



NORTH AMERICAN SOCCER LEAGUE
2017 OPERATIONS MANUAL



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SECTION 1: DEFINITIONS

Active Roster. Active Roster shall mean those Players that appear on a Team's Master Roster and are eligible to play in any League Game.

Annual Season. Annual Season shall mean the League Games comprising the Spring Season, the Fall Season and The Championship.

Away Game. Away Game shall mean any Game in which a Team participates that is not located in its home city or in a location designated as a home city by the Home Team, including any Preseason Game, Regular Season Game, Exhibition Game, The Championship Game, or Cup Competition Game.

Coach. Coach shall mean the head coach, any assistant coach, any trainer, or any other member of a Team's coaching staff.

Commissioner. Commissioner shall mean that person who holds the Office of Commissioner of the NASL.

CONCACAF. CONCACAF shall mean the continental governing body for association football in North America, Central America and the Caribbean.

Contract. Contract shall mean any agreement or understanding of whatever nature, written or oral, formal or informal.

CSA. CSA shall mean the Canadian Soccer Association.

Cup Competition. Cup Competition shall mean competitions such as the U.S. Open Cup, Amway Canadian Championship, or the CONCACAF Champions League.

Disciplinary Committee. The Disciplinary Committee shall mean the committee established by the League Office to administer the discipline rules set forth in Section 12 of this Operations Manual.

Employees. Employees shall mean Managers, Coaches, Players and all other persons performing services which are in any way connected with the operations, administration, or promotion of an NASL Team, or the League Office as an entity.

Fall Season. Fall Season shall mean the competition comprised of the League Games played between July 29 and October 29.

Federation. Federation shall mean any association that has been admitted to FIFA as a member.

FIFA. FIFA shall mean the Fédération Internationale de Football Association.



FPF. FPF shall mean the Federación Puertorriqueña de Fútbol, the governing body of football in Puerto Rico.

Game. Game shall mean any soccer game, including but not limited to all Regular Season, Exhibition, The Championship, and Cup Competition Games in which any NASL Team participates, other than practice games.

Game Officials. Game Officials shall consist of the Referee, assistant Referee 1, assistant Referee 2, and a Fourth Official. In the case of the NASL Championship Final there may be a 5th Official assigned to the match.

Game Roster. Game Roster shall mean the 18 Players nominated by each Team from the Active Rosters of both Teams who are eligible to play in a specific Game.

Home Game. Home Game shall mean any Game in which a Team participates in its home city or location designated by the Home Team, including any Preseason Game, Regular Season Game, Exhibition Game, The Championship Game, or Cup Competition Game.

Home Team. Home Team shall mean a Team, which is playing a Game at home or is designated as the Home Team by the League Office.

Inactive Roster. Inactive Roster shall mean those Players that appear on a Team's Master Roster but are ineligible to play in a League Game until assigned to the Active Roster.

Ineligible. Ineligible shall mean one is unable, due to NASL policy, to participate in any way in the affairs of any Team or of the NASL or the League Office, including without limitation acting as a director, or alternate, or a manager, Player, Coach, or Game Official, with respect to any soccer Game in which any NASL Team is participating.

International Transfer Certificate. International Transfer Certificate (ITC) shall mean a document issued by a Federation for the purposes of a Player being transferred from one Federation to another, pursuant to the FIFA Regulations on the Status and Transfer of Players.

League. League shall mean the outdoor professional soccer league known as The North American Soccer League (NASL), the USSF Division-2 Men's Professional League.

League Designee. League designee shall mean the representative from the NASL League Office designate as the primary point of contact for a particular match.

League Office. League Office shall mean the administrative office of the NASL, located in New York City, NY.

League Schedule. League Schedule shall mean those Games that comprise the Spring Season, Fall Season and The Championship.



League Standings. League Standings shall mean the standings compiled by the League Office based on the results of each Regular Season Game and which are used to determine who qualifies for The Championship.

Master Roster. Master Roster shall mean those Players that have been duly registered with a Team by the Registrar.

Match Ball. Match Ball shall mean the soccer ball designated as the official NASL match ball by the League Office. The 2017 Match Ball is produced by Under Armour.

NASL. The North American Soccer League, the U.S. Soccer Federation's Division-2 Professional League that is operated by the North American Soccer League, LLC.

National Team. National Team shall mean any team fielded by a Federation for the purpose of participating in FIFA-recognized international Games.

Operations Manual. Operations Manual shall mean this 2017 NASL League Operations Manual.

Player. Player shall mean any individual who has signed a Player agreement/contract or otherwise plays the Game of soccer on behalf of an NASL Team.

Player/Coach. Any NASL Team may designate an individual a "Player/Coach." Such individual's name must appear on an Official Game Roster to enter a Game as a Player. Regardless of whether or not his name appears on the game roster, the Player/Coach shall be considered a Coach while on the Team bench.

Practice Game. Practice Game shall mean a Game that is essentially an unadvertised scrimmage, closed-door or otherwise, at which no admission is charged or monies collected.

Preseason Game. Preseason Game shall mean a Game between an NASL Team and a League or non-League Team, that occurs prior to the start of the Regular Season, for which admission is charged or a donation is collected or which is openly promoted.

Professional Referee Organization. Professional Referee Organization (PRO) shall mean the organization founded and managed by Major League Soccer & United States Soccer Federation.

Referee. Referee shall mean the Game Official in charge of all affairs conducted by Players on field during competition in each individual game.

Registrar. Registrar shall mean that individual within the League Office designated with the responsibility of registering Players to Teams' Master Rosters.

Regular Season. Regular Season shall mean that part of the League Season extending from the opening Game of the League Schedule until the last Game on the League schedule that is not an Exhibition Game, Practice Game or Game that is part of The Championship.



Regular Season Game. Regular Season Game shall mean any NASL game that is included as part of the League's Regular Season and is counted in the League Standings.

Season. Season shall mean either the Spring Season or the Fall Season.

The Soccer Bowl Trophy. The Soccer Bowl Trophy shall mean the Trophy awarded to the winner of the Final Game of The Championship.

Spring Season. Spring Season shall mean the competition comprised of League Games played between March 25 and July 15.

Stadium Field Plan. Stadium Field Plan shall mean the diagram submitted by each Team to the League Office (in the form attached hereto as Exhibit B) that indicates field dimensions, Team bench locations, warm up area, field board diagram, turf watering policy, and the access points for Game Officials and Teams to the field.

Suspension. Suspension shall mean a loss for a period of time of all rights of the Team, Player, Coach, or other person suspended, including the right but not the obligation, at the League Office's request, to participate in hearings or meetings, the right to arbitrate or appeal any decision of the League Office (other than a request, arbitration or appeal of the suspension), and loss of the right to act as a manager, Player, Coach, or Game Official with respect to any soccer Game in which any Team is participating. Suspension shall not terminate the obligations of any Team or individual under the Operations Manual and any agreements entered into, including the obligation of a Team to field a Team and play regularly scheduled Games.

