

## **CLASSIC LEAGUE RULES**

**The Classic League is a competitive playing league sponsored by the Chamber Classic Soccer Alliance, Inc. “CCSAI”, which is affiliated with and sanctioned by the North Texas State Soccer Association, and as such, the NTSSA Rules and Regulations apply to every team and every participant in the Classic League.**

**Each person having any responsibility whatsoever for a club or team either participating in the Classic League or desiring to participate in the Classic League is responsible for reading and understanding the rules of NTSSA and the League Rules of the Classic League. In the event any player, parent, club, team, coach, team manager, and/or club or team representative is accused of violating any of these Rules, ignorance of these Rules will not be considered a viable defense. It is each club’s or team's responsibility to see to it that each person having any responsibility for the club or team receives a copy of these Rules and that copies are made available, read, and understood by all of the club or team's parents and players and/or guardians.**

**The League Rules of the Classic League were written for the benefit of the Classic League and its participants. While these Rules (together with the NTSSA rules) are intended to be comprehensive and thorough, it should be understood that not all situations, circumstances, and events can be anticipated and therefore covered precisely. Further, it is recognized that on occasion conflicting rules or statements may occur. Therefore, it is the firm policy and sole right of the Classic League to interpret and enforce these Rules (and resolve any conflicts) in accordance with and in keeping with the intent, purpose, and spirit of the Rules.**

# CLASSIC LEAGUE

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# CLASSIC LEAGUE LEAGUE RULES

## I. INTRODUCTION

- A. **Structure of League** The Classic League ("Classic League") is an invitational competitive playing league sponsored by the Chamber Classic Soccer Alliance, Inc. "CCSAI". Participation in the Classic League requires that an invitation first be received (which invitation is subject to revocation or other termination as provided in these Rules and/or in the Classic League's Constitution and/or Bylaws). The CCSAI is affiliated with and sanctioned by the North Texas State Soccer Association ("NTSSA"), and as such, NTSSA Rules and Regulations apply to every participant in the Classic League. Because the Classic League is a competitive playing league within NTSSA, all participants in the Classic League are responsible for knowing and following all rules of NTSSA. Therefore, it is each team's responsibility to (i) obtain from NTSSA<sup>1</sup> a copy of the NTSSA Administrative Rule Book and (ii) read and understand those rules and adhere to them accordingly (in addition to the Classic League Playing Rules, as set forth below).
- B. **NTSSA Rules and USYSA Rules Apply** Except to the extent inconsistent with Classic League Rules as set forth below, all applicable United States Youth Soccer Association ("USYSA") rules and regulations and all applicable NTSSA rules and regulations are incorporated herein by this reference, and with regard to teams participating in any Classic League activity (including, but not limited to, the Classic League or DFW Qualification Games and Classic League play), the Classic League reserves the right to independently enforce such rules.

## II. MISSION STATEMENT

The Classic League is an invitational youth soccer league formed for the purpose of fostering and advancing the highest level of competitive soccer in North Texas. The mission of the Classic League is to provide a select soccer program in a safe environment by providing the best referees on quality fields, with a fair and comprehensive schedule. The purpose is also to promote the ideals of good sportsmanship, honesty, loyalty and courage through fair play in an organized athletic competition so that players develop both soccer and life skills for advancement.

## III. TEAM FORMATION

- A. **NTSSA Rules and Regulations** How competitive teams are formed, when and under what circumstances soccer camps and tryouts may be conducted, what players may practice with a team, how transfers and guest players are handled, how players are registered, how teams are registered, player contracts and releases, free

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<sup>1</sup> The NTSSA Administrative Rule Book is available at the office of NTSSA at 3803 Parkwood Blvd, Suite 200, Frisco, TX 75034. Their phone number is 972-323-1323. Such Administrative Rule Book may also be found on the NTSSA Web page at [www.ntxsoccer.org](http://www.ntxsoccer.org).

agency, etc. is all subject to, and required to be in compliance with, rules set forth in the NTSSA Administrative Rule Book. In addition, the following Classic League Rules must also be complied with to participate in the Classic League.

**B. Classic League Roster Limits (Minimum and Maximum)**

1. **11U-12U** The maximum number of players on a roster in 11U-12U is sixteen (16). No team with more than sixteen (16) players may participate in the Classic League.
2. **13U-14U** The maximum number of players on a roster in 13U-14U is eighteen (18). No team with more than eighteen (18) players may participate in the Classic League.
3. **15U-19U** The maximum number of players on a roster in 15U-19U is twenty-two (22). No team with more than twenty-two (22) players may participate in the Classic League.
4. **Roster Minimum**
  - a. As of the dates/deadlines set forth in sub-paragraph 4(b) below, the minimum number of players on a roster in 11U-12U is eleven (11) and in 13U-19U in the Classic League is thirteen (13).
  - b. Compliance with the minimum roster Rule shall be determined as of the following dates/deadlines:
    - i. Deadline for turning in application for 11U Qualification Games;
    - ii. Deadline for turning in Bye Applications; and
    - iii. Deadline for turning in all paperwork required of teams invited to or wishing to compete in Challenge (or other qualification) Games.
5. **Guest Players** Guest players are not permitted in Classic League play and Guest Players are not permitted in either the Classic League Challenge Games or the Qualification Games.
6. **Club Pass Players**
  - a. **Purpose:** The Club Pass Player Rule is designed to maximize the development of the player by allowing players to play on a team from the same Club at an older age level on a temporary basis.
  - b. **Requirement:** The Club Pass Player Rule to be used for the Classic League must follow the current rules, guidelines (for example: roster sizes), and the following criteria:
    - i. Club Pass Player may only play in a higher division within their age group. For example: A D2 player may play for a D1 team. D3 Players may play for either D2 or D1 teams.

Players may not transfer to higher ranking teams within their own division.

- ii. Club Pass Player may play at an older level. For example: 12U D1 Player can play 13U (or older) D1, D2 or D3
  - iii. If a Club Pass Player meets all the registration requirements but does not currently play in NTSSA sanctioned league the player is considered a D1 player for the purpose of determining their playing level. Players falling into this category are not eligible to club pass.
  - iv. A team may receive a maximum of 3 Club Pass Players per game.
  - v. A Club Pass Player is allowed to play on his primary team and one CPP team per day.
  - vi. A Club Pass Player is not allowed to participate in the League qualifying games or League qualifying tournaments. This includes Challenge games, 11U Qualifying Tournament, etc.
  - vii. A player is eligible for a club pass into any age group he is birthdate/year eligible for regardless of what age group that player's rostered team participates in, providing other restrictions are met. For example: A player, who is classified as a 15U and is rostered to a 16U D2 team, may use a club pass to a 15U D1 team. In this situation he would satisfy age requirements as well as avoid breaking "playing down" restrictions currently in place.
  - viii. Any Club Pass Player that receives an ejection is required to sit out the next sanctioned game whether it be with the team he received the ejection with or his primary team.
  - ix. Any rules not covered here, refer to North Texas State Soccer Association Bylaws and Rules.
- c. **Clubs with Divisions:** For the purposes of this rule, a Club having an affiliation with another Club sharing the same name, will be considered to be the same Club even if the Clubs have separate boards. All Club Pass Players must be officially registered with North Texas State Soccer Association. Clubs with an affiliation in Austin, Texas, cannot use players in North Texas unless the Club has the same Board of Directors.
- d. **Penalty:** Coach/Club in violation of this rule will be subject to review by the Classic League A & D Committee.

- e. **Supervision:** To be supervised by the Classic League and the Got Soccer game day cards. All Classic League existing rules shall remain in effect. Thursday deadline of 5:00 p.m. shall remain consistent for rosters for the upcoming Saturday and Sunday games and 12:00 p.m. the day of weekday games.

Please note that North Texas State Soccer Association still has the intra club transfer rule should any club need to transfer players outside of these parameters.

## 7. **Player Pool Players (13U – 19U Teams only)**

- a. **Purpose:** The Player Pool Rule is designed to allow teams to expand the available roster for games without using Club Pass Players on every game. This allows players to play on a team from the same Club at a higher level, including an older age level on a permanent basis.
- b. **Requirement:** The Player Pool Rule to be used for the Classic League must follow the current rules, guidelines (for example: roster sizes), and meet the following criteria:
  - i. **13U - 19U Teams** are eligible to have a pool of up to 30 players from within your club. The 30 players includes your permanently rostered players. **For example:** If your official roster contains 18 players, you may have an additional 12 players in your player pool.
  - ii. **12UD1 & 12UD2 Spring Teams** are eligible to have a pool of up to 20 players from within your club. The 20 players include your permanently rostered players. **For example:** If your official roster contains 16 players, you may have an additional 4 players in your player pool.
  - iii. A Player Pool Player may play in any higher division within their age group. **For example:** A D2 player may play for a D1 team. D3 Players may play for either D2 or D1 teams.
  - iv. A Player Pool Player may play in any higher age group. **For example:** A 13UD1, D2, or D3 player may play for any 14U and up team.
  - v. A Player Pool Player must be a registered NTSSA Player within your club, playing in a NTSSA league.
  - vi. A player that is part of a team's roster pool, may be utilized as a club pass player following all match day requirements and or club pass rules. New players may be added at any time until the 30-player (20 player for 12UD1 & D2) limit has been reached. No existing approved pool players may be



removed to make room for new players and no existing players may be exchanged once approved.

