

LEAGUE POLICIES

NATIONAL FUTSAL PREMIER LEAGUE

2019-2020 SEASON



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Article I - League

Section 1.01. Bylaws.

These rules exist in conjunction with the Bylaws of the NFPL.

Section 1.02. Laws of the Game.

All games under the jurisdiction of the NFPL shall be conducted according to the rules and regulations recognized by the League. The League will use the Fédération Internationale de Football Association (FIFA) rules except for those exceptions listed herein.

Section 1.03. Playing Season.

The playing season of the League shall be allowed to start on the second weekend in December 2019, though that date is not a mandatory start for all teams, and end no later than the first weekend of May 2020. Every effort will be made so each team will play every team in the League home and away; or if the League has two conferences, an effort will be made so every team will play home and away in its conference and one game will be played with every team in the other conference with half home and away games.

Section 1.04. Playoffs.

All playoff games shall be under the control and supervision of the NFPL. For the 2019-2020 season, playoff structure will be the below.

Top 3 teams from Eastern and Western conference will advance to the playoffs. Seed 3 in each conference will play seed 2 at seed 2's home. The winner will play seed 1 at their home court.

For the championship game, home court will be awarded to the team with the best overall record prior to playoffs starting. In the event the records are tied, the tie breakers are outlined below in Section 1.06. Tie in Standings.

Section 1.05 Championships.

The NFPL Champion shall be the winner of the Championship game in the playoffs. A team will not be considered for the play-offs unless all league dues are current.

Section 1.06. Tie in Standings.

In case of a tie in the final League standings, the following tiebreaker will be used.

- (a) Head to head results between the tied teams.
- (b) Goal difference in the head to head results.
- (c) Most goals scored.
- (d) Fewest goals allowed.
- (e) Most wins in conference competition.
- (f) Goal difference in conference competition.
- (g) Fewest losses in conference competition.
- (h) Coin toss.

In the event of a three-way tie, a mini table involving only the three tied teams shall be used to determine the champion. If there is a two-team tie in the mini table, the two-team tiebreaker rules will be applied. If there is a three team tie for points in the mini tables, the first tie breaker will be "goal difference in conference competition", the second tie breaker will be "most goals in conference competition", the third tie breaker will be "fewest goals allowed in conference competition".

Section 1.07. Game Balls

The home team must provide the referee with at least two (2) Hummel balls, which is the NFPL approved game ball, prior to the kickoff. The referee will return all game balls to the home team upon completion of the game.

Section 1.08. Game Tied After Regulation Play.

There will be no overtime period if a regular League game is tied at the end of regulation. During playoff games overtime will be used in the manner herein described. In the event of a tie after regulation play, teams will play two (2) 5-minute overtime periods. Should the game remained tied at the end of the overtime periods, then kicks (3) from the penalty mark will decide the match.

Section 1.09. NFPL Point System.

- (a) Win - 3 points
- (b) Tie - 1 point
- (c) Loss - 0 points
- (d) Forfeit or Walk-off - 3 points

Section 1.10. League Schedule.

The league and playoff schedule is the ultimate responsibility of the League Board of Directors. The league schedule shall not be changed without the consent of the League Board of Directors.

Section 1.11. Cancellations.

The cancellation procedure is as follows:

- (a) No game may be canceled prior to the scheduled date unless both teams have agreed on a rescheduled playing date and the League Board of Directors has authorized the change.
- (b) If a stadium is closed (due to "Acts of God" or circumstances beyond control) the league must receive notice in writing, in a statement of closure from the facility owner immediately after closure.
- (c) The League Board of Directors shall establish a written policy for all other cancellations including games in progress.
- (d) Cancelled games should be rescheduled and played as soon as feasibly possible.

Section 1.12. No Shows/Forfeit/Walk.

A No-Show is when a team willfully does not appear at a game without a specific agreement approved by the League Board of Directors. The penalties for a walk-off will be the same for a no-show. The penalties for a No-show and walk-offs are as follows:

- (a) Loss of three (3) points from their standings, a League fine of five hundred dollars (\$500.00) and the forfeiture of all or part of the performance bond by the canceling team. This may include travel costs, venue costs, other necessary costs, proven by paid receipts and referee fees.
- (b) The League Board of Directors will determine the compensation to the affected team to cover expenses as defined above.
- (c) All fines and fees must be paid within seven (7) days.
- (d) A team may be expelled from the league if it accumulates two No-Shows within one season.
- (e) The score will be recorded as a 0-9 loss.