Team. Team shall mean each of the 8 Teams competing in the NASL during the 2017 Regular Season.

The Championship. The Championship shall mean the series of Games played after the Fall Season that are used to determine the Annual Season Champion.

USSF/U.S. Soccer. USSF/U.S. Soccer shall mean the United States Soccer Federation (U.S. Soccer).

Visiting Team. Visiting Team shall mean a Team which is playing a Game in a city that is not its home city or which is designated as the Visiting Team by the League Office.

All measurements are in the U.S. customary system. All dollar amounts are stated in U.S. Dollars.



PLAYER PERSONNEL

NORTH AMERICAN SOCCER LEAGUE



SECTION 2: PLAYER PERSONNEL

2.0 ROSTER COMPOSITION. During the Annual Season, each Team's Master Roster shall be no less than 20 Players and no more than 35 total Players. Subject to Section 2.3.1 below, Players can compete on a maximum of TWO (2) NASL Teams per Annual Season.

2.1 ACTIVE ROSTER AND INACTIVE ROSTER. At no time may any Team name more than 30 eligible Players on its Active Roster. Only Players listed on an Active Roster are eligible to play in any League Game. Once a Player is listed on a Team's Inactive Roster, such Player must remain on the Inactive Roster for at least 30 days. In order for a Team to change a Player from the Active Roster to the Inactive Roster or vice versa, the Team must notify the Registrar, in writing, at least 48 hours prior to the League Game for which the Team intends for such change to take effect. The League Office will make the final determination on whether Players are on the Active Roster or Inactive Roster for any Game.

2.1.1 Domestic Players. A domestic player for Teams domiciled in the United States is either a U.S. citizen, a permanent resident (green card holder) or the holder of other special residency status (e.g., refugee or asylum status). A domestic player for Teams domiciled in Canada is a Canadian citizen, a permanent resident, a holder of landed immigrant status, or a Player who qualifies as a domestic player in the United States.

2.1.2 Foreign Players. Each Team may list up to SEVEN (7) non-domestic players on its Master Roster.

2.2 PLAYER REGISTRATION. In order to register a Player, a Team must submit the following documentation to the Registrar within 3 business days of entering into a contract with a Player:

- (i) Fully-executed NASL Standard Player Contract;
- (ii) Federation Registration Form; and
- (iii) Proof of Domestic/International Status.

Acceptable forms of proof of Domestic/International Status shall be determined by the Registrar. Currently acceptable forms include: Valid passport, valid green card, or valid birth certificate.

In addition to the foregoing, if applicable, Teams must also submit proof that the Player has a valid work permit to the Registrar prior to the Player becoming eligible to play in a League Game.

2.2.1 Registration Deadlines. The Registrar must receive a complete copy of all registration materials no later than TWO (2) business days prior to the first Game that the Team would like the Player to be eligible for. In the event that a Team has 30 or more Players on its Master Roster when a new Player registration is submitted, the League will automatically add the Player to the Inactive Roster unless instructed otherwise by the Team. Notwithstanding the foregoing, in order to guarantee eligibility for the first Game of the Spring Season, the League Office must receive a complete copy of the registration materials by no later than 5:00 PM Eastern Time on March 18, 2017.

2.2.2 Registration Process. If a Team is registering 5 or fewer Players at any given time, the Team may submit the registration materials to the Registrar by email/scan. If a Team is registering more than 5 Players, the Team must submit the registration materials in paper to the Registrar.



Once the Registrar receives the registration materials, the Registrar will submit the appropriate materials to the relevant Federation.

2.2.3 Roster Freeze Date. Prior to the commencement of the Spring Season, the League Office shall establish Roster Freeze Dates for the Spring Season and for the Fall Season. After the Roster Freeze Date for the Spring Season, the League Office will not permit any additions to a Team's Master Roster that consist of loan registrations until after the conclusion of the Spring Season. After the Fall Season Roster Freeze Date, the League Office will not permit any additions (both loan and permanent registrations) to a Team's Master Roster until after the conclusion of The Championship.

2.3 LOANS. A Player may be loaned at any time to a Team outside the League (subject to the applicable Federation's transfer windows). The 2017 registration windows (the dates between which each of USSF and CSA may request the ITC of a Player) are as follows:

- (i) **Primary Window:** TBD
- (ii) **Secondary Window:** TBD

Each Team is responsible for complying with all requirements of FIFA with respect to the international movement of Players including, but not limited to, utilizing the FIFA Transfer Matching System.

2.3.1 Loan Terms. Loans may not extend beyond the Player's current contract term.

A. Domestic Loan. To loan a Player to another Team, complete the loan portion of a New Player Federation Registration Form with a start date and end date. Submit the registration form along with an executed copy of the Loan Agreement to the Registrar. Upon receipt and approval, the Registrar will provide the completed loan package to the applicable Federation for approval.

B. International Loan. To loan a Player to a Team domiciled in a different country, complete the loan portion of a New Player Federation Registration Form with a start date and end date. Submit it to the Registrar for approval along with a copy of a written loan agreement signed by both Teams and the Player. Upon signed approval by the Registrar, the registration form and loan agreement will be forwarded to the receiving Team's Federation with a copy of the applicable loan agreement. The receiving Team must submit a request to their Federation in order to receive the ITC from the Team's Federation. All loans must be completed within the transfer window of the Federation of the receiving Team.

C. Loans Concerning MLS Players. Each NASL Team is permitted a maximum of FOUR (4) MLS Players on its Active Roster at any time. There is no limit on the total number of MLS Players which compete on a given NASL Team during the course of the Annual Season. In order to be eligible to participate in The Championship, an MLS Player on Loan must have played in at least THREE (3) League Games for the Team during the Annual Season; provided, however, the League Office may waive this requirement for emergency purposes.

D. Limitation on Loans Concerning Players. No Player may be registered on loan to more than one NASL Team during each of the Spring Season and Fall Season.



2.4 ANNOUNCEMENT OF PLAYER TRANSACTION. No Team shall make any announcements concerning Player transactions without the prior written consent of the Registrar. No details concerning amounts of consideration paid to Players, to other professional soccer teams or to any other parties shall be announced without the prior written consent of the Commissioner.



LEAGUE COMPETITION

NORTH AMERICAN SOCCER LEAGUE



SECTION 3: LEAGUE COMPETITION

3.1 STRUCTURE. The Annual Season is comprised of the Spring Season, the Fall Season and The Championship. The winner of The Championship shall be designated as the Annual Season Champion.

3.1.1 Spring Season. The Spring Season shall consist of a round-robin format where each Team plays each other Team in a Home Game or an Away Game. The winner of the Spring Season shall be the Team that sits atop the League Standings at the conclusion of the Spring Season when only considering League Games played during the Spring Season.