- vii. A Player Pool Player may be in only one (1) player pool plus his primary team.
  - viii. A Player Pool Player may play on his primary team & player pool team in the same day. A player may only play in a maximum of two (2) games per day.
  - ix. Once a player has been added to their Classic League Player pool, they are there for the entire playing year and cannot be removed or exchanged.
  - x. Teams that utilize a player pool are not eligible to also utilize additional club pass players on their match day rosters.
  - xi. Player Pool Players are not allowed to participate in the League qualifying games or League qualifying tournaments. This includes Challenge games, 11U Qualifying Tournament, etc.
  - xii. A player is eligible as a Player Pool player into any age group he is birthdate/year eligible for regardless of what age group that player's rostered team participates in, providing other restrictions are met. For example: A player, who is classified as a 15U and is rostered to a 16U D2 team, may be in a player pool to a 15U D1 team. In this situation he would satisfy age requirements as well as avoid breaking "playing down" restrictions currently in place.
  - xiii. Any Player Pool Player that receives an ejection is required to sit out the next sanctioned game whether it be with the team he received the ejection with or his primary team.
  - xiv. Any rules not covered here, refer to North Texas State Soccer Association Bylaws and Rules.
- c. **Clubs with Divisions:** For the purposes of this rule, a Club having an affiliation with another Club sharing the same name, will be considered to be the same Club even if the Clubs have separate boards. All Player Pool Players must be officially registered with North Texas State Soccer Association. Clubs with an affiliation in Austin, Texas, cannot use players in North Texas unless the Club has the same Board of Directors.
  - d. **Penalty:** Coach/Club in violation of this rule will be subject to review by the Classic League A & D Committee.
  - e. **Supervision:** To be supervised by the Classic League and the Got

Soccer game day cards. All Classic League existing rules shall remain in effect.

**C. Age Divisions**

1. **Structure:** It is desired that all teams be single year (that is, all players on a team will have been born in the same soccer year). Age divisions will be comprised of players who are (as of the date determined by USYSA Rules):
  - a. Under 19 years of age
  - b. Under 18 years of age
  - c. Under 17 years of age
  - d. Under 16 years of age
  - e. Under 15 years of age
  - f. Under 14 years of age
  - g. Under 13 years of age
  - h. Under 12 years of age
  - i. Under 11 years of age
2. **Playing Up:** Younger players are allowed to play in an older age division with the consent of their coach and parents. However, in accordance with NTSSA Rules, any player who has not attained the proper age to play 11U select soccer may not play up on a competitive (select) team.
3. **Team Age:** Teams will be placed in age divisions according to the age of their oldest player.

**D. Recruiting Prohibited**

1. **Recruiting Prohibited** It shall be a violation of League Rules for any person, team, club, or other organization to engage in recruiting as defined by **NTSSA Rule 3.10.9**. Coaches are responsible for the actions of all the above listed participants associated with their team.
2. **Violations** Failure to comply with this rule shall result in sanctions against the offending party which could include suspension from all soccer activities for a period of time to be determined by the NTSSA Competitive Committee. Allegations against registered youth players are subject to review before punishments are considered. Complainant will file his complaint with the Youth Commissioner, who shall render a decision. Either party may file an appeal of the Youth Commissioner's decision with the NTSSA State Executive Committee according to the Bylaws of the NTSSA.

#### IV. REGISTRATION

- A. **Introduction** Any team desiring to participate in or try-out for the Classic League must be properly formed and registered in accordance with both (i) the rules and policies of its home association and (ii) the NTSSA Rules and Regulations, and each such team must be in good standing with both their home association and NTSSA.
- B. **Home Association** The NTSSA member association through which a team registers is that team's home association. Each team must register through its home association and deliver copies of its approved roster and other paperwork to the Classic League, otherwise in accordance with instructions distributed by the Classic League prior to the Qualification Games and/or Challenge Games and/or prior to Classic League regular season play for each of the Fall and Spring Seasons.
- C. **Rostered Adults** Classic League Rules permit no more than three (3) adults on the players' side of the field (the coach and two other team officials). Each and every adult on the players' side of the field must be registered on the team's official roster through the team's home association, and a copy of all required official rosters must be delivered to and accepted by the Classic League, through its office, before any of those adults are allowed on the players' side of the field (this applies to the coach, any assistant coach, the team manager, any team trainer, etc.). In the case where the coach of record is unable to be at the game and the team desires to have a substitute coach present at the game, the substitute coach may be one of the three (3) adults on the players' side of the field or a registered coach within that club, if he is an official rostered coach or assistant coach of a team that is registered with NTSSA and one of its local home associations.
- D. **Receipt of Paperwork by Classic League** All registration paperwork and fees required by NTSSA and/or the Classic League must be received and accepted by the Classic League, through its office, before a team or player will be allowed to play in its first season game. Registration dates, as well as League and other fees will be as announced from time to time by the Classic League.
- E. **Late Registration** Teams must complete and return all registration paperwork by the date set each season by the Classic League. Teams must complete payment of all fees to the Classic League by the date set by the Classic League. Failure to timely comply (with either the paperwork requirements or the payment of fees) will result in a **\$100 fine**.
- F. **Performance Deposit** The Classic League reserves the right to require performance deposits from teams in circumstances determined appropriate by the Classic League.
- G. **Registration of Players Required** No team will be allowed to participate in the Challenge Games, the Qualification Games, or the regular season Classic League play with players, coaches, assistant coaches, or managers that have not been properly registered to that team through that team's home association, and a copy of all appropriate paperwork delivered to and accepted by the Classic League,

through its office. This also applies to trainers and any other adults that are to be on the players' side of the field - up to three (3) adults. All player transfers must have been approved by NTSSA (as provided in the NTSSA Rules).

- H. Roster Changes** Specific forms must be completed and submitted any time a roster change is necessary. Roster changes will not be processed by the Classic League office until all roster change forms and information are complete and accurate. All roster changes must be properly submitted *before* a player is eligible to participate in Classic League play; and, *before* an adult (coach, any assistant coach, the team manager, any team trainer, etc.) is allowed on the players' side of the field. **Roster changes must be submitted to the Classic League, through its office, by 5:00 p.m. Thursday for a Saturday or Sunday game; and by 12:00 p.m. on the business day for that weeknight game.** If there are any questions about the current roster change procedures, the team manager should contact their Age Division Commissioner. Failure to properly submit a roster change in a timely manner may result in team sanctions as determined by the A&D Committee. See the Classic League Bylaws, Article VI, for more information.
- I. Team Contact Information** All teams are required to provide and maintain current e-mail contact information for their team coach(s) and manager(s) throughout the playing year. Failure to do so will result in monetary fines and possible loss of standing points, in addition to other sanctions as determined by the A&D Committee. Furthermore, it is understood by all teams that contact by e-mail (or attempted contact if an e-mail address on file with the League is not current) by the Classic League constitutes sufficient notice to all teams for all League business including, without limits, registration deadlines; A&D notices of sit-outs and/or hearings; dues and/or fines owed; new or revised League Rules and/or policies.
- J. Classic League Fees** The Classic League charges fees to cover operating and administrative costs both at the fields and at the office. Teams pay the following fees each year: Bye/Entry Fees prior to the Fall Season (typically in July), Fall and Spring Season fees (typically in August), and Maintenance fees (typically in October). The amounts and due dates for all fees are listed on the League website under League Pay Structure and may be adjusted as needed by the League.

All of these activities and costs are on-going all year round, regardless if games are being played or not. Therefore, there are NO Refunds in the Classic League. If some games are not played at the end of the Spring Season or if any Season is cut short or unable to play for any reason, we still cannot refund any fees because of these operating and administrative costs. We are also not able to apply any fees already paid, toward future fees such as the Challenge Tournament, Bye/Entry Fees, or the next Season League Fees.

## V. INVITATION TO CLASSIC LEAGUE AND LEAGUE STRUCTURE

### A. Eligibility

1. **Invitational League** The Classic League is dedicated to providing the highest level of competition possible. Therefore, **the Classic League is strictly an invitational league.** Invitations are not property rights and remain revocable at all times. Invitations are merely invitations to apply for a Bye Position. Regardless of a club's or team's competitive performance, participation is strictly dependent upon receipt of an invitation to compete in the League for the upcoming soccer year. Generally, the invitation will take the form of an invitation to apply for a Bye Position. This invitation to participate can be withdrawn by the Classic League Board upon a finding that a club or team has participated in conduct which is unsporting or unethical or harmful or detrimental or injurious or in any manner prejudicial to the Classic League; or, prior to a club's or team's acceptance into the Classic League, upon a finding by the Classic League Board that the past conduct of a club or team is unsporting or dishonest or unethical or gives the Board reason to believe that acceptance of the club or team in question could be harmful or detrimental or injurious or in any manner prejudicial to the Classic League. All such findings fall within the sole and unfettered discretion of the Classic League; and, all such decisions made by the Classic League in this regard are final and non-appealable.
2. **Invitation** Generally, but subject to paragraph (A.) (1.) above, to be eligible to participate in the Classic League, clubs will be invited to field teams in the Classic League **(a)** based upon the performance of their teams during the prior soccer year (see Rules below relating to Byes) or **(b)** through a qualification game format or process as set forth below (herein referred to as the Classic League "Challenge Games" and/or "Qualification Games" or "Qualifying Games" regardless of the format or process used, as set forth below).
3. **Returning Player Rule** To be eligible to participate in the Classic League, all returning 19U Bye teams must satisfy the Returning Player Rule (see below).
4. **Team Name Change Rule** Teams may not have a name change until after October 1 of the soccer year. At that time, 100% of the roster must sign and agree to the name change for Classic League to accept it.

### B. **Returning Player Rule (Returning 19U Bye Teams Only)** The elements of the Returning Player Rules are as follows:

1. **Minimum Returning Players:** If any returning 19U Bye team has qualified for the Classic League as a Bye Team, in order to retain such Bye in the Classic League, such team must thereafter and continuing until

its first Fall game have returning players on its current roster at least equal in number to 1 more than half of the number of players on its actual roster as of April 15 (rounded up for any half players).