Section 1.13. Competitions.

- (a) All NFPL member teams are required to participate in the league competition, except if the team is on an approved Leave of Absence. Members' failure to participate in the league competition is a violation of these Policies. Competitions other than NFPL league play is by majority decision of the league members or at the discretion of each member for other competitions.
- (b) Participation in non-NFPL league competition is the sole responsibility of the participating teams. The NFPL has no administrative or financial responsibility for non-NFPL competition.

Section 1.14. Sponsorships.

For the good of the NFPL and its member teams, the League shall be authorized to negotiate both league-wide and regional sponsorships. The Board of Directors must approve these sponsorships. Where member teams have a local sponsorship for the same goods and/or services as a league or regional sponsorship but with a different provider, the local sponsorship shall remain in effect until the end of the current season or to the end of the sponsorship contract/agreement, whichever applies. For a member team to opt not to use a league or regional sponsor, the team must document annually that a local sponsor can provide the same goods and/or services at a significantly lower cost or higher quality and/or quantity.

Article II - Team

Section 2.01. Annual League Fees.

The League fees are those fees that are required for membership in the NFPL, including:

- (a) League monthly maintenance fees.
- (b) USSF/USASA/State Association fees.
- (c) Liability/Medical Insurance fees.
- (d) Championship Travel Pool fee.

The League Fees shall be annually determined by the Board of Directors no later than August 1. Annual fees are to be paid in full by the AGM, unless otherwise specified by the League commissioner. These League Fees need to be paid in full as a condition of being included in the League and/or playoff schedule, unless waived in part by the Board of Directors. The amount of the League Fees will be decided at the bi-annual meeting of the Board of Directors held prior to each season. The performance bond of a team may be used to pay any immediate past due fees immediately following the end of a season.

Section 2.02. Other Fees & Responsibilities.

Each team is responsible for other fees and costs including but not limited to:

- (a) Player Registration
- (b) Stadium Rental
- (c) Travel Expenses
- (d) Game Day Programs
- (e) Referee Fees
- (f) Performance Bond
- (g) Uniforms
- (h) Equipment
- (i) Media Guide
- (j) Post Match Meals for Officials and Visiting Team

Section 2.03. Roster.

All players must be listed on the NFPL roster, provided all are registered with the USSF and/or USASA. There may be no more than twenty (20) active players listed on the roster at any given time. All active registered players must be listed on the team's web page. There is no limit to the number of reserve-registered players. A maximum of fourteen (14) players may dress for games. Teams must dress a minimum of seven (7) players for each game. Team rosters must be on the team's web page prior to noon Friday before the weekend of play. Rosters will be frozen two weeks prior to the end of the regular season. Any changes to the Team Roster must be reported to the Board of Directors at least twenty-four (24) hours before a game. The home team will produce a Game Day Publication including both team rosters at all NFPL games.

Section 2.04. Conduct & Appearance of Team Bench Personnel and Players.

Professional conduct and attire is required of all personnel on the team bench. Abusive language and obscene body language or gestures will not be tolerated. The minimum dress code includes polo shirt, dress shorts and shoes (Unless there is a player/coach).

Section 2.05 Bench Requirements.

Absolutely no one but players on the Official Team Roster (14), coaches (2), managers (1) and medical staff (1) will be permitted in the designated bench area. A total maximum of eighteen (18) individuals.

Section 2.06 Game Day Reports.

Prior to the start of the game, a team representative shall provide the referee with a NFPL Game Form listing the registered players participating in the game and signed by a team representative. Referees shall report to the league the results of the game, the goal(s) scorer(s), the time of the goal(s), assists and list any cards that may have been

issued. Any violations of rules and regulations by either team or their team officials must be included, and shall be given to a representative from each team. The home team must fax or email the results and details to the designated League office within 24 hours. Failure to furnish the League Office with this information by the stated time can result in the loss of points in the standings.

Section 2.07. Disbanding.

In the event a team, by disbanding or for any other reason, withdraws from the league without finishing its scheduled games the following regulations will take effect:

- (a) If at least half of the full schedule of games has been played, all resulting scores shall stand as validated by the League.
- (b) The remaining played games shall be credited to the opponents, as scheduled, with the score of 9-0.
- (c) If less than one-half (1/2) of the full schedule of games has been played, the resulting scores of the games played shall be canceled.

Section 2.08 Risk.