3.1.2 Fall Season. The Fall Season shall consist of a round-robin format where each Team plays each other Team in a Home Game and an Away Game. The winner of the Fall Season shall be the Team that sits atop the League Standings at the conclusion of the Fall Season when only considering League Games played during the Fall Season.

3.1.3 The Championship. The Championship consists of a 3 Game, single-elimination playoff series among 4 Teams.

A. Qualification. The 4 Teams that qualify for the Championship shall be: (i) the winner of the Spring Season; (ii) the winner of the Fall Season; (iii) the Team (that is neither the winner of the Spring Season nor the winner of the Fall Season) that sits highest on the League Standings at the conclusion of the Fall Season when combining the results of the League Games played in both the Spring Season and the Fall Season; and (iv) the Team (that is neither the winner of the Spring Season nor the winner of the Fall Season) that sits second highest on the League Standings at the conclusion of the Fall Season when combining the results of the League Games played in both the Spring Season and the Fall Season.

In the event the same Team wins both the Spring Season and the Fall Season, then the Team (that is neither the winner of the Spring Season nor the winner of the Fall Season) that sits third-highest on the League Standings at the conclusion of the Fall Season when combining the results of the League Games played in both the Spring Season and the Fall Season shall qualify for The Championship.

B. Seeding. The 1st Seed of The Championship shall be the Team that is either the winner of the Spring Season or the Fall Season, and that sits highest in the League Standings at the conclusion of the Fall Season when combining the League Games played in the Spring Season and the Fall Season.

The 2nd Seed of The Championship shall be the Team that is either the winner of the Spring Season or the Fall Season, and that sits lowest in the League Standings at the conclusion of the Fall Season when combining results of the League Games played in the Spring Season and the Fall Season.

In the event the same Team wins the Spring Season and the Fall Season, then such Team shall be the 1st Seed, and the 2nd Seed shall be the Team that sits second-highest on the League Standings at the conclusion of the Fall Season when combining the results of the Leagues Games played in the Spring Season and the Fall Season.



The 3rd Seed of the Championship shall be the Team that is neither the 1st Seed nor the 2nd Seed and that sits highest in the League Standings at the conclusion of the Fall Season when combining the results of the League Games played in both the Spring Season and the Fall Season.

The 4th Seed of The Championship shall be the Team that is not any of the 1st Seed, 2nd Seed or 3rd Seed, and that sits highest in the League Standings at the conclusion of the Fall Season when combining the results of the League Games played in the Spring Season and the Fall Season.

3.2 POINT SYSTEM. Teams will receive three points for a win, one point for a tie and zero points for a loss.

3.3 LEAGUE STANDINGS. The Team awarded the highest position in the League Standings will be the Team with the greatest number of Points at the conclusion of the relevant Season. In the event that two or more Teams have an equal number of points, the following system will be used to determine rank in the League Standings:

In the event two or more Teams are tied on points, the higher ranking shall be determined as follows (in the event three or more Teams are tied, the steps below shall be applied until a Team emerges as the leader and then the steps shall be reapplied until all ties are resolved):

- a. If Teams are tied, then the higher ranking shall be awarded to the Team with the higher goal differential against all Teams during the relevant Season (“Goal Differential”);
- b. If the Teams are still tied, the higher ranking shall be awarded to the Team with greater number of goals scored against all Teams during the relevant Season (“Goals Scored”);
- c. If the Teams are still tied, the Team which accumulated more points when just considering the Games played between the tied Teams during the relevant Season (“Head-to-Head”);
- d. If the Teams are still tied, the higher ranking shall be awarded to the Team with the greater goal differential when only taking in to account Away Games played during the relevant Season (“Away Goal Differential”);
- e. If the Teams are still tied, the higher ranking shall be awarded to the Team with the greater number of goals scored when only taking in to account Away Games played during the relevant Season (“Away Goals Scored”);
- f. If the Teams are still tied, the higher ranking shall be determined by the toss of a coin.

3.4 LEAGUE GAME RULES. All League Games shall be played according to the 2016/2017 edition of the FIFA Laws of the Game and the regulations imposed by this Operations Manual.

3.5 EXHIBITION GAME. Any non-League Game between two NASL Teams, or between a NASL Team and a non-NASL Team, which is promoted and/or which generates revenue is classified as an Exhibition Game. All Exhibition Games require League approval and submission



of a letter to the League Office requesting approval at least TWO (2) weeks prior to the Game. Exhibition Games shall not count towards the League Standings.

3.6 GAME PROTESTS. (Annual Season Games only). The NASL League Office will have the absolute authority to resolve any Game irregularities or disputes, and may reverse a result, require a replay, declare the Game forfeited, or take any other action it deems appropriate. The NASL League Office may take action or respond to a Game protest from a Team. However, it will not entertain protests involving Game officials' judgment calls (e.g., yellow cards or send-offs) or other discretionary decisions (See FIFA Laws of the Game, Law 5) and will limit its actions to the most compelling of circumstances. Fines or suspensions pursuant to an incident the subject of a Game protest will reside in the first instance with the Disciplinary Committee. League Office decisions are final and not appealable.



STADIUM & SECURITY

NORTH AMERICAN SOCCER LEAGUE



SECTION 4: STADIUM & SECURITY

4.0 STADIUM & SECURITY. Each Team must execute a stadium lease for each Team's Home stadium. Teams must provide a copy of the stadium agreement to the League Office prior to the execution of the agreement.

4.1 STADIUM FIELD PLAN. Each Team shall submit to the League Office a Stadium Field Plan using the form attached hereto as Exhibit B. Stadium set-up will be pursuant to the Stadium Field Plan, and the League Office must approve any changes in writing before the start of the Annual Season. The Stadium Field Plan shall include, but not limited to, the following:

- a. Field dimensions;
- b. Team bench locations;
- c. Warm up area;
- d. Field board location diagram;
- e. Access points for Game Officials and Teams to the field;
- f. Designated area for suspended Coaches or Team staff members;
- g. Turf watering plan

4.2 STADIUM SECURITY. The Home Team must provide a sufficient number of uniformed security and law enforcement officers to assure that only authorized persons with the proper credentials are at field level or in the vicinity of the Teams' benches before, during and after a Game. The security force must also be sufficient to assure the safety of all Players, Game Officials and Team officials in the stadium, including entering and/or leaving locker rooms and the stadium. Security must also be provided in the vicinity of spectator seating, ticket sales gates, parking lots, concessions, press/VIP entrance, and press/VIP seating.

4.3 CREDENTIALS. Credentials must be designed to indicate the area to which the bearer is entitled access, and the credential will be highly visible. The Team shall provide local credentials to Team staff, Referees, Match Assessors, Game Officials, Game Day staff and local media. The NASL League Office will produce ALL VENUE credentials for their staff for the 2017 Annual Season. Each stadium must recognize and honor all applicable credentials/passes and should provide a copy of Credential Matrix Boards to the League Office for review upon request.

