do the right thing for the team, only to have teammates criticize every move and play. Confusion and dejection are the result. Praise your teammates for efforts well done or tried.
- 5. Be respectful.** Do not be confrontational or openly dissent. Expect the same from your teammates, parents and coaches.
- 6. Strive for good nutrition.** Provide and promote good nutrition. Make sure you have plenty of water and other necessary fluids at games and training sessions.
- 7. Support the coach and referee's decisions.** These individuals are doing the best they can. They need your support, not your anger. Encourage good communication between yourself, your coach and the referee.
- 8. Communicate with your parents about your roles, experiences and new ideas learned.** This will greatly assist you in areas that you may not understand. If there is problem with the team, the coach or with your parents, it is best to be discussed, rather than remain silent. Remember: unresolved issues will fester and remain sore until they are addressed. Find soccer videos and books and ask your parents to share them with you.
- 9. Maintain integrity of the sport.** Know the local, state and national rules. Do not illegally recruit players from other teams. Do not bend the rules to your advantage. Always work within the spirit of the rules. A team's sideline and their behavior on the field will be long remembered after the final whistle blows. Have that be a positive memory.
- 10. Always try your best.** Never “go through the motions”. Always try to be your best, regardless of the outcome of the result.
- 11. Have fun.** This may be the most important reason for playing. Do your best to make it fun.

## PART 10 CONTACTING NCYSA

Office Hours: Monday: 11:00 a.m. to 4:30 p.m., Tue – Fri: 9:30 a.m. to 4:30 p.m.  
Mail can be directed to: NCYSA - PO Box 18229 - Greensboro NC 27419  
Physical address is: NCYSA - 136 Manley Avenue - Greensboro NC 27407  
Phone: 336.856.7529  
FAX: 336.856.0204  
NCYSA website: [www.ncsoccer.org](http://www.ncsoccer.org)  
NCYSA Classic site: [www.ncysaclassic.com](http://www.ncysaclassic.com)

[Kathy Robinson](#) - Executive Director - Director of NCYSA. Oversees all operations of NCYSA. - Ext:232

[Mark Moore](#) - Deputy Director - Website, Newsletter, Southern Soccer Show, special events. - Ext: 228

[Rachel Jones](#) - Administrative Manager - NCYSA Data Base, Label requests, Risk Management, USYS Brochures/Pamphlets, NCYSA Directories - Ext: 223

[Bill Furjanic](#) - Technical Director of Player and Coaching Development - Oversees player and coaching development, NCYSA Coaching Schools, ODP Tryout process, educational symposiums. - Ext: 231

[Sari Rose](#)- Assistant Technical Director of Player and Coaching Development – Assists in all aspects – Ext: 226

[Bryce Kenny](#) - Assistant Director, Recreation - Oversees administration of Recreation, NCYSA Discipline and Appeals; Assists with State Cups, Oversees the Regional Recreation Events, Track Cards for Classic - Ext: 234

[Debbie Morton](#) – Receptionist, Administrative Assistant, Inventory Control

Assistant Director, Challenge - Oversees administration of Challenge, Assists Administration of U10 Academy, Administers Permission to Host Tournaments/Games - Ext: 225

[Colby Morton](#)- Assistant Director, Classic/ State Cup Administrator – Oversees all aspects of Classic Scheduling and Administration; Oversees all aspects of NCYSA State Cups, Track Cards for Classic, Soccer Show - Ext: 227

[Susan Hartsell](#) - Assistant Director, Registration - Ext: 229

[Lyn Halstead](#) - Assistant Director Registration- Ext: 230

[Cindy Lineback](#) - Assistant Director Registration - Ext: 240

[Val O'Keeffe](#) - State Select Administrator - Administers the State Select/ODP program, Notification to Travel;- Ext: 237 - email: [stateselect@ncsoccer.org](mailto:stateselect@ncsoccer.org)

[Dottie Worsham](#) - New Membership, Risk Management, Insurance Claims - Ext: 235

[NCASA](#) - All aspects of NC Adult Administration and Registration. 336.856.0702 - Ext: 233

[NCSRA](#) – Steve Halstead, Operations Manager- All aspects of NC Referees Association - Ext: 221

**We hope that this information is helpful in your obtaining information. Questions, comments can be directed to any of the phones/addresses listed above.**