Each player or team official shall assume all risks, responsibilities and liabilities for loss, damage, injury or death to him/herself while using property and facilities of the NFPL and whether such loss, damage, injury or death be occasioned by the team or by the league, its officers, agents or otherwise.

Section 2.09 Indemnification.

Each team shall provide the league with a suitable indemnification agreement to hold the league, member teams, league officers, employees and agents harmless against all claims, action, liability or demands of whatever nature which may be commenced by any person in or connected with the member's agreement to become a member of the league and league's acceptance of such member. Each player, coach, trainer and team personnel will sign an acknowledgment of a hold harmless clause.

Article III - Players

Section 3.01. Amateur and Professional.

Amateur and professional players may play in NFPL administered competitions. An amateur player is any person other than a professional player. An amateur may only receive reimbursement for playing in games and/or training that are not more than the actual and necessary expenses required to play in games and/or training. A professional player is a person who currently receives payment for playing soccer and/or who signs a professional form of the United States Soccer Federation. A Professional player may play in the NFPL upon receiving the proper clearance.

Section 3.02 Foreign Player Status.

Any player coming from clubs outside the United States must obtain the proper international clearance as required by the rules of the USSF and FIFA before they can be registered as an active player in the NFPL.

Section 3.03 Participation.

Players may participate in any competition under the jurisdiction of the NFPL provided that they are duly registered in accordance with the regulations contained herein. No player shall be allowed to participate in any NFPL game without a NFPL, USSF/USASA player pass. If a duly registered player(s) with the NFPL does not have a NFPL USSF/USASA player pass, the player(s) may show proof of identification (with picture) in lieu of the player(s) pass. The player(s) will then be allowed to play in the game, subject to verification of the player(s) status.

Section 3.04. Player Registration.

To participate in an NFPL game, a duly registered player must be listed on the team roster prior to the game and be checked into the game by the officials prior to the start of the game.

- (a) Adult Player - An eligible player is one properly registered with the NFPL and the USSF/USASA as an adult amateur or a professional player, and who is not under suspension.
- (b) Youth Player - A youth player, is a player who has been registered as a member of a youth team for the current year. A youth player, registered as such with the USSF, will be permitted to play in NFPL competition only after

having obtained the appropriate permission, eligibility clearance, etc., as required by the appropriate State Youth Association.

Section 3.05. Player Pass.

Every player must have a current NFPL, USSF/USASA player pass. NFPL, USSF/USASA player passes shall be presented to the referee prior to the game. If no pass is presented, player(s) must show some proof of identification (with picture), and the game may be played under protest, subject to verification.

Section 3.06. Illegal Player.

An illegal player is a player not properly registered with the League and/or the USSF/USASA and does not appear on the Team Roster. A team using an illegal player shall forfeit 0-9 all games illegal player(s) plays in and will lose three (3) points per illegal player per game. In emergency situations the League Registrar may issue temporary passes.

Section 3.07. Restrictions.

A player registered with the NFPL as a member of one team shall not play for any other team in the NFPL during the season. However, with the written approval of both teams, a player will be allowed to transfer to another NFPL team during the season except for the last two (2) weeks of the season.

Section 3.08. Transfer and Releases.

During the official NFPL playing season,

(a) The Player. A player shall not register for another team of the league until the team's current managing director of record properly releases him from his former team. A player desiring his release shall apply to his team and according to USASA rules must be released if he has met all the conditions set forth here. However, once released, the player may not sign with another NFPL team in that region during the season without the consent of their former team. Any player withholding property of the team of which he was last a member of shall not be eligible for release or transfer.

(b) The Team.

(i) A team may terminate the Player registration at anytime for any reason, including but not limited to player's performance or violation of team rules, upon written notice to player. Upon such termination all of the rights and obligations of team and player hereunder, said Player registration shall be terminated, provided that team actions are in accordance with the Player Registration. A player voluntarily released by a team may register with another team.

(ii) No NFPL team shall approach a player who is registered with another NFPL team without the consent of his team. Any team contacted by a player from another NFPL team must inform the player to contact his current team and ask to be released or transferred. In addition, the team contacted shall notify the manager of the player's team.

(iii) To transfer a player, the receiving team must pay twenty dollars (\$20.00) to the team the player is released from. The receiving team must also pay the local USASA transfer fee if applicable. The players' original team manager must notify the Board of Directors of the players' transfer within 12 hours of said transfer.

Section 3.09. Insurance.