4.4 PROHIBITED & RESTRICTED ITEMS. Generally, stadium rules must dictate what items are prohibited from being brought into the stadium, and the League Office expects such rules to be enforced by all Game personnel. Information about such prohibited items must be clearly communicated to the patrons. Items such as whistles, plastic horns, fireworks, flares, smoke bombs or other safety hazards are strictly prohibited. Stadium security, ushers and Team staffs must make every reasonable effort to prevent these prohibited items from entering the facility. Any individual caught attempting to bring these items into the stadium or ignite them should be immediately expelled from the stadium.

4.5 ADDITIONAL STADIUM POLICIES. In addition to the NASL rules and procedures, each NASL stadium has additional rules that must be enforced, such as prohibited items, alcohol policies, fan searches, fan removal or arrest, seat migration, etc. In addition to providing the League Office with a copy of these rules, Teams must thoroughly discuss these matters with their



stadium authority before the start of the Annual Season so it is clear by whom and by what means all rules and procedures must be enforced.

4.6 LEAGUE OVERSIGHT. NASL staff shall regularly monitor stadium procedures and other minimum performance standards.



FIELD REGULATIONS

NORTH AMERICAN SOCCER LEAGUE



SECTION 5: FIELD REGULATIONS

5.0 FIELD REGULATIONS. Each Team must comply with field standards established by FIFA, along with any adjustments made by the NASL. To assist Teams with field standards, a sample guide to a Team's stadium field dimensions is provided in Exhibit A. No changes can be made to the Stadium Field Plan unless approved by the League Office in writing. A representative from the Home Team must meet with the Referee at least SIXTY (60) minutes prior to the Game to assure the field is properly marked and in proper condition, the goals are in place and secure, the nets are properly fastened, the corner flags are in place, and the balls are properly inflated.

5.1 PLAYING RULES. Each Game must be played in accordance with the FIFA Laws of the Game and any rules of competition established and approved by USSF, FPF, or CSA.

5.2 PLAYING FIELD DIMENSIONS AND MARKINGS. The Game must be played on a field that remains the same size throughout the Annual Season, unless a change is approved by the League and the Visiting Team is notified at least FOURTEEN (14) days in advance of the game. The dimensions and markings of the field must conform to NASL standards and the FIFA Laws of the Game and are included in Exhibit A. No logos on the field or goal nets will be allowed. Corner flags may bear only the logos of the Team or of the League (with prior League Office approval). Except where the stadium design deems it unreasonable, the playing field must be at least SEVENTY (70) yards wide by ONE-HUNDRED TEN (110) yards long. Each Home Team must obtain documentation from its venue hosting NASL Annual Season Games confirming the field dimensions for NASL Annual Season Games.

5.2.1 Color and Width of Soccer Lines. All fields must be marked according to FIFA specifications. All soccer lines shall be painted white. If non-soccer lines are present and deemed absolutely necessary, Teams must provide advance communication to the League Office and paint soccer lines in yellow. The recommended color is a canary yellow (Pantone 803c). No lines may be more than FIVE (5) inches wide.

5.3 CONDITION OF THE FIELD OF PLAY. Each Team must work with its stadium management to ensure that the field is in the best possible condition for all Games.

5.3.1 Stadium Field Specifications. Each Team must work with its stadium to keep the grass conditions within FIFA specifications, according to FIFA Laws of the Game, Law 1.

5.3.2 Corner Flags, Midfield Line, and Center Circle. Corner flags must be on posts not less than FIVE (5) feet high with non-pointed tops. A midfield line must be marked across the center of the field. The center of the field must be so marked and have a circle, which has a TEN (10) yard radius, drawn around it.

5.3.3 Goal Area. At each end of the field, lines perpendicular to the goal line must be drawn parallel to each other, on each side of the goal and SIX (6) yards from each goalpost. These lines must extend SIX (6) yards into the field of play from the goal line. A line running parallel to the goal line must be drawn connected to TWO (2) perpendicular lines, forming the "goal area".

5.3.4 Penalty Area. At each end of the field, lines perpendicular to the goal line must be drawn parallel to each side of the goal and EIGHTEEN (18) yards from each goalpost. These lines must



extend for EIGHTEEN (18) yards into the field of play from the goal line. A line running parallel to the goal line must be drawn to connect the two perpendicular lines, which must form the “penalty area”. A penalty mark must be made on the field in the penalty area. The mark must be placed at the end of an unmarked line, which is perpendicular to the goal line and TWELVE (12) yards from the midpoint of the goal line. Using the penalty mark as its center, an arc of a circle, which has a radius of TEN (10) yards, must be drawn outside the penalty area.

5.3.5 Corner Area. At each of the four corners of the field, measuring from the corner flag post, an arc having a radius of ONE (1) yard must be drawn inside the field of play.

5.3.6 Encroachment Mark. A mark must be made off the field of play ELEVEN (11) yards from the corner flag (TEN (10) yards from the corner area) and at right angles to the goal line and sideline to help the Referee ensure that this distance is observed when a corner kick is taken. These marks must be made outside of the field and must not touch the lines marking the field.

5.3.7 Goals. Each goal must be centered on the goal line and an equal distance on each side from the corner flags. Game day goals must be the size approved by FIFA and the NASL League Office. Goals must be free of advertising. International style goals are strongly preferred. All goals must be properly anchored.

5.3.8 Bench Areas. Both the Home and Visiting Team benches must be placed on the same side of the field, on each side of midfield. The Home Team must designate Team bench locations (Home and Visitor) pursuant to the Stadium Field Plan, and may not change these locations during the League Season without the prior written consent of the League Office. The bench area must be marked according to FIFA's technical area markings. The technical area (designated by hash marked lines) must be a box consisting of a line extending ONE (1) yard on either side of the bench, and joined by a line ONE (1) yard from the touchline. In stadiums where the benches do not sit on a paintable surface, non-paintable surface tape must be used to mark the technical area (See FIFA Laws of the Game). Sufficient room to accommodate the Fourth Official's table between Team benches should be factored in before setting the technical area. Each technical area should be a minimum of SIX (6) yards from the mid-field line.

5.3.9 Advertising Field Boards. (Around playing area) Field boards may be used at all Games. Field boards must be positioned no less than THREE (3) yards from the touchlines and goal lines. Under no circumstances may advertising boards be: (a) located in positions where they could constitute a danger to Players, Game Officials and others; (b) erected in any fashion or be any shape or material which could endanger Players; (c) constructed of any surface material that could reflect light to such an extent that it could distract Players, Referees, or spectators; or (d) erected in any fashion, which could obstruct spectators in the event of an emergency evacuation into the playing area. Each Home Team shall ensure that the center field board is the official NASL field board, along with 3 other NASL boards featuring artwork provided by the League office. If a Team cannot accommodate these specifications, they must apply for a waiver through the League Office no less than THIRTY (30) days before their first Home Game.