2. **19U Requirement:** Any 19U team with the intent to return in the following year must also let the Classic League know of its intent to return by October 1 of the current playing year.
3. **Returning Player** A “Returning Player” is a player that legitimately continues on the same team's roster as of the applicable date and who was also on the official roster of such team as of April 15; provided (barring extraordinary circumstances) such player, his parents and his team all expect such player to be available on the sideline to play at the start of the Fall Season and generally for the remainder of the Fall Season. The Classic League reserves the right to require sworn affidavits and such other proof from players, parents, and/or team officials, or to require attendance verification at each game.
4. **Bye Application Deadline** By the announced deadline, each returning 19U team applying for a Bye must submit their official roster for the coming soccer year (bearing the original signature of the team’s home association registrar) and that roster must reflect the names of all “Returning Players” upon whom the asserted Bye is based. Failure to submit such roster by the deadline may result in such sanctions as the Board may assess up to and including denial or withdrawal of the offending team’s Bye or invitation to compete in the League. See also Rule V. (F.) (4.).
5. **Failure to Comply** If any returning 19U Bye team fails to satisfy the Returning Player Rule, it may lose its Bye into the Classic League.
6. **Duty to Provide Information (Returning 19U Bye Teams Only)** Owing to the relatively greater difficulty of accurately predicting the number of returning 19U players, the 19U Commissioner may, immediately following the conclusion of Fall play, require returning 19U teams desiring to return the following year to: (1) list the names and contact information for all players expected to return; and (2) require reasonable assurances of the team’s ability to perform, including, without limitations, early payment of Entry or other fees for the following year.

NOTE: In order for a returning 19U team to avail itself of a “Bye” based upon performance from the previous year, substantially the same team that earned the Bye must be available to play the upcoming season. It is incumbent on each team to take prompt action to notify the Classic League when circumstances exist that may cause such team to have fewer than the required number of returning players, so that the Classic League may take appropriate action. Keeping a player on your roster (in order to avoid losing your Bye or position in the League) that will not be available to play the upcoming season is not in keeping with the spirit of this Rule.

**C. Desired Number of Teams and Structure**

1. The desired number of teams for each age division in the Classic League will be as follows:

	<u>Division I</u>	<u>Division II</u>	<u>Division III</u>	<u>Division IV</u>
11U/12U/13U	10 teams	10 teams	10 teams	10 teams
14U-18U	10 teams	10 teams	10 teams	NONE
19U	TBD teams	TBD teams	NONE	NONE

2. An exception to this number can be made at the discretion of the applicable Age Division Commissioner with approval of the Board of Directors.

**D. Invitation To and Structure of League** Subject to paragraph (A.) above, each end of year:

1. **For 11U**, prior to the Fall season, all teams wishing to be invited to the Classic League must participate (With exception of JCL winners) in the Classic League Qualification Tournament. The 11U age group is divided into 4 divisions of 10 teams. The 2 Grand Champions of the Junior Classic League qualify for the first 2 positions in Division I. Based on the results of the QT games the top 8 teams will be invited to compete in Division I. The next 10 teams in the QT will qualify for Division II. Teams finishing in the following 10 positions will qualify for Division III. The final 10 teams will qualify for Division IV.
2. **For 12U/13U**, a team who finished among the top 8 teams from Division I and the top 2 teams from Division II the previous year will be invited to field a team in Division I the following year. A team who finished as the 9<sup>th</sup>, or 10<sup>th</sup> place teams from Division I, or among the 3<sup>rd</sup> through 8<sup>th</sup> place teams from Division II the previous year, or among the top 2 teams from Division III the previous year will be invited to field a team in Division II the following year. A team who finished as the 9<sup>th</sup>, or 10<sup>th</sup> place teams in Division II the previous year or among the 3<sup>rd</sup> through 8<sup>th</sup> teams from Division III the previous year, or among the top 2 teams from Division IV will be invited to field a team in Division III the following year. A team who finished as 9<sup>th</sup>, or 10<sup>th</sup> place teams in Division III the previous year will be invited to field a team in Division IV the following year, along with the 3<sup>rd</sup> and 6<sup>th</sup> place teams from Division IV. The remaining 4 places will be determined through the Classic League Challenge Games.
3. **For 14U through 18U**, a team who finished among the top 8 teams from Division I or the top 2 teams from Division II the previous year will be invited to field a team in Division I in the following year. A team who finished among the remaining 2 teams from Division I, or among the 3<sup>rd</sup> through 8<sup>th</sup> teams from Division II the previous year, or among the top 2 teams from Division III the previous year will be invited to field a team in Division II the following year. A team who finished as the 9<sup>th</sup>, or 10<sup>th</sup> place team from Division II the previous year will be invited to field a team in Division III the following year along with

the 3<sup>rd</sup> through 6<sup>th</sup> place teams from Division III. The remaining 4 places in Division III will be determined through the Classic League Challenge Games.

4. **For 19U**, teams from the previous year that wish to play as 19U will be organized into divisions, as needed, based on the order of finish in the previous year (teams from Division I, then from Division II, then from Division III). Any 19U returning teams will be factored into the Divisions based on their finish. Any outside teams wanting to join 19U will be considered as well and will be placed in the lowest division that is formed. If a sufficient number of outside teams apply, the outside teams may be required to play in the Challenge to determine the order teams will be placed, with any overflow being placed on a waiting list.
5. **Unfilled Invitations in the League** If any invitations (“Bye Positions”) go unfilled, the following will apply:
  - a. In 12U-19U, if any Bye Position into the Classic League goes unfilled, the remaining invitees will be promoted up to fill those places. Any resulting vacancies in the Classic League will be filled through the Challenge Games. For example, if one of the 10 Bye Positions into 12U/Division I is not filled, the club whose team finished in 11th place from 11U the previous year (which otherwise would have received an invitation to field a team in Division II of 12U the following year), will now be invited to field a team in Division I 12U the following year. NOTE: the 29<sup>th</sup> or 30<sup>th</sup> place team (9<sup>th</sup> or 10<sup>th</sup> in Division II) in 11U the previous year will not be promoted into a 12U Division III Bye Position because teams finishing in the last 2 places of the bottom division are not considered “invitees” for a Bye Position. If such circumstances arose prior to the beginning of the Challenge Games, such Challenge Games would be modified to accommodate the additional open position, and if such circumstances arose after the beginning of the Challenge Games, such open position would be filled through the Supplemental Challenge Games as provided below.
  - b. If any vacancies occur before the date of the Challenge Games, the Challenge Games may be modified to accommodate such circumstances. If such vacancies occur after the Challenge Games, Supplemental Challenge games may be held to accommodate such circumstances. If such vacancies occur after the start of the Supplemental Challenge Games, the Board of Directors will decide how to most equitably accommodate the circumstances.
6. **Teams Joining at Mid-Year** Any club’s team that joins the Classic League at mid-year (to fill a vacancy for teams that have withdrawn, disbanded, etc.) will not inherit any team points or standing points from the team they replaced.



Nevertheless, such team will be eligible for Classic League benefits (Byes or promotions the next year, etc.) if such club's teams earn sufficient team or standing points using only points earned by such club's team after they joined the Classic League.

## **7. Parties Invited**

### **a. Limited Conditional Transfer of Invitation**

As set forth above, in the typical setting, invitations to submit an application to participate in the Classic League for the upcoming soccer year (based on a team's prior year's competitive performance) will be extended *to the club* for which that team that played (and not the team itself). Provided, however, if more than half of the players on the roster<sup>2</sup> of the team upon whose competitive performance the invitation to apply for a Bye Position was extended return to such team the following year, *and* such team will then be playing for a new club (including a one team club), then the invitation previously extended to the former club will follow such team to its new club (that is, the invitation will be conditionally "transferred" to the new club). To count as a "Returning Player", a player must be officially rostered to such team (through such team's home association) prior to the deadline for submission of such team's Bye team application. Moreover, such player, his parents, and his team must all expect such player to be available on the sideline to play at the start of the Fall Season and such player must play a minimum of 5 (five) games for that Classic League team in the Fall Season. Classic League reserves the right to require sworn affidavits and such other proof from players, parents, and/or team officials, or to require attendance verification at each game. By the announced Bye application deadline, each such team must submit its official roster for the coming season (bearing the original signature of such team's home association registrar) and that roster must reflect the names of all of the "Returning Players" upon whom the asserted "transfer" of the invitation is based (that is, the roster must reflect the players who comprise more than half the roster). Failure to submit such roster by the deadline may result in a determination that the invitation (Bye Position) will remain with the former club (plus appropriate sanctions, if any). Eligibility and Returning Player Rules will apply as defined in Rules V.A and V.B above.

### **b. Changing Clubs During the Soccer Year**

The Classic League will extend any invitation which is based on a team's competitive performance *to the club for which that team that is playing* as of *January 1* of the current soccer year. If a team leaves

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<sup>2</sup> As of the relevant state cup roster freeze date for such team (barring extraordinary circumstances).

a club during the soccer year, any and all steps required to be taken (including NTSSA rules and/or policies relating to the changing of a team's name) must have been completed by January 1 of the current soccer year and all relevant paperwork turned in to the League office by that date. Notwithstanding, if a team leaves a club after January 1 of the current soccer year, the invitation to apply for a Bye Position is still subject to the Limited Conditional Transfer of Invitation set forth above in paragraph (8.)(a).