USASA provides each amateur club's registered players secondary player medical insurance and team liability. USASA provides each amateur club liability insurance to be sent to both practice fields and game fields owners, for a fee. Teams may also be required to purchase an additional major medical insurance policy for players.

Section 3.10. Risks.

Each player shall assume all risks, responsibilities and liabilities for loss, damage, injury or death to himself while engaged as a player for a team or a representative team of the League. It is the player's responsibility to have a primary health care plan.

Section 3.11. NFPL All-League Teams.

Each team will vote for six (6) All-League players. The ballot will allow each team to vote for one (1) goalkeeper, one (1) defender, one (1) midfielder, two (2) midfielders/forwards and one (1) additional player which can be from any position. Teams can vote for a maximum of one (1) player from their team. The highest vote getters, will be

chosen to fill out the All-League team sheet. Each year the Board of Directors may change this process by a majority vote.

Section 3.12. NFPL Most Valuable Player.

Each team will have one vote in the selection of the NFPL Most Valuable Player. Teams can only cast a vote for a player not on their team roster.

Article IV - Coaches

Section 4.01 Participation.

Coaches may participate in any competition under the jurisdiction of the NFPL provided that they are duly registered in accordance with the regulations contained herein. No coach shall be allowed to participate in any NFPL game without a NFPL, USSF/USASA coaches pass. If a duly registered coach with the NFPL does not have a NFPL USSF/USASA coaches pass, the coach(es) may show proof of identification (with picture) in lieu of the coach(es) pass. The coach(es) will then be allowed to coach in the game, subject to verification of the coach(es) status.

Section 4.02. Registration

All team Coaches must register with NFPL and must have a current NFPL, USSF/USASA coach pass. To participate in an NFPL game, a duly registered coach must be listed on the team Game Day Roster prior to the game and be checked into the game by the officials prior to the start of the game.

Section 4.03. Coach Pass.

Every coach must have a current NFPL, USSF/USASA coach pass. NFPL, USSF/USASA coach passes shall be presented to the referee prior to the game. If no pass is presented, coach(s) must show some proof of identification (with picture), and the game may be played under protest, subject to verification.

Section 4.04. Illegal Coach.

An illegal coach is a coach not properly registered with the League and/or the USSF/USASA and does not appear on the Team Game Day Roster. A team using an illegal coach shall forfeit 0-9 all games illegal coach(es) coach in and will lose three (3) points per illegal coach per game. In emergency situations the League Registrar may issue temporary passes.

Section 4.05. Restrictions.

A coach registered with the NFPL as a member of one team shall not coach for any other team in the NFPL during the season. However, with the written approval of both teams, a coach will be allowed to transfer to another NFPL team during the season except for the last two (2) weeks of the season.

Section 4.06. Transfer and Releases.

During the official NFPL playing season,

(a) The Coach. A coach shall not register for another team of the league until the team's current managing director of record properly releases him from his former team. A coach desiring his release shall apply to his team and according to USASA rules must be released if he has met all the conditions set forth here. However, once released, the coach may not sign with another NFPL team during the season without the consent of their former team. Any coach withholding property of the team of which he was last a member of shall not be eligible for release or transfer.

(b) The Team.

(i) A team may terminate the Coach registration at anytime for any reason, including but not limited to coach's performance or violation of team rules, upon written notice to coach. Upon such termination all of the rights and obligations of team and coach hereunder, said Coach registration shall be terminated, provided that team actions are in accordance with the Coach Registration. A coach voluntarily released by a team may register with another team.

(ii) No NFPL team shall approach a coach who is registered with another NFPL team without the consent of his team. Any team contacted by a coach from another NFPL team must inform the coach to contact his current team and ask to be released or transferred. In addition, the team contacted shall notify the manager of the coach's team.

(iii) To transfer a coach, the receiving team must pay twenty dollars (\$40.00) to the team the coach is released from. The receiving team must also pay the local USASA transfer fee if applicable. The coaches' original team manager must notify the Board of Directors of the coaches' transfer within 12 hours of said transfer.

Section 4.07. Insurance.

USASA provides each amateur club's registered coaches secondary medical insurance and team liability. USASA provides each amateur club liability insurance to be sent to both practice fields and game fields owners, for a fee. Teams may also be required to purchase an additional major medical insurance policy for coaches.

Section 4.08. Risks.

Each coach shall assume all risks, responsibilities and liabilities for loss, damage, injury or death to himself while engaged as a coach for a team or a representative team of the League. It is the coach's responsibility to have a primary health care plan.