5.4 FIELD AND GAME EQUIPMENT. All field area and Game equipment must be approved by the League Office. Such equipment must be maintained by the Team and kept in top condition regarding safety and appearance.



5.4.1 Visiting Team Equipment. The Field Manager must supply each Team with TEN (10) official Match Balls (can be previously used Match Balls) for practice and pre-game warm-ups (which the Visiting Team must promptly return following the Game), and must supply the Referee with a minimum of TEN (10) brand new official Match Balls. All Match Balls must be delivered to the Referee locker room at least SIXTY (60) minutes prior to kick-off to pass Referee inspection. In addition, each Home Team must provide the Visiting Team with sufficient carbohydrate and protein products (not including nut products) to allow Visiting Teams to meet the Nutritional Guidelines (Exhibit I) in the event of a Game delay or interruption.

5.4.2 Bench Equipment. For each Game, each Team bench area must be equipped with benches to seat a maximum of FOURTEEN (14) people and a table (placed behind or at the end of the Team bench). Each Home Team shall provide a 5 Gallon cooler full of ice with cold drinking water and a 5 Gallon cooler full of ice & isotonic beverage to each Visiting Team, and the Home Team should provide the Visiting Team with the same amenities the Home Team receives. All products must be replenished during the Game, especially at half-time. Bench areas should be kept clean and maintain a professional appearance at all times. The Home Team must ensure that both bench areas are equally prepared and equipped.

5.4.3 Fourth Official's Equipment. The Home Team must provide a six foot table and THREE (3) chairs (to be positioned at midfield between the Team benches) for the Fourth Official. The Home Team must also provide a substitution board or manual substitution paddles for use by the Referees.

5.5 FIELD SECURITY. Other than authorized personnel with the appropriate credential or authority, no one should be allowed on the playing field or the surrounding area on the field level once Teams arrive at the stadium and until the Game Officials and Players have exited the area at the end of the Game. The technical area and area immediately adjacent to it must be kept clear of any personnel. No Team or operations staff should linger near the area.

5.6 TEAM BENCHES. Only Coaches and Players on the Game Day roster must be permitted on the Team bench. Up to SEVEN (7) Game Roster Players (from which THREE (3) substitutions may be made) may sit on the Team Bench. In addition, a maximum of SEVEN (7) non-playing personnel are allowed on each Team bench. These persons can either be Coaches or medical staff. Team Owners, general managers, and other executives are not permitted to sit on the bench. Suspended Players and/or Coaches may not sit on Team benches. Injured Players are allowed on the Team Bench.



LOCKER ROOMS

NORTH AMERICAN SOCCER LEAGUE



SECTION 6: LOCKER ROOMS

6.0 LOCKER ROOM SECURITY. The Home Team must ensure that the doors to the Teams' and Game Officials' locker rooms can be locked during the Game and that the facilities must be under the protection of the stadium security throughout the Game. Security must be posted outside the locker rooms at all times when the Teams and Game Officials are at the stadium.

6.1 ACCESS. Only authorized Team staff, Players, and credentialed individuals are allowed in the locker rooms. The Team's media relations staff must coordinate with the Head Coach to determine any post-game locker room media access. Media access to the locker room prior to the Game and at halftime is prohibited.

6.2 MEDIA CREDENTIALS. Public Relations directors must ensure that only credentialed, working media are allowed into Team locker rooms. "Media" consists of the following categories of people who have proper credentials: writers, photographers, radio and television sportscasters and their crews - regardless of gender.

6.3 SHOWERS. Separate shower facilities and changing rooms for Coaches and Game Officials must be provided. Team shower facilities must be available with hot water and soap.

6.4 TOWELS. The Home Team must provide no less than THIRTY (30) towels to the Visiting Team and no less than EIGHT (8) towels to the Game Officials. The Visiting Team and/or Game Officials must be responsible for the return of the towels. Damage to or theft of any towels must be charged to the responsible party.

6.5 DRINKS, ICE AND MISCELLANEOUS. The Home Team must provide an identical set-up in each Team's locker room; (1) 5 Gallon jugs of water, 1 on bench, 1 in locker room, plus 1 case of water, (1) 5 Gallon jugs of isotonic, 20 granola bars and 20 protein bars or equivalent protein mix, Coffee and tea w/ condiments, 30 towels and 4 body wash, 6 packs of gum, Bananas (20), 1 massage table, 1 bucket of ice, 1 whiteboard with 2 colors of markers and eraser.

6.6 GAME OFFICIALS' LOCKER ROOM. The Game Officials' locker room must be provided with 8 towels, 2 body wash, 1 ice chest with ice, 12 bottles isotonic, min 550 ml, 12 bottles water, min 550 ml, 6 bananas, 10 granola bars, 4 box lunches post-Game (where available).

6.7 FIELD SECURITY.

6.7.1 Entering the Field. When beckoned by the Referee, only a Team's athletic trainer and/or Team physician may enter the playing field to attend an injured player. Coaches are not permitted to enter the field.

6.7.2 Approaching Game Officials. Coaches and other Team personnel may not enter the playing field to approach the Game Officials before, during, at halftime, or at the conclusion of any Game. Similarly, Team personnel must not confront Game Officials in the locker room, corridor, parking lots or any area surrounding the Game Officials' locker room. Game Officials should report such behavior in the Competition Incident Report Form (Exhibit F), and any such behavior is subject to League disciplinary action.



VISITING TEAM

NORTH AMERICAN SOCCER LEAGUE



SECTION 7: VISITING TEAM

7.0 VISITING TEAM. This Section must be read in conjunction with Team travel to an Away venue.

7.1 TRAVEL PARTY. The Visiting Team is responsible for their travel arrangements and payment. The Head Coach must be in charge of the travel party, but may delegate this responsibility to another capable travel party member. As a general rule, spouses and friends should not travel to and from Games on the same airplane/bus as the Team. In addition, no Visiting Team may travel to an Away Game with less than SIXTEEN (16) Players.

7.1.1 Twenty-Four Hour Rule. All Visiting Teams must be in the market of their Away Game no less than TWENTY-FOUR (24) hours prior to kickoff time.

7.2 TRAVEL ITINERARY. The Visiting Teams must provide their travel itinerary to the League Office and Home Team SEVEN (7) days prior to traveling. All parties must be promptly informed if changes occur in the travel itinerary. The itinerary must include the airline routing numbers, hotel, bus company name and information and practice times (if required).

7.3 TRAVEL DELAYS. If a Visiting Team experiences any significant travel delays or potential delays (i.e., cancelled airplane flight, severe delays), the travel party leader must notify the League Office and Home Team representative listed on the Game Notice. Every effort must be made to provide early notice, and proactively determine travel alternatives.