**c. Merger/Sale/Assignment and/or Other Transfers**

There may be limited circumstances under which the Classic League will permit invitations issued to one club to be transferred to another club as a result of a merger/sale of clubs. This will only be permitted in very limited circumstances to be decided on a case-by-case basis in the Board's sole discretion. Invitations are not property rights and remain revocable at all times. Invitations are merely invitations to apply for a Bye Position. No person or entity should assume that an invitation extended by the Classic League may be transferred to another club (even in the face of an otherwise effective merger) without the *prior written consent* of the Classic League. **ALL DECISIONS ABOUT WHETHER TO PERMIT AN INVITATION TO BE TRANSFERRED FALL WITHIN THE SOLE DISCRETION OF THE CLASSIC LEAGUE AND ITS DECISIONS ON THIS POINT ARE FINAL AND NON-APPEALABLE.**

**IN THE EVENT THAT A DISPUTE ARISES BETWEEN ANY INTERESTED PARTIES (INCLUDING CLUBS, TEAMS, PLAYERS, PARENTS, OR OTHER INTERESTED PARTIES) AS TO THE VALIDITY OF AN INVITATION (INCLUDING THE IDENTITY OF THE CLUB TO WHOM AN INVITATION HAS BEEN EXTENDED), THE CLASSIC LEAGUE SHALL HAVE THE SOLE RIGHT TO DETERMINE SUCH DISPUTE FINALLY AND CONCLUSIVELY IN THE UNFETTERED EXERCISE OF ITS DISCRETION.**

**E. Structure of League Adjustment 11U – 18U at Mid-Year**

At the conclusion of the Fall Season adjustments to the Divisions will be applied to the 11U – 18U Age Groups for the Spring Season as follows: Teams finishing in positions 9 or 10 of Division I will be moved to Division II in positions 1, or 2 respectively. Teams finishing in positions 1, or 2 of Division II will be moved to Division I in positions 9 or 10 respectively. Teams finishing in positions 9 or 10 of Division II will be moved to Division III in positions 1, or 2 respectively. Teams finishing in positions 1, or 2 of Division III will be moved to Division II in

positions 9 or 10 respectively. In 11U and 12U only, teams finishing in positions 1, or 2, of Division IV will be moved to Division III in positions 9, or 10 respectively. Teams finishing in positions 9, or 10 of Division III will be moved to Division IV in positions 1, or 2, respectively. All Roster changes must follow applicable NTSSA requirements.

**F. Challenge and Qualification Games**

**1. Format**

- a.** The Challenge Games and the Qualification Games will be generally formatted as outlined below:
  - i.** Challenge Games: Classic League clubs whose teams that did not end up in Bye Positions per the above Rules will have the opportunity to field a team to participate in Challenge Games to fill open places, if any; and
  - ii.** Additional outside teams will also have the opportunity to participate in the Challenge Games. The format for the Challenge Games will be determined by the Tournament Committee and announced to the teams prior to the start of the Challenge Games; and
  - iii.** Any places which come open after the Challenge Games may be filled by invitation. Invitees *may* include teams not qualifying from the Challenge Games, or any other teams in the League's sole discretion. The identity and number of any invited teams will be determined by the League, in its sole discretion. Alternatively, in its sole discretion, the League may fill any open places by direct invitation; and
  - iv.** 11U Qualification Games – the 40 places available in 11U will be filled through Qualifying Games. No team may apply for the Qualifying games with fewer than 12 players on their roster. All other rules and formatting decisions will be determined by the Board and announced prior to the start of the qualifying games.
- b.** The Challenge Games will be scheduled during May and early June.
- c.** The Classic League Board of Directors reserves the right to modify this format to accommodate any unforeseen circumstances (for example, if an extraordinary number of Bye Positions go unfilled in any particular age group). It is possible that other circumstances may arise that will prevent the use of this format. In that event, the Classic League Board of Directors has the power to change the format of the Challenge and/or the Qualification Games in a manner the Board deems will be equitable to the teams involved.

2. **Seeding** Seeding of teams will be based on the best available information, with the most capable teams being seeded higher. All information submitted will be considered, including primarily their most recent League standings.
3. **Organizational Meeting** Any participants desiring to enter the Qualification Games, and all clubs invited field teams either in Challenge Games or BYE positions, and all Bye Teams must comply with the Classic League's registration and other requirements, prior to the applicable deadlines, as announced by the Classic League. **ALL TEAMS** (including out of town teams) **MUST** also send one or more representatives to the **Mandatory Organizational Meeting** to be held at a time and place announced by the Classic League.
4. **Registration** All clubs invited to field teams in the various Bye Positions or clubs invited to field teams in the Qualification Games or the Challenge Games must register such teams with their home association prior to the announced registration deadline or certification date. By the announced deadline, each club fielding teams must **(a)** submit such team's official roster for the coming soccer year (bearing the original signature of their home association registrar) and any required Classic League forms or information sheet(s) and any other forms required by the Classic League; **(b)** current pictures uploaded in Got Soccer Team Account, and **(c)** pay the required fees as specified. By the time of applicable Coaches and Managers Meeting, each team must have updated any forms or other paperwork submitted earlier.

Clubs invited to field teams in Bye Positions may be required to provide volunteers to help administer the Challenge and/or Qualification Games, as required by the Classic League. Clubs invited to field teams in Bye Positions will be required to pay an "Entry Fee" due no later than the date announced by the Classic League (usually in July).

5. **Roster Changes** Unless the tournament rules provide otherwise, specific forms must be completed and submitted any time a roster change is necessary. Roster changes will not be processed by the Classic League office until all roster change forms and information are complete and accurate. All roster changes must be properly submitted *before* a player is eligible to participate in Classic League play; and *before* an adult (coach, any assistant coach, the team manager, any team trainer, etc.) is allowed on the players' side of the field. Roster changes must be submitted to the Classic League, through its office, by 5:00 p.m. Thursday for a Saturday or Sunday game; and, by 12:00 p.m. on that business day for a weeknight game.
6. **Guest Players** Guest players/Club Pass Players are not permitted in either the Challenge Games or the Qualification Games.
7. **Play-Up** All teams must participate in their proper age division. No team will be allowed to "play up" during the soccer year.
8. **Combination Challenge and/or Qualifying Games** The Classic League reserves the right, with approval of the Board of Directors, to hold any Challenge and/or Qualification Games in combination with one or more other competitive soccer leagues (including the Plano Premier League and the Arlington Premier League).

## VI. CLASSIC LEAGUE PLAY

- A. **IFAB Laws Apply** Classic League play is governed by IFAB Laws of the Game, as modified for youth play (except as noted below).
- B. **Age Division Placement** Each team is required to play in its proper age division in the soccer year.
- C. **Points for Season Play** The Fall and Spring Seasons will be played and each team will be awarded standing points as follows:

WIN	THREE (3) POINTS
TIE	ONE (1) POINT
LOSS	ZERO (0) POINTS

These points will be used to determine League standings for each season and for the soccer year (Fall and Spring combined).

- D. End of Season/Year Tie Breakers/Placement** If two (2) or more teams are tied in the number of points, the tie will be broken as follows:

1. Overall team goal differential. (Maximum differential is capped at 4).
2. Total goals scored.
3. Board decision.

NOTE: In the event a Classic League game or games have been forfeited, the score of any forfeited game will be recorded as **3-0**. If any tied team played an opponent that forfeited to another or other tied team(s), then all games against that opponent will be omitted before applying the above tie breaker rule.

- E. Voluntary Withdrawal from Classic League** Any team who withdraws from the Classic League voluntarily will not be invited to field a team in the Classic League for a period of not less than one (1) year from the end of the season in which said team withdrew. Additional sanctions may be taken against such team and sanctions may be taken against the club with which such team is affiliated. The ban and any sanctions must be approved by 2/3's vote of the Board of Directors present and voting at a duly called meeting in which a quorum is present.

- F. Voluntary Forfeiture or Withdrawal from Challenge or Qualification Games** Any team who **(a)** willfully or purposely forfeited a game in either the Challenge Games or Qualification Games; or **(b)** voluntarily withdrew from the Classic League's Challenge Games or from the Qualification Games will not be invited to field a team in the Classic League for a period of not less than one (1) full year from the end of the season immediately following such voluntary withdrawal or forfeiture. Additional sanctions may be taken against such teams and sanctions may be taken against the club with which such team is affiliated.

- G. Forfeiting of Game(s)** A team that forfeits a regular season game shall be assessed a \$500 fine that must be paid prior to the team's next regular season game. Additional sanctions may be taken against such teams and sanctions may be taken against the club with which such team is affiliated. These may include reduction of standing points, additional fines, and/or coach suspension. If the fine is not paid prior to the team's next regular season game, such team will forfeit this game as well. If a subsequent forfeit due to non-payment occurs, or a second forfeit within the regular season occurs during the soccer year, the team shall be immediately removed from the League. At the discretion of the Chairman, the A&D Committee may hold a preliminary hearing regarding all such forfeiture circumstances.

- H. Game Report Requirements** The manager of both teams must report the score of the game on the same day after the conclusion of the game. The official standings will be maintained by the Age Division Commissioner. The referee will provide a Classic League Game Report for each game and the referee will be responsible for turning it in to the Classic League official.