Article V - Referees

Section 5.01. Registration.

Only currently registered USSF or FIFA referees shall officiate NFPL games. Once a year the NFPL shall designate a USASA referee coordinator.

Section 5.02. Game.

The referee shall be the sole judge of all matters pertaining to the game. All FIFA Laws of the Game apply except where NFPL modifications have been accepted by the USSF. Section 4.03. Field Inspection. Before the commencement of each game, the referee shall inspect the playing field and if, in his/her opinion, there are conditions that render the field unsafe for the players, he/she shall abandon the game, notifying the two competing teams of his decision.

Section 5.03. Game Fee, Travel Reimbursement and Hotel.

The fee for refereeing service is set by the NFPL. Referee travel must be over one hundred and one (101) miles round trip to be considered for travel reimbursement. Referees will be paid directly by NFPL and NFPL will then invoice individual clubs. For referees that need a hotel, it will be the responsibility of the home team to secure accommodations for them.

Section 5.04. Fee Disbursement.

The referees shall be entitled to the fee when:

- (a) They arrive at the field at the proper time (minimum forty five (45) minutes before the scheduled start of the game) and they perform assigned services.
- (b) They arrive at the field at the proper time and the game has been canceled without proper notification.
- (c) Either of the competing teams fails to appear for the scheduled game.
- (d) The game has started but for some reason it is not brought to completion.
- (e) They travel to the field and do not officiate the game due to an error of the league.
- (f) Fifty percent (50%) of the total referee fees will be paid in the event of "Acts of God" or circumstances beyond control
- (g) They complete the required Game Day Report as instructed (including goals, assists and time of goals) and return a copy to both teams.

Section 5.05. First, Second and Third Officials.

Two (2) official referees will be assigned in every game by the NFPL. A third local referee is required. The home team must work with the NFPL Referee Director to make sure a third, approved referee is confirmed before each match. The third referee is paid \$50 by the home team the day of the game. If the home team fails to communicate with the NFPL Referee Director in getting a third referee, the NFPL Referee Director will assign a 3rd Referee. This Referee will be paid at the NFPL Tier in which he/she is at and the home team will be responsible for paying this fee.

Section 5.06. Time Keeper

The home team is responsible for securing a “Timekeeper” for each game that understands the stopped clock, time outs, and inputting fouls on the scoreboard.

Section 5.07. Team Assistant Responsibilities.

In no way shall the “Timekeeper” interfere with the officiating of the game unless the “Timekeeper” is an official NFPL Referee assigned by the NFPL.

Section 5.08. No Show.

If referees do not show up, you may use substitute referees if both teams agree.

Section 5.09. NFPL Rules.

The NFPL Referee Coordinator will be provided with rule sheet with rules specific to the NFPL to provide to all officials of NFPL games.

Section 5.10. Referee Assignments.

A team may request that the NFPL Referee Coordinator not assign a particular referee to its games. It will be up to the NFPL Referee Coordinator to make the final decision as to what referee will officiate the game(s).

Article VI - Discipline

Section 6.01. Disciplinary Actions.

The Board of Directors shall have the authority to suspend, fine or disqualify any team official(s), player(s) or competing team(s), who may be proven guilty of breaching any Policies or Bylaws of the League or for any action or conduct not in the best interest of soccer or the NFPL.

Section 6.02. Cautions.

The following suspensions will be imposed for multiple cautions received by players:

- (a) 4 cautions: 1 game suspension
- (b) 8 cautions: 2 game suspension
- (c) 12 cautions: 3 game suspension

Section 6.03. Send Offs.

A player, coach, or bench personnel sent off by the referee must leave the stadium area immediately and may not return. The referee’s send off report will be forwarded to the NFPL Referee Coordinator for review and adjudication. The NFPL Referee Coordinator will issue a Notice of Discipline to the offending team, and if the team agrees with the findings no further action is required. If the team disputes the findings then they may appeal the decision to the League.

Section 6.04. Serving Suspensions.

Any send off will incur a minimum of a one (1) game suspension, which must be served in the next scheduled NFPL league game.

Section 6.05. Misconduct Towards Game Officials.

(a) Terms and References.

(i) Misconduct against referees: Misconduct against referees may occur before, during and after the match, including travel to and from the match. Misconduct may occur also at later times directly related to duties of a game official as a referee.