7.4 HOTEL & GROUND TRANSPORTATION. The Home Team must provide TEN (10) complimentary hotel rooms for the Visiting Team during their stay. The Home Team must provide a preferred rate for the Visiting Team for additional room needs.

7.5 VISITING TEAM LIAISON. The Home Team must designate a Visiting Team Liaison that must be responsible for the needs of the Visiting Team during their stay. The Visiting Team liaison must have a cellular phone and be reachable at all times until the Visiting Team departs the Home Team's city. Upon arrival, the Visiting Team Liaison must meet with the Head Coach or his designee and provide him a copy of the Game Day Timeline and Game Day Information.

7.6 ARRIVAL AT STADIUM. It is the responsibility of the Visiting Team to arrive at the stadium at least NINETY (90) minutes before kickoff. The Visiting Team Liaison must be familiar with the routing to the stadium, and make inquiries to determine if additional time is needed to get to the stadium due to seasonal traffic, road construction, rush hour, etc.

7.7 PRACTICE FACILITIES. Each Home Team shall provide the Visiting Team with reasonable access to and use of its practice field while the Visiting Team is in the Home Team's city. The Visiting Team must practice outside the Home Team's regular usage schedule and may request the use of the practice field. All requests must be made at least ONE (1) week in advance.

7.8 STADIUM TRAINING POLICY. The Visiting Team shall be entitled to a stadium walk-through (or light practice) prior to or on Game Day. The Visiting Team shall not use soccer balls or cleats during a walk-through and must adhere to the stadium's requests (i.e., do not move goals, do not train in penalty boxes, etc.). The walkthrough shall be limited to ONE (1) hour. The



Visiting Team must submit their request in writing to the Director of Operations of the Home Team SEVEN (7) days prior to Game (The Home Team shall not be required to allow the Visiting Team with access to practice in the stadium). The Home Team must make best efforts to satisfy Visiting Team's request. The principle of Practical Equity shall be applied to Stadium practices: in the event that a Home Team's stadium authority does not permit the Home Team a training session on the Stadium field the day before a Game, the Visiting Team shall not be afforded that opportunity. In the event that the Home Team is allowed a training session on the Stadium field the day prior to the Game, the Visiting Team shall be afforded that same opportunity.

7.9 Visiting Team Equipment. Each Home Team must provide equipment to each Visiting Team at the Visiting Team's hotel prior to the Visiting Team arrival: 10 official Match Balls (which may be previously used), 48 bottles of water (or one 5-Gallon cooler), 48 bottles of isotonic (or one 5-Gallon cooler), 20 Granola bars, and 20 protein bars (or equivalent protein mix).



GAME DAY STAFF

NORTH AMERICAN SOCCER LEAGUE



SECTION 8: GAME DAY STAFF

8.0 GAME DAY STAFF. Game Day staffing requirements will be dictated, to some extent, by the duties of stadium staff pursuant to the stadium lease. In addition, the Home Team should have a memorandum of understanding with its stadium outlining both the Team's and the stadium's responsibilities, including which entity is ultimately responsible for in-game equipment repair (e.g., goals), implementation of emergency medical and security procedures, spectator misconduct and contraband items, including pirated merchandise, knives, firearms, alcohol, etc.

In addition to the stadium's staff, each Home Team must have, at a minimum, the Game Day staff outlined below from Section 8.1 to Section 8.6. Some Game Day staff may be volunteers and others may be part-time employees. Unless otherwise indicated, each function must be filled by a separate individual.

All Game Day staff must be credentialed specific to their duties and only provided access to those areas necessary for their working functions. Credentials are not transferable and must be worn in a visible location at all times. The functions of the Game Day staff may vary somewhat due to local stadium considerations or Team preferences. The total number of Game Day staff required should be more than what is indicated below.

8.1 DIRECTOR OF OPERATIONS. The Home Team's Director of Operations must have overall responsibility for the day of Game Operations, including coordination with the stadium, security, TV, radio and ceremonies/entertainment. He/she may also fill the position of Field Manager.

8.2 GAME OPERATIONS

8.2.1 Field Manager. The Home Team must designate a Field Manager who must be wholly responsible for all organization and supervision of the field and bench areas, and activities occurring during pre-Game, halftime and post-Game. His/her responsibilities must include, but are not limited to:

- a. Providing the required lining and proper placement of equipment for the playing field including benches, goals, corner flags, Match Balls, Fourth Officials table, sideline product, beverages, proper stretcher and medical coverage and other Team needs;
- b. If used, supervise set-up and take down of sponsor field signage and signage positions;
- c. Supervising pre-game and halftime ceremonies to assure that the Game starts and resumes at the designated times;
- d. Supervising security forces, liaisons, runners, and communications with the press box;
- e. Supervising the Players' paths to and from the field;



- f. Providing Game Officials with any assistance needed before, during, or after the Game;
- g. Assuring compliance with the Game Day Timeline. He/she must be responsible for overseeing the conduct of Ball Kids;
- h. All halftime promotions need to be coordinated through the Field Manager.

8.2.2 Game Day Producer. The Game Day Producer must be responsible for coordinating all Game activities including pre-game and halftime ceremonies. He/she must work with the Public Address announcer, video board operator and sound and light operators (if applicable) in the preparation and execution of ceremonies and entertainment. He/she must coordinate the timing sheet and cue music, announcements and be in direct communication with the Field Manager.

8.2.3 Home Team Liaison. The Home Team Liaison must be responsible for the needs of the Home Team at the stadium. He/she must provide a copy of the Game Day Timeline and Game Day information to the Home Team's Coach. He/she must give notice to the Home Team to ensure they take their position on time for opening ceremonies and that they return for the second half on time. The Field Manager may oversee this position but this position must be filled by a separate individual. He/she must assist with coordinating information on lineup changes and inform all necessary parties. He/she may also fill the position of Visiting Team Liaison.

8.2.4 Visiting Team Liaison. The Visiting Team Liaison must perform duties similar to the Home Team Liaison. His/her responsibilities are outlined in Section 7 ("Visiting Team").

8.2.5 Referee Liaison. The Referee Liaison must assist the Officials with pre-game, halftime, and post-game requests and needs. Prior to the Game, the Referee Liaison must ensure that the locker room is equipped as specified in Section 6 ("Locker Rooms"). Additional duties of the Referee Liaison are listed in Section 9 ("Game Officials").

8.2.6 Locker Room Security. The Home Team must designate uniformed individuals as Locker Room Security for the Home Team, Visiting Team, and Game Officials' locker rooms. Security must be posted outside the locker rooms at all times when the Teams and Game Officials are at the stadium.

8.2.7 Runners. Runners may perform a variety of duties that may include relaying information, gathering equipment, escorting selected individuals to the field, assisting with set-up, etc.