## **I. Equipment and Uniforms**

1. All players are required to have proper uniforms including permanent numbers on the back of their jerseys that correspond to the number on the team's official roster. Players without numbers on their jersey will not be allowed on the playing field. Goalkeepers **must have a number** on their goalkeeper jersey. Failure to follow these procedures may result in monetary fines in addition to other sanctions as determined by the A&D Committee. A team with less than seven (7) players in numbered uniforms will forfeit the game.
2. Each team must have alternate colored jerseys available at each game for use if necessary. The alternate jerseys must have permanent numbers on the back of their jerseys that correspond to the numbers on the team's official roster (same as on their regular jerseys). The Home Team (team listed first on the schedule) must wear white, light, or contrasting jerseys and the Away Team must wear dark and contrasting jerseys. In case of a conflict, the Away Team changes to their alternate jersey. The jersey of each goalkeeper may not be the same color as either team's jerseys, it may not be the same color as the jersey being worn by the referees. If two goalkeeper jerseys are the same color and neither has another jersey, the referee allows the game to play. The referee crew has the sole authority to determine if there is a conflict with jersey colors.
3. Undergarments, specifically clothes worn underneath the uniform required by IFAB, should conform to the IFAB Laws of the Game to the extent possible, but as long as the undergarments are similar to the main color of the jersey, that is acceptable. Also acceptable is black (for dark jerseys) and white (for light jerseys).
4. Players cannot wear anything that is dangerous to themselves, or the other players, and no jewelry is allowed. Proper shin guards are required for all players. Braces and other medically required support apparatuses must have no dangerous metal or hard plastic exposed, unless covered with a soft protective covering. The referee shall make the final decision whether or not the player can play.
5. **Dress Code** In keeping with its Mission Statement to provide a select soccer program "in a safe environment so that serious players can develop their skills to the highest level", the League has adopted the following Dress Code to promote health and well-being, instill discipline, prevent disruption, and avoid safety hazards. A rostered individual's dress and grooming must not be a health or safety hazard to others. The League prohibits pictures, emblems, or writings on materials or clothing that are lewd, offensive, vulgar, immodest, or promote or refer to alcoholic beverages, drugs, or any illicit substance. Clothing items depicting or promoting acts of violence, membership in a gang or secret society, guns, weapons, death, dismemberment, disfigurement, or other offensive items are specifically prohibited.

6. **Dress Code Violations** Any rostered individual failing to comply with the Dress Code may be removed from the game and/or soccer complex until such time as the individual is in compliance. During League sponsored soccer activities, Board Members on duty and/or their representatives shall have broad discretion to determine whether an individual is in compliance with the Dress Code. Further, failure to comply with the Dress Code may result in additional sanctions against the offending individual, his team, his club, and his coach. Sanctions may include fines and/or suspensions as determined by the A&D Committee. Persistent, wide-spread, or egregious violations of the Dress Code may be deemed unsporting, unethical, harmful, and/or prejudicial to the League. *Nothing herein shall restrict the ability of a Board Member on duty (or any other person in charge of a league sponsored soccer activity) from imposing additional standards, including with respect to spectators, to the extent reasonably necessary to maintain the peace, prevent disruption, and avoid safety hazards.*

**J. Schedule Changes and Rescheduling**

1. After the schedules have been prepared, **no schedule changes will be allowed without approval of ten (10) voting members of the Classic League Board even by email** except in the case of inclement weather. Special effort will be made to avoid Classic League coaching conflicts for coaches that coach two Classic League teams. Requests will be considered only to the extent that the request does not cause disruption of the remainder of the scheduling, as determined by the Age Division Commissioner and ten (10) voting members of the Classic League Board even by email. Exceptions to this Rule may only be made by Age Division Commissioners with the approval of ten (10) voting members of the Classic League Board even by email. Written requests stating specific reasons for rescheduling must be submitted and received at least ten (10) days prior to the date the game was originally scheduled to be played, and such request must be made early enough to allow for a regularly scheduled Board meeting to consider such request (the Board usually meets on the first Wednesday of every month). For numerous reasons, it is impossible to schedule or reschedule games to accommodate various Spring Breaks or tournament play, etc. Although reschedule requests are not likely to be granted, any team desiring a reschedule must submit that request in writing. Any team requesting to reschedule a game (other than for weather reschedules or on account of League error) after the schedules have been posted will be required to pay an administration fee of \$200 for such rescheduled game (if the reschedule is permitted by ten (10) voting members of the Classic League Board even by email). **Any such request must be in writing and must be accompanied by the \$200 fee.** See also Addendum 1 attached for additional information on policies regarding schedule changes and reschedules.





2. Unless either (i) the coach, team manager or other responsible person for the team is notified specifically by the Age Division Commissioner or (ii) the Classic League Hotline announces that their game has been canceled for any reason, both teams are required to appear at the game site on time, ready to play. Any team failing to appear who has not been given proper notice that the game has been canceled will be required to forfeit the game.
3. Regular season League games that are stopped prior to halftime for any reason other than acts on the part of one of the teams (or their representatives or spectators) will be rescheduled and replayed in their entirety. Regular season League games that reach halftime and cannot be continued for any reason other than acts on the part of one of the teams (or their representatives or spectators) will be considered complete. Regular season League games that are stopped, abandoned, or suspended on account of the actions of one or more of the teams, team representatives, or spectators will be referred to the A&D Committee for consideration of disciplinary actions and final disposition of the game.  
See also Rule VII. (H.)

**K. Duration of Games, Ball Size, and Format** The duration of season games and specific ball sizes are as follows:

<u>Age Division</u>	<u>Length of Halves</u>	<u>Ball Size</u>	<u>Format</u>
11U	Two 30-minute halves	4	9 v 9
12U D3 – D4	Two 30-minute halves	4	9 v 9
12U D1 – D2 Fall	Two 30-minute halves	4	9 v 9
12U D1 – D2 Spring	Two 30-minute halves	4	11 v 11
13U – 14U	Two 35-minute halves	5	11 v 11
15U – 16U	Two 40-minute halves	5	11 v 11
17U – 19U	Two 45-minute halves	5	11 v 11

Format specifies the number of players on the field for each team including the goalkeeper.

**L. Number of Players**

1. A 11U and 12U (D1-D4 in the Fall and D3-D4 in the Spring) team must have a minimum of **six (6) players ready to play** to start a game and six (6) eligible players to continue a game. If at the scheduled game time, a team does not have six (6) players, a 10-minute grace period will be allowed. If at any time during this 10-minute grace period a sixth player arrives, the game will begin immediately with the six (6) available players who are present. If the team does not have six (6) players available to play at the end of the 10-minute grace period, the team will be considered to have forfeited the game.

2. A 13U – 19U and 12U (D1 –D2 in the Spring) team must have a minimum of **seven (7) players ready to play** to start a game and seven (7) eligible players to continue a game. If at the scheduled game time, a team does not have seven (7) players, a 10-minute grace period will be allowed. At any time during this 10-minute grace period, if the seventh player arrives, the game will begin immediately with the seven (7) available players who are present. If the team does not have seven (7) players available to play at the end of the 10-minute grace period, the team will be considered to have forfeited the game.
3. If the field is not available until after the scheduled start time for a game, a grace period will commence at the scheduled game time and will run for ten minutes or until the field is available, whichever is the longer time period.

**M. Substitutions**

**1. Number of Substitutions and Re-entry**

- a. **11U-14U ALL Divisions AND 15U-19U Division II and Division III** The IFAB Rules that (a) limit the number of potential substitutes; or, (b) prohibit a player from returning to the game after he has been substituted for, do not apply for age groups 11U-14U, ALL divisions; and, for age groups 15U-19U, Division II and Division III. Up to 11 potential substitutes (7 in 11U through 14U, 11 in 15U through 19U) may be designated. Players that have been substituted for may return to the game as an additional substitute for any player on the field at the times set forth below.
- b. **15U-19U Division I** The Classic League limits the number of substitutions in all Classic League games to seven (7) per half, with no re-entry for field players during the half in which they were substituted. Goalkeepers are allowed one (1) re-entry in each half of play, provided the substitution is within the limit of seven (7) total substitutions for that half; and, the goalkeeper re-enters in the goalkeeper position.
- c. **Modified Substitution Rule: 15U-19U Division I Teams Only**  
Any player suspected of suffering a head injury may be substituted for evaluation without the substitution counting against the team's total number of allowed substitutions during the game.

## 2. Timing of Substitutions

- a. 11U-14U ALL Divisions AND 15U-19U Division II and Division III With the permission of the referee, substitutions are allowed: **(a)** at a throw-in by the team in possession; **(b)** at a throw-in by the team not in possession so long as the team in possession is also making a substitution; **(c)** by either team at a goal kick; **(d)** by either team after a goal is scored; **(e)** by either team when the referee has stopped play due to an injury; **(f)** at the beginning of the second half of play; and, **(g)** when a caution (yellow card) is given (that player may be substituted for).
- b. 15U-19U Division I Substitutions are allowed with the permission of the referee at all stoppages of play.

- N. Heading Rule Players in 11U programs and younger shall not engage in heading, either in practices or in games. **Per U.S. Soccer Referee Program – How the rule should be implemented:** “When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.”
- O. Club Linesman As defined by NTSSA Rule 3.12.1, all clubs participating in the Classic League agree that the appointment of a Club Linesman, when necessary, satisfies NTSSA Rule 3.12.3. Both teams must agree to the use of a Club Linesman; the coach from each team appoints a Club Linesman to serve for one half of the game (unless two Club Linesmen are needed – then both would serve the full game). A Club Linesman is responsible for calling in/out along the touchline. The Club Linesman may also assist on goal kicks and corner kicks *only with the explicit permission* of the Center Referee. Under no circumstances may a Club Linesman call offside; a foul; signal a goal or non-goal; enter the field to assist the Center Referee in handling players and/or the setting of a wall; or, converse with players, coaches, trainers, managers, or spectators.

## VII. DISCIPLINE

### A. NTSSA Disciplinary Rules

1. **Misconduct of Youth Players/Coaches/Assistant Coaches** If, during the soccer year, a player has accumulated a total of 7 (seven) cards – meaning any combination of red and yellow cards totaling 7 (seven), he shall be immediately suspended pending a hearing with the Classic League A & D Committee and assessed a fine of \$100 (payable to “CCSAI”).