(ii) Referee:

(A) All currently registered USSF referees, assistant referees, 4th

officials or others duly appointed to assist in officiating in a match

(B) Any non-licensed, non registered person serving in an emergency capacity as a referee or as an assistant referee or fourth (4th) official.

(iii) Referee assault: An intentional act of physical violence at or upon a referee.

(iv) Intentional act: An act intended to bring about a result which will invade the interests of another in a way that is socially unacceptable. Unintended consequences of the act are irrelevant.

(v) Referee assault: Assault includes, but is not limited to the following acts committed upon a referee:

(A) Hitting

(B) Kicking

(C) Punching

(D) Choking

(E) Spitting on

(F) Grabbing

(G) Bodily running into

(H) Head butting

(I) Kicking or throwing any object at a referee that could inflict injury

(J) Damaging the referee's uniform or personal property, i.e. car equipment etc.

(vi) Referee abuse: A verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee's property or equipment. Abuse includes, but is not limited to the following acts committed upon a referee:

(A) Using foul or abusive language toward a referee

(B) Spewing any beverage on a referee's personal property or equipment

(C) Spitting at (but not on) the referee

(D) Verbally threatening a referee

(vii) Verbal threats: Remarks that carry the implied or direct threat of physical harm. Such remarks as "I'll get you after the game" or "You won't get out of here in one piece" shall be deemed referee abuse.

(b) Penalties.

(i) When an allegation of referee assault is verified by the NFPL, the person is automatically suspended until a hearing on the assault occurs.

(ii) When an allegation of referee abuse is verified by the NFPL a hearing is held only when requested by the alleged assailant or otherwise deemed appropriate by the NFPL.

(iii) The player, coach, manager, or team official committing the referee assault is automatically suspended as follows:

(A) For a minor or slight touching of the referee or the referee's uniform or personal property, at least three (3) months from the time of the assault.

(B) For any other assault, at least six (6) months from the time of the assault.

(C) For an assault when serious injuries are inflicted, at least five (5) years.

(iv) The player, coach, manager, or team official who is found to have committed referee abuse is automatically suspended for at least three (3) scheduled matches.

(c) Reporting. It shall be the responsibility of the referee in any match in which a referee assault or abuse occurs to report that incident to both the NFPL and the League Referee Coordinator. Such report shall be in writing and shall contain a detailed statement on the conduct constituting the assault or abuse. Such report shall be mailed within forty-eight (48) hours of the incident. The player card of the offending player shall be included with the report mailed to the NFPL. The NFPL Director of Operations shall immediately upon receipt forward the report to the Full League Board of Directors. The Chairman of the Board of Directors shall conduct a hearing among the NFPL League Board to determine if the report in fact describes an incident constituting a referee assault or abuse justifying further Board action. If no such action is justified the player card shall be immediately returned to the player. If no threshold determination is made within twenty-one (21) days of the incident the player card must be immediately returned to the player and no further action taken against the player. If a majority of the members determine that further action is justified then a hearing shall be scheduled as set forth below. The threshold hearing may be conducted by telephone or in any manner deemed reasonable by NFPL Board.

(d) Hearings. The NFPL must hold a hearing within thirty (30) days of the majority of the owners' determination that further action is required. If the NFPL does not adjudicate within that time period, original jurisdiction shall immediately vest in the Federations Appeals Committee to adjudicate the matter, to which the same provisions as to the term of suspension shall apply.

Article VII - Facilities

Section 7.01. Playing Field.

The home team shall be responsible for keeping its field in good playing condition and it shall be responsible for visible, correct and complete markings of the playing field. The playing field must meet minimum NFPL standards.

Section 7.02. Goal Nets.

Goal nets shall be used for all NFPL games.

Section 7.03. Benches.

Home team must provide home and visitor benches or designated bench area large enough to accommodate up to 18 persons per team.

Section 7.04. Referee Provisions.

Home team must provide a table and water for referees at half court and food after the game at the facility.

Section 7.05. Water & Ice.

There must be water and ice supplied for the visiting team.

Section 7.06. Back Up Field.

All teams will work towards having a back-up field in case of the unforeseen chance the regular field is not useable (Act of God, Rain, Field Owner cancellation, etc.). A back up field may be used unless an immediate, mutually agreed upon time and place is scheduled for a cancelled game. There will be considerations given to back up fields not meeting the League Policies, or the Minimum Standards of the NFPL.

Section 7.08. Medical Services.

The home team shall provide a certified Athletic Trainer or comparable medical staff at all NFPL games from at least one (1) hour prior to the start of any game.