8.2.8 Ball Kids. The Home Team must have a minimum of EIGHT (8) Ball Kids, ages THIRTEEN (13) and above. The Ball Kids must be stationed around the playing field as such: TWO (2) behind each goal and TWO (2) on each sideline. It is imperative that the Director of Operations or the Field Manager assigns an individual supervisor to constantly oversee the performance and general comportment of the Ball Kids. Referees must monitor the situation and report any difficulties.

8.3 MEDICAL STAFF. All Home Teams must have on site a minimum of ONE (1) certified athletic trainer, ONE (1) licensed physician and ONE (1) Emergency Medical Services (EMS)-trained person with Advance Life Support. In addition, the Home Team must arrange to have at



least ONE (1) ambulance on site. At least one on-site ambulance must be equipped with Advanced Life Support capabilities.

8.4 PRESS BOX OPERATIONS. The Home Team's press box must be staffed and managed by the Press Box Supervisor, who must report to the Team's Director of Media Relations.

8.4.1 Director of Media Relations. The Director of Media Relations must be seated in the Press Box and direct the Press Box Supervisor and the statisticians crew. He/she must be available to the media to respond to questions regarding the Team and the League.

8.4.2 Press Box Supervisor. The Press Box Supervisor must be responsible for managing the operations and staffing the Press Box before, during, and after the Game. He/she may also be the Director of Media Relations. Responsibilities are listed in Section 16 ("Public Relations Guidelines").

8.4.3 Public Address Announcer. The Public Address (PA) Announcer is responsible for handling general announcements to the public that have been approved by the Home Team. He/she must work off a PA script prepared by the Home Team. In case emergency announcements are needed, PA announcements must be communicated in English or any language deemed appropriate for crowd demographics.

8.4.4 Statisticians/Spotters. Each Home Team must have at least a ONE (1) person Statistics Crew to keep accurate Game statistics. The Statistics Crew must keep Game statistics using GSM software as provided by the League Office. The Statistics Crew must provide halftime and final stats to a runner for duplication and distribution to the Press Box (and TV as needed). The Statistics Crew/spotters must be supervised by the Home Team's Director of Media Relations, although they will be paid by the League Office. See Section 16.4.7 for more information.

8.4.5 Stadium Clock Operator. The Stadium Clock Operator must start the stadium clock at the moment of kick-off at each half. The clock must count upward from ZERO (0) minutes to FORTY-FIVE (45) minutes in the first half and FORTY-FIVE (45) minutes to NINETY (90) minutes in the second half. The clock must be stopped at the end of the FORTY-FIFTH (45) minute in the first half and the NINETIETH (90) minute in the second half. The Fourth Official must indicate the amount of "added" time to be played in each half using the electronic substitution board or the manual substitution paddles.

8.4.6 Press Box Runners. The Press Box must have runners under the direction of the Press Box Supervisor. Runners must be available to copy and distribute the Game Day Information to the field and within the Press Box (or the TV truck) as needed, and generally assist the Press Box Supervisor in any other manner.

8.5 STADIUM/GRANDSTAND OPERATIONS

8.5.1 Usher Manager. The Usher Manager must be responsible for the overall supervision of the Ushers. He/she must assign them to their stadium location and explain their duties. This individual and other Ushers may be stadium employees.

8.5.2 Ushers. Ushers must direct patrons to their appropriate seats, checking the ticket stub to verify that the patron is in the correct area. They must keep the aisles clear of debris, obstructions



and people, adhering to all fire and safety regulations. Ushers should be dressed in a stadium uniform or Home Team polo or colors.

8.5.3 Field and Grandstand Security. The Home Team must ensure that a sufficient number of uniformed security officers are present in the stadium, depending on the stadium size, estimated crowd size, and lease commitments. Field Security must ensure that only properly credentialed individuals are on the sidelines or in the vicinity of the Teams' benches before, during, and after the Game. Grandstand Security must be responsible for the safety of all Players, Game Officials, and Team Officials when entering or leaving the stadium.

8.6 TICKET OPERATIONS

8.6.1 Ticket Manager. The Ticket Manager must be responsible for the entire ticket inventory. He/she must reconcile the cash boxes at the end of the Game and supervise the Ticket Sellers and Ticket Takers. Every NASL stadium must have a secure cash room and a written plan for proper cash handling procedures.

8.6.2 Ticket Sellers. Ticket Sellers must sell tickets to patrons at the box office windows at the stadium. They are responsible for knowing the correct pricing for the seats, available seats, efficiently exchanging moneys for tickets and applying the correct codes and discounts applicable to the individual event. Ticket Sellers must resolve customer complaints/concerns when possible. At the end of their shift, they must balance the drawer to ensure no overages or shortages have occurred.

8.6.3 Ticket Takers. At assigned locations, Ticket Takers must tear tickets, collect ticket stubs and direct patrons to their appropriate seat location. They must be knowledgeable about stadium seating, the location of Will Call, etc.



GAME OFFICIALS

NORTH AMERICAN SOCCER LEAGUE



SECTION 9: GAME OFFICIALS

9.0 GAME OFFICIALS. Game Officials for each Game must consist of the Referee, assistant Referee 1 (AR1), assistant Referee 2 (AR2), and Fourth Official. A PRO, CONCACAF or CSA Match Assessor will attend all Games. The League Office will notify Teams of the Game Officials and Match Assessor assignments at least FOUR (4) days in advance of each Home Game by means of the Game Notice, as shown in Exhibit E (“Game Notice”).

9.1 REFEREE. The Referee must have general oversight and control of the Game and must exercise the powers granted to him by the FIFA Laws of the Game. The Referee's duties to start the Game are outlined in Section 9.3 of this Operations Manual.

9.2 ASSISTANT REFEREES. TWO (2) assistant Referees must assist the Referee in controlling the Game. Upon their arrival at the stadium, the assistant Referees must report to the Referee. The assistant Referees are defined as the assistant Referee 1 or AR1 (bench side) and assistant Referee 2 or AR2 (Non-Bench Side).

9.3 FOURTH OFFICIAL. The Fourth Official must assist with administrative duties and procedures for substitutions and any other duties needed within the Game. The Fourth Official must be situated at a table at midfield on the Team bench side of the field, between the two Team benches, and even with benches (approximately FIVE (5) yards) outside the touchline. From this location, the Fourth Official and the Field Manager must coordinate field timing with the Game Day Producer and the Referee. The Fourth Official will assist in issuing a TWO (2) minute warning to the teams and the teams will be subject to a fine if the kickoff time is missed due to failure to exit the locker room on time. The Fourth Official does not signal the Referee to kick-off. Responsibilities of the Fourth Official are further outlined on the most recent FIFA Laws of the Game. In the event there is a need for field communication with the Press Box/PA Announcer or Stadium Clock Operator during the Game, the Fourth Official must notify the Field Manager, who must communicate with the Press Box. In particular, the Fourth Official must clarify cautions and send-off questions for the Press Box, if necessary.

9.4 ROSTER COLLECTION. Not less than SEVENTY-FIVE (75) minutes prior to kick-off the Home Team Director of Operations must collect the Official Game Rosters from both Teams. Those TWO (2) individual rosters are then combined into ONE (1) Game Roster & photocopied. The remaining roster copies must then be distributed by the Home Team Director of Operations to both Home Team and Visiting Team, TV truck location and press box location, as specified in Section 10.2.1.

9.5 LOCKER ROOM EXIT/GAME TIMING. The assistant Referees must help ensure that Teams leave their respective locker rooms for the first and second halves in a timely manner. Game Officials will issue a TWO (2) minute warning to teams to exit the locker room and Team staff needs to communicate final warnings to both Teams. After these warnings, Teams must adhere to all relevant timings. Any instances of Teams not leaving their locker rooms in a timely manner should be detailed in a Competition Incident Report (Exhibit F).

9.6 MATCH ASSESSOR. The Match Assessor must make an official evaluation of the Game Officials on behalf of PRO, CONCACAF or CSA. He/she may also make observations regarding overall Game management and conduct. The Match Assessor must be provided with stadium seating, which provides a comprehensive and centralized view of the field. All attempts should be



made to seat this person in a secure, covered area. He/she must also have Referee locker room access. The Match Assessor must be credentialed by the Home Team and be entitled to TWO (2) tickets and complementary parking to the Game to which he/she is assigned.

9.7 REFEREE LIAISON. The Home Team must designate a Referee Liaison to work with the Game Officials at each Home Game. The Referee Liaison must contact the Referee no later than THREE (3) days prior to the Game to confirm arrival and departure times, arrange transportation, and answer questions. The Referee Liaison must meet the Game Officials at the Referee hotel THREE (3) hours before the Game, if requested. He must ensure that all Game Officials arrive at the stadium at least TWO (2) hours before kickoff, and that they have transportation after the Game. The Referee Liaison must ensure that the Referee has a Referee Game Report, Substitution Cards, and the Competition Incident Report, and that the appropriate forms are emailed to the email address listed on the Referee Game Report form immediately following the conclusion of the Game. The Referee Liaison must confirm security to escort Game Officials from the field to their locker room at the end of the Game and at halftime if requested by the Referee.

9.8 MATERIALS AND PROVISIONS FOR THE GAME. The Referee Liaison must provide the Game Officials with a Game Timing Sheet, Game Day Information, Substitution Cards and the Referee Game Report form upon their arrival at the stadium. They must receive TWO (2) complimentary tickets each. Each Game Official must also receive ONE (1) Parking Pass (if required). Additionally, each NASL club will supply five (5) credentials -- four (4) for officials and one (1) for the match assessor -- provided by the League Office upon entry to the stadium through the player's gate for locker room and field-level access. These credentials will only be valid on Match-day when the officials and assessor are working. The officials will be responsible for turning the credentials into the Referee Liaison before leaving the stadium for the night.

9.9 FIELD EQUIPMENT AND SAFETY CHECK. At least SIXTY (60) minutes prior to kickoff, the Game Officials must complete an inspection of the playing field and equipment, including the field itself, goals, netting, official Match Balls, corner flags, and field markings. In the event any problem areas are identified, including loose or torn nets, out of place goals, improperly covered drainage, missing or incorrect markings, etc., the Referee must notify the Field Manager immediately. The Field Manager must be responsible for promptly correcting any problems. The Referee should report any and all field equipment problems accordingly. However, every consideration and effort must be made to start the Game as scheduled.

9.10 DAY OF GAME REFEREE REPORTS. For all 2017 NASL Games, the NASL League's mandatory post-game Referee Game Report will be available and completed as part of the Referee's post-game obligations as an electronic, computerized form provided by the Home Team operations personnel and on a laptop computer provided by the Home Team. At the conclusion of the Game, the Referee must fill out the Referee Game Report and provide it to the Director of Operations. The Referee must indicate the actual time of kick-off for the first and second halves and the Game's end. The Referee has a duty to report any rule violations or Game Day procedure comments on the Referee Game Report or Competition Incident Report forms (please see Exhibit F). The Home Team Director of Operations must email the Referee Game Report to bmelekian@nasl.com and to the Visiting Team representative as well.

The Home Team Director of Operations will be responsible for sending the completed Referee Game Report form to the NASL League Office, not the Referee.



9.11 OFFICIALS' ASSIGNMENTS AND FEES. The League Office will work with PRO, CONCACAF and CSA on the assignment of Game Officials.

9.12 PROTECTION OF GAME OFFICIALS. Each Home Team must provide a separate dressing room with showers at its Home stadium for the exclusive use of Game Officials, and must take the necessary precautions to ensure that no person, without the permission of the Game Officials, gains access to this dressing room. Each Team must provide adequate security for all Game Officials they are at the stadium. Game Officials must report any breach of these provisions to the League Office.

9.13 COMPETITION INCIDENT REPORT. As an aid to the NASL Operations Department's assessment of Referee performances and to the League Disciplinary Committee, General Managers, Coaches, or other appropriate Team personnel are requested to submit a Competition Incident Report form to report unusual, mishandled and other pertinent events. Such events should be described in detail within TWENTY-FOUR (24) hours following the conclusion of the Game. Such Competition Incident Reports (See Exhibit F) must be reviewed by the League Office and a written response must be issued. Game Officials are encouraged to use this form to describe competition related incidents to be reviewed by the League Office.

9.14 GAME OFFICIALS COMPLIMENTARY TICKET POLICY. The Home Team shall provide each Game Official with TWO (2) complimentary tickets to the Game.

9.15 MATCH BALL. The Home Team will provide TEN (10) new Match Balls and have them ready for inspection by the Referee 90 minutes before each Game. Each Home Team is responsible for ensuring brand new balls are used for each match. Recommended ball pressure is listed on the ball. The League Office reserves the right to mandate the use of high visibility balls in certain markets and conditions. In such case, the League Office will provide the balls to that Home Team.

9.16 PRO, CONCACAF AND CSA REFEREE UNIFORMS. The Game Officials must wear a jersey that has a color distinctly different from the colors of the Teams. This jersey must be specified on the Game Notice sent to both Teams and the Game Officials prior to the Game and posted in the Game Official's locker room. The Game Officials must comply with the Official Uniform policy of their respective governing body and the NASL.

9.17 REFEREE EVALUATION FORMS. Each NASL coach must submit a Referee Evaluation Form (Exhibit J) as provided by the League Office, within 48 hours of the conclusion of each League Game in which they participate, whether Home or Away. This form should be sent to bmelekian@nasl.com.

Professional Referee Organization



Canadian Soccer Association





GAME PROCEDURES

NORTH AMERICAN SOCCER LEAGUE



SECTION 10: GAME PROCEDURES

10.0 GAME PROCEDURES. To plan, prepare and implement the Game Day operations in a consistent manner, an overall Game Procedures program