If a player receives 3 (three) red cards, he shall be immediately suspended pending a hearing with the Classic League A & D Committee and assessed a fine of \$100 (payable to CCSAI).

If a coach or assistant coach receives 3 (three) send-offs, he shall be immediately suspended pending a hearing with the Classic League A & D Committee. Coaches will be assessed a fine of \$100 for each red card (payable to CCSAI).

2. **Member Associations, Playing Leagues and Tournament Officials** May institute their own “**CUMULATIVE CARD SYSTEM**” for players/coaches and assistant coaches or additional sanctions as they see appropriate. Appeals of cards are not allowed except when the referee admits he made an error in the issuance of the card. Red Cards for misconduct will remain within the competition where they are earned unless the violation happens in the last game of that competition and the Member Association/Player League or Tournament Officials deem that it is serious enough to forward to North Texas A & D for consideration of further sanctions.

- a. **Yellow Cards** A player receiving a second yellow card in a single game is suspended for the balance of that game and the next game within that competition.
- b. **Red Cards** A player receiving a red card or a coach/assistant coach who is sent off is suspended for the balance of that game and the next game within that competition, or if in the last game of the competition, may be referred to North Texas for further sanctions.

### **3. Misconduct and Punishment of Teams**

#### **a. Youth Association Teams**

1. When, during the current soccer year, the players/coaches/assistant coaches of a given team have accumulated a total number of **thirty (30) cards** in league play the Member Association and/or Playing League shall notify the team and the State A & D Committee. The team will be fined \$100 payable to NTSSA within thirty (30) days of receiving notice of the thirty (30) cards. The coach and the players of said team may also be required to appear before the Member Association and/or Playing League Disciplinary Committee to explain the team's continued misconduct. If desired, the Member Association and/or Playing League may waive the holding of a local hearing and refer the matter to the State A & D Committee. Failure of the Member Association or Playing League to notify the State A & D Committee within fourteen (14) calendar days of a team's cards totaling thirty (30) cards will result in a fine of \$100 per week for each week such notice is late. Red cards or send-offs assessed against that team's spectators or against that team during tournament play will be reviewed to ascertain team misconduct tendencies.
2. When the players/coaches/assistant coaches of a given team have accumulated a total of four (4) send-offs in a tournament (including cards issued as a result of an individual receiving two yellow cards in a single game) Tournament Officials shall notify the team and the State A & D Committee. The team will be fined \$100 payable to NTSSA within thirty (30) days of receiving notice of the fourth send-off. The coach and the players of said team may also be required to appear before the committee to explain the team's continued misconduct. Failure of Tournament Officials to notify the State A & D Committee within fourteen (14) calendar days of a team's fourth will result in a fine of \$100 per week for each week such notice is late. Red Cards or send-offs assessed against that team's spectators or against that team during league play will be reviewed to ascertain team misconduct tendencies.

- B. Right to Appear Before Committee** Any rostered individual or spectator expelled/ejected, sent-off, dismissed, or cautioned may have the right to appear before the A&D Committee. See also Rule VII. (H.)

- C. **Failure to Appear** Any individual, club, or team requested to appear before a disciplinary hearing and who fails to do so, may be suspended from all Classic League activities until such time as he does or they do appear.
- D. **Promptness of Hearings** The Disciplinary Committee shall make every effort to hold a hearing on any matter deserving attention within ten (10) days of receipt of the official reports by the Secretary, A&D Director, or other responsible member of the Classic League Board. However, failure to hold such hearing within that time does not negate its right to act on the matter.
- E. **Issuance of Cards to Players** IFAB rules give the referee the authority to issue yellow or red cards to players at any time while the teams are on the field. This includes before the game; during the game; during the half-time interval; after the game has finished; and, during extra time and kicks from the penalty mark since the game remains under the referee's jurisdiction at these times. If misconduct observed by the referee occurs after the teams have left the field, an incident report will be filed by the referee, but a card will not be issued.
- F. **Disciplining Others** In addition, Classic League Rules allow the referee and/or League officials to deal with, sanction (including dismiss from the soccer complex), and/or report other incidents of misbehavior by any rostered individual or spectator before, during, and after the game (including those away from the field). Such reports may be accepted from other Classic League officials and/or other credible witnesses. State and National Rules stipulate that any instances of alleged referee assault must be referred directly to NTSSA.
- G. **Responsibility for Team**
1. The Classic League recognizes that the club, coach, assistant coach, and team manager are each responsible for their team(s). In the event disciplinary action is necessary, any of these parties may be held accountable for the team.
  2. Only the coach and/or manager of record, and/or club representative may represent an entire team and all of its members at a disciplinary hearing. The coach, assistant coach, manager, and club are responsible for the behavior of a team's spectators and players, both individually and collectively. The Disciplinary Committee may, at its discretion, hear other interested parties.
  3. A rostered team or club representative must be present with and is responsible for the team and spectators during all games.

- H. **Standard of Conduct** Conduct at League-sponsored events is expected to be of the highest caliber at all times. Therefore, any misconduct by non-players or players – including, but not limited to, engaging or threatening to engage in violent behavior; vandalism and/or destruction of playing complex land or property; dishonesty; profanity; abusive language; racially construed comments and/or racial slurs; obscene gestures – shall be dealt with in a decisive manner.

1. **Non-Players**

- a. The North Texas State Soccer Association (NTSSA) has adopted a comprehensive set of rules referred to as the *NTSSA Code of Ethics for Coaches*. The Classic League, being a member of NTSSA, will support and adhere to these rules in every respect. Accordingly, Classic League coaches (and assistants, whether listed officially on the team roster or not) are expected to act and teach in accordance with these rules. Classic League coaches (and assistants, whether listed officially on team rosters or not) are expected to act and teach in sportsmanlike, ethical, and gentlemanly ways.
- b. Actions that are deemed to be contrary to these rules are considered to be detrimental and/or prejudicial to soccer and to the Classic League. Such actions should be reported in written detail to the Classic League so they may be investigated by the A&D Committee.
- c. A non-player accused of violating the aforementioned rules or the NTSSA Code of Ethics/Conduct will be asked to appear before the A&D Committee for possible disciplinary action. If found guilty, such individual may be reprimanded or suspended for some specific period or number of games, depending on the severity of the incident. Appeal of the A&D Committee's decision will be in accordance with the Classic League Bylaws.
- d. If a rostered team or club representative is unable to control a team's spectators, referees may suspend play and request coaches (or other rostered individuals) to intervene with regard to and to calm down, control and/or remove (i) unruly spectators, (ii) spectators that are demonstrating unsportsmanlike behavior and (iii) spectators that the referee is having any other problem with. If the unruly behavior continues after the coach's warning, the referee may remove the coach from the game and a **\$200** fine will be assessed. League Representatives can and will abandon games when spectator conduct becomes too disruptive or if individuals requested to leave the field or the surroundings fail to immediately leave as requested.
- e. Any dismissal or expulsion of a non-player from any Classic League game or event shall result in an automatic minimum one (1) game suspension. No appeal shall be allowed with regard thereto. In addition, as soon as reasonably practical thereafter, such non-



player may be required to appear before the A&D Committee which may assess additional penalties to those listed above, if deemed appropriate. Failure for the individual to appear at such hearing may result in additional sanctions, up to and including suspension of the team or club.

- f. A non-player suspension is to be served at the next scheduled sanctioned game for that team.
- g. If a non-player is dismissed or expelled from any Classic League game, in addition to the automatic minimum one (1) game suspension, that person will automatically be fined **\$200**. No appeal shall be allowed with regard thereto. If not paid by the individual, such fine will be the financial responsibility of the applicable team and/or club. The fine must be paid by the date set forth by the League. Failure to pay the fine may result in additional sanctions, up to and including suspension of the team or club.
- h. If the Classic League Board of Directors receives word through any source (including referee reports, a Commissioner or other Board member, field marshal, etc.) there is a team or spectator that is disruptive from the sidelines, out of control at the field, or demonstrating unsportsmanlike behavior, such individual and/or the manager, coach, and/or team may be required to appear before the A&D Committee for investigation.
- i. If a Coach is dismissed during a game in progress, there must be a rostered individual for this team (Asst. Coach or manager) or a DOC to take over managing the team or the game ends as a forfeit.
- j. Any Coach, Asst. Coach, DOC, or manager who is dismissed from a game in progress or during their game suspension, cannot be in the vicinity of the game (meaning they cannot try to view the game from the spectator sideline, end line, another field, on top of a berm or hill or bleachers, or other areas of the complex). Additionally, No electronic devices can be used by ejected or suspended individuals to communicate with anyone on either side of field while serving the suspension and are prohibited from attempting to provide instructions or directions to others during the game.

## **2. Players**

- a. Hearings for players shall be held only when written reports are submitted to the Classic League. These are usually referee reports, but misconduct need not be confined only to the field of play and reports need not be limited to referee reports. Referee misconduct reports are required to be postmarked or hand-delivered to the Classic League no later than seventy-two (72) hours after the game in which the misconduct occurred (Sundays and holidays are excluded when calculating the 72-hour time period).

- b. Violent conduct by a player, on or off the field, when related to Classic League sponsored activities is an automatic 2 game suspension.

**NOTE: The penalties listed above are minimum penalties and cannot be reduced. These suspensions must be served whether the referee turns in his misconduct report in a timely manner or not.**

- 3. **Game Stoppage** Regular season League games that are stopped, abandoned, or suspended due primarily to the actions of one team or their team representatives or spectators will be referred to the A&D Committee for consideration of any disciplinary actions, possible monetary fines, and final disposition of the game.
- 4. **Payment for Damages** All repair or replacement costs associated with the vandalism of, or destruction of, playing complex land or property, either by a non-player or player, becomes the absolute financial responsibility of the team. Payment for such costs, as determined by the League, is expected to be immediate and in full. Failure to comply may result in additional sanctions against such team and sanctions may be taken against the club with which such team is affiliated.
- 5. **Parents Code of Conduct** In addition to any other provisions of these Rules applicable to non-players, parents are expected to always conduct themselves in accordance with the **Parents Code of Conduct of the Classic League**, attached hereto as **Addendum 2**.

Any parent or spectator entering the field of play with the intention of disrupting the game or harm to others will cause an automatic suspension of all the team's parents and spectators for three (3) consecutive games. A second offense may result in a full season suspension for all parents and spectators. Lack of compliance will affect standing of team in the Classic League.

- I. **Ineligible Players** A team that plays an unregistered, ineligible, or suspended player may forfeit all of the games in which the player participated and/or face such other sanctions as determined by the Classic League Board. The Age Division Commissioner of the team that plays an unregistered, ineligible, or suspended player determines whether the game(s) in which the player participated will be ruled a forfeit. In addition to this determination, the Age Division Commissioner also makes a recommendation to the A&D Committee based on his/her findings as to whether the team knowingly played an unregistered, ineligible, or suspended player. Based on the findings presented by the Age Division Commissioner, additional sanctions may be taken by the A&D Committee. A team that knowingly plays an unregistered, ineligible, or suspended player shall forfeit all of the games in which the player participated. A coach, assistant coach, and/or team manager knowingly playing such a player shall be

suspended from all Classic League soccer games and League sponsored events for a minimum of one year. A coach, assistant coach, and/or team manager playing such a player without first exercising due care may be suspended from all Classic League soccer games and League sponsored events for a minimum period of one year. The offending player may be suspended from all Classic League soccer games and League sponsored events.

## **VIII. GENERAL RULE WITH REGARD TO PLAY AT THE RICHLAND/CLASSIC SOCCER COMPLEX**

The Classic League has made a major investment in providing you with a quality playing complex. However, this would not have been possible without the generous help of the Richland College Administration and the Dallas County Community College District. Our agreement with the College and our ability to continue using the facility requires that we respect the property and that behavior of the players, spectators, and officials be exemplary.

## **IX. ADDITIONAL ADMINISTRATIVE RULES**

**A. Classic League Soccer Complex at Richland College & All Other Playing Locations** Every team, player, parent, or other spectator participating in either the Classic League Challenge Games, Qualification Games, or in Classic League play is required to adhere to the following Soccer Complex Rules (these should be copied and distributed to every player, club/team official, and parent on a team):

1. No driving, soccer parking, or drop-offs are allowed at the Richland complex; **(i)** along the adjoining alleys, **(ii)** in adjoining apartment complexes; or, **(iii)** in adjoining neighborhoods. This includes the apartment complex adjacent to Field #1, the alley and neighborhood east of and along Fields #2-4, and the alley and neighborhood south of the Auxiliary Fields #11-14.
2. At the Richland complex, parking is only permitted in the main paved parking lot adjacent to the fields (nearest Fields #9 and #10). No driving, parking, or drop-offs are permitted **(i)** on the grass; or, **(ii)** ON THUNDERDUCK ROAD OR THE PARKING LOT leading up to and adjacent to the concession building and baseball area. NO PARKING signs are also posted in designated areas around the LeCroy Center building. These are primarily behind the building and on the drive leading up to the area. Violators will be towed at the owner's expense. Please drive very slowly in all of the parking lots and do not allow any drop offs along the street or the parking lot drive alongside Fields #9 and #10. Pull into a parking aisle before you drop off.
3. At all complexes, no flyers or any other types of advertisements or announcements of any kind are allowed to be distributed at the complex or

in the parking lot without advance approval by the Classic League Board.

4. No alcohol is allowed at any complex during League play or anywhere on the Richland campus grounds. Tobacco use of any kind is prohibited from ALL athletic fields on the Richland campus. Richland College Police may issue citations for violations of smoking/tobacco use on campus grounds. For more detailed information, please refer to the League website.
5. At all complexes, parents and other spectators of both teams are required to sit on the same side of the field (opposite the players) and they may sit at either half of the field but not at the end of the fields between the goal line corner flags (i.e., anywhere along the parent touch line) - parents/spectators are not required to sit on the same end of the field as their team is sitting on. Only the players, one coach, and two other team officials are allowed on the players' side of the field. All adults on the players' side of the field must be registered on their official roster (or in the case of a substitute game day coach, on some NTSSA official roster).
6. At the conclusion of each game, all post-game discussions, team cool down, etc. are to take place off the playing field. Coaches and players are expected to promptly clear the playing field, their bench, and the immediate surrounding area. All trash from the bench and immediate surrounding area must also be removed.
7. Teams are expected to work together to pick up the trash at their games (both the spectators' side and the players' side). Teams are expected to pick up any trash at their field at the conclusion of their game, regardless of whether the trash was left by members of their team (even if the trash was there at the beginning of their game). Prior to picking up another team's trash, the team manager may want to inform a field marshal or the Board Member on Duty so that follow-up action can be taken. Parents and all other spectators are responsible for picking up their side of the field and the players are responsible for picking up their side of the field. Managers and coaches need to remind both the parents/spectators and the players at every game. **NO TAPE OF ANY KIND OR BOTTLE CAPS MAY BE LEFT ON OR AROUND THE FIELDS - THESE CAUSE DAMAGE TO THE MOWING MACHINES.**
8. At the Richland complex and campus, you are prohibited from entering the College buildings, except in cases of extreme emergency.
9. The soccer complexes are patrolled by Board Members and Field Marshals. They are primarily there to be of assistance to you, and to remind you of the above rules. **WE EXPECT YOU TO TREAT THEM WITH RESPECT.**
10. The soccer complexes will also be patrolled on occasion by police officers. They are there to keep the peace. We hope they are not necessary. The

officers will be official licensed police officers with state police authority to make arrests.

11. At the Richland complex, the first game of the day is responsible for putting up the corner flags if they are not in place (volunteers may deliver them to your field; however, if they are not there within 30 minutes of your game time, they should be retrieved by the home team from the storage area in the concession building).
12. Rollerblading is not permitted on the Richland College Campus or at the soccer complex; and, no scooters, skateboards, or other wheeled or similar devices are allowed at or near the Soccer Complex. Exceptions are motorized wheelchairs and Segway's used by Richland Police.
13. During soccer activities, no dogs, cats, or other pets or animals are allowed at the soccer complexes (even if they are on a leash or in your lap, etc.).
14. Only official League games or other official or sanctioned League activities are allowed at the Richland Soccer Complex. No practices, clinics, scrimmage games, etc. are permitted without permission from the Classic League.
15. At all complexes, only the current teams (players and coaches) are allowed on the field (either for warm-ups or the actual game). NO TEAM WARMUP IS ALLOWED INSIDE THE 18 YARD PENALTY AREA OF THE GOALS AT ANY TIME. No one else is allowed on the field before, after, or at half-time. NO CROSSING GAME FIELDS AT ANY TIME – USE THE WALKWAYS PROVIDED. There is to be absolutely no free play (e.g. shots on the goal, etc.) by spectators at any time, including during half-time or before or after games, etc. Fields without games playing are closed and are not available for warm-up by teams or for spectator traffic to cross. Failure to comply may result in monetary fines in addition to other sanctions as determined by the Classic League Board.
16. Golf carts are available for handicap or injury assistance by contacting a Field Marshal for assistance. Medical trainers are allowed golf cart access to the playing fields/team bench areas at all playing locations.

**B. Inclement Weather Procedures** In the event of inclement weather, the Classic League will determine if games are to be suspended. **If games are suspended, teams and spectators should go to the parking lot and stay in their cars - do not leave the complex until you know the games will not be resumed.** If play can be resumed, a Classic League official will sound the ALL CLEAR and play will resume at the point it was suspended. Games may be temporarily suspended in the 1st or 2nd half with the intention of resuming play as soon as possible. If games cannot be resumed, reschedule information will be posted to the Classic League website and on the League hotline. DO NOT LEAVE THE COMPLEX

UNTIL YOUR COACH OR MANAGER TELLS YOU GAMES ARE CANCELLED. Either the coach or manager should check with the Classic League complex headquarters for more information before leaving. Games MUST BE COMPLETED to be considered complete games. See also Rule VI. (J.) (3.)

**WEATHER HOTLINE:** 214-814-4321

**WEBSITE:** WWW.CCSAI.ORG

**In addition to the above information, each complex has a different warning system for suspending play as follows:**

**CLASSIC LEAGUE SOCCER COMPLEX AT RICHLAND COLLEGE:**

A siren will sound with one long blast indicating all play should be suspended and fields cleared immediately. In addition, a **yellow light**, located on top of the concession building, will be turned on and remain on while play is suspended. All players, coaches, managers, and spectators should go to their cars immediately and remain there during suspended play. The ALL CLEAR signal will be three (3) short blasts from the siren to return to the fields to resume play from the point of stoppage. If the ALL CLEAR signal is given, the **yellow light** will be turned off. If a **red light** on top of the concession building is turned on, then games have been cancelled and teams should check the League website or with their team manager for rescheduled games. Referees should check with the Assignor/Field Coordinator for any additional instructions before leaving the complex.

**MONEYGRAM SOCCER PARK:**

A siren will sound with one long blast indicating all play should be suspended and fields cleared immediately. All players, coaches, managers, and spectators should go to their cars immediately and remain there during suspended play. The ALL CLEAR signal will be three (3) short blasts from the siren to return to the fields to resume play from the point of stoppage. If games are cancelled, the Classic League Board Member on duty will make the call and send notification out from the PHP Tournament Office located in the concession building on Technology Drive. Only the manager or coach should check at the office for final determination of play before leaving the complex. Referees should also check with the Assignor/Field Coordinator before leaving the complex.

**Any team that does not comply with this policy may be subject to an A&D hearing to determine possible fines or sanctions to the team. The safety of all participants – players, coaches, managers, officials, volunteers, and spectators – is of the utmost concern of the Classic League and as such taken very seriously when participants do not comply with the weather policy.**

C. **Field Marshal Volunteers** Home teams will be required to provide a field marshal during each game.

1. **Field Marshal Volunteer Requirements:**

a. Must be at least 18 years old and must not be a Classic League

rostered player.

- b. Must hold a valid driver's license to drive a golf cart.
- c. If Home Team of the first game of the day, must report to the Board Member on Duty 15 minutes before the game begins.
- d. Must work the shift without their children. Children 16 years of age or older may work with their parent if needed to serve as interpreters, but may not be a Classic League rostered player.
- e. Must be able to stand in the middle of the parent's side for the scheduled shift.
- f. Must be able to clearly understand the verbal instructions of the Board Member on Duty.
- g. Must be able to read and understand the written instructions on the Volunteer Lanyard.
- h. Must be willing to talk with team representatives and spectators to remind them (enforcement) of the rules and policies of the Classic League and Richland College/MoneyGram Park.
- i. Must understand that they are not to get into confrontations with any team representative or spectator.

**D. Compliance with all Playing Complex Rules** Every rostered individual and spectator participating in either the Classic League Challenge Games, Qualification Games, Classic League play, or in Classic League sponsored events is required to adhere to all playing complex rules, as published on the League's website; or, as posted at the complex; or as otherwise disseminated from time to time.

**E. Additional Administrative Rules** Additional administrative rules may be issued from time to time by the Classic League Board in order to manage the Classic League and the Classic League's soccer complex(s) in an efficient manner. Team managers also receive detailed information at the annual managers' meeting with regard to certain procedures, processes, and deadlines that must be continually adhered to or met. Failure to comply with these administrative rules or information may result in monetary fines and loss of standing points, in addition to other sanctions as determined by the Classic League Board.

**F. Violation** In addition to any other sanctions provided in these Rules, violation of any Classic League Rule may result in sanctions or other punishment against the offenders, possibly including one or more of the following: **(i)** confiscation of the scooter, skateboard, or other device; **(ii)** \$100 or more fine; **(iii)** additional (double) volunteer duty and \$100 per person fine for volunteer "no-shows"; **(iv)** forfeiture of games; **(v)** loss of standing points; and, **(vi)** possible expulsion from the Classic League, in addition to being responsible for any monetary damages or costs incurred by the Classic League (for example, replacement costs of nets and costs of contracting the pick-up of trash). More severe sanctions will be levied against repeat offenders. In addition, repeated violations of these Rules may result in the Classic League notifying the team's Coaching Director and Club Director or President; and requiring the club to provide assurances that such circumstances will not continue (subject to fines and other disciplinary actions against the club, if the club does not take appropriate actions).

## **X. REVISION OF RULES**

These Classic League Rules may be changed or modified by a majority vote of the attending members of the Board of Directors at any regular or special meeting held in which a quorum is present, provided that all members on the Board have been notified prior to the meeting (either orally or in writing) of the proposed changes(s).



## **ADDENDUM 1**

### **SCHEDULING CONFLICTS AND RESCHEDULE POLICY STATEMENT**

The subjects of scheduling conflicts and rescheduling games have always been difficult and often include misunderstood issues. Therefore, it is appropriate that the policies regarding these issues be set forth in a statement for your use. First, it is important to understand the three scheduling conflicts we most often encounter:

- (1) scheduling conflicts with teams coached by the same person;
  - (2) scheduling conflicts with other activities for which we have advance notice; and
  - (3) rescheduling games on account of scheduling conflicts, after they have already been scheduled.
- It is important to understand there is a big difference between (1) scheduling around a conflict when we have advance notice (let's call that a scheduling accommodation) and (2) asking that a game be rescheduled after it has already been scheduled.

**Coaching Conflicts** First, the Classic League, your Commissioner, and the Scheduling Committee will try their best to avoid coaching conflicts if you coach two teams in the Classic League as long as your Commissioner is advised of those circumstances prior the Scheduling Committee Meeting, which is usually held immediately after the Qualification Games and again in early January. We cannot avoid every conflict, but know that we will try to consider your requests. If you coach more than two teams in the Classic League, it becomes a very difficult task to try to avoid coaching conflicts, and therefore, conflicts are inevitable if you coach more than two of our teams (in this case, you may want to have an assistant ready to substitute for you when you have conflicts). We do not address scheduling conflicts you may have with teams in other leagues. We also cannot honor requests that all games be scheduled exclusively in the morning or in the afternoon to avoid conflicts with your teams in other leagues.

**Schedule Accommodations** Generally, it is our policy to not schedule around soccer tournaments or other non-Classic League events. Exceptions that may be considered include:

- (1) showcase tournaments for older teams; and
- (2) school activities and religious conflicts if the conflict is unavoidable; if it involves a significant number of players on your team; and, if your Commissioner is advised in advance of the conflict before the schedules are prepared. Teams are encouraged to advise their Commissioner of any scheduling conflicts they may have as soon as possible (but in any event, before the deadline set by the Scheduling Committee). Generally, other than for showcase tournaments for older teams, we do not schedule around tournaments. Most tournaments are not held during the regular season, so this is not a very big problem. However, every year, we receive a few requests to schedule a team for a weeknight game for some particular week so they can attend an out-of-town tournament that weekend (or sometimes for more unusual reasons, like the coach is getting married). We wish we could accommodate these scheduling requests, but if we did this for one team, we would have to do it for all teams. We already have an extremely difficult time scheduling our season as it is without these additional difficulties (and, it may be unfair to your opponent who would also have to play an additional weeknight game so you could attend a tournament).

We also adjust our schedules to accommodate UIL soccer play, State Cup, Dallas Cup, etc., and this makes it almost impossible to accommodate other conflicts.

These same factors also cause make-up games to be a difficult exercise. If you have a game rained out, it will likely be rescheduled as a night game or on one of the open weekends during or after the season is scheduled to end. Please keep these weekends open for makeup of rainout games. Rainout dates are typically posted on the League website, and often include Spring Break weekends and the weekend before and after Thanksgiving, Memorial Day, and State Cup. If you have a game rained out, and you have some particular scheduling conflict later that season, let your Commissioner know within 48 hours, so consideration can be given when scheduling the make-up game (again, no promises, since accommodating your schedule on a make-up is harder and sometimes impossible).

**Rescheduling Games** Once a game is scheduled (either regular season or make-up games), it virtually takes an act of congress to change it, although it is not unusual for there to be a few corrections made to the schedule immediately after it has been distributed to the teams. Our Commissioners, Schedulers, Referee Assignors, Field Coordinators, etc., have a hard enough time as it is, and we simply cannot be rescheduling games once they have been scheduled.

COMMISSIONERS MAY NOT RESCHEDULE OR ALTER ANY GAMES WITHOUT THE APPROVAL OF TEN (10) VOTING CLASSIC LEAGUE BOARD MEMBERS. This accomplishes several things. First, if the answer is "no", then the Commissioner does not have to make that decision by himself (and take all the heat) - remember not to shoot the messenger. Second, this gives the Commissioner the benefit of everyone's experiences on the Board and everyone's memory of precedents we can follow. Most important, it helps avoid any claim of "favoritism" being shown to any one coach, team, or club (since our Board is so diverse, with members for many different clubs, it is hard to imagine any one club receiving any favoritism). We continue to try to be flexible for school activities (although the only one we have consistently accommodated with reschedules in the last several years was for the SAT). Normally, teams do not know before the start of the season how many of their players may be taking the SAT test on any particular date. Therefore, advanced scheduling accommodations for the SAT may not be possible, which means we may have to resort to after-the-fact reschedules if circumstances warrant. If you have so many players on your team taking the SAT that you will have to play with fewer than 7 players (and you will have to prove this by presenting a copy of the SAT Admission Ticket for every player on your team that has this conflict), we have in the past rescheduled games.

We hope this explanation of our policy with regard to scheduling conflicts and rescheduling games will help avoid disagreements in the future over these very matters. If you have any questions in connection with these matters, please do not hesitate to contact your Commissioner, since only your Age Division Commissioner can address your requests.

## ADDENDUM 2

### Classic League Parents Code of Conduct

<b>As a parent, you play a special role in contributing to the needs and development of our players. Through your encouragement and good example, you can help all the players learn good sportsmanship and self-discipline. Please read and observe the following Code of Conduct.</b>	
<b>Show Respect and Courtesy To:</b> <i>All Players, Including Opponents</i> <i>All Coaches</i> <i>All Officials</i> <i>Other Spectators</i>	<b>Be a Positive Role Model for Your Child and Others</b>
<b>Encourage:</b> <i>Fair Play</i> <i>Good Sportsmanship</i> <i>Competitive Play</i> <i>Cheering Instead of Yelling</i>	<b>Recognize and Cheer for Good Plays by Both Teams</b>
<b>Refrain From:</b> <i>Questioning, Criticizing or Abusing Official,</i> <i>Taunting or Booing Players or Officials</i> <i>Using Profanity or Degrading Gestures</i> <i>Coaching From the Sideline</i>	<b>Appreciate the Time and Energies Donated by All the Teams and League Volunteers, and Cooperate With Their Requests</b>
<b>Enjoy the Game!</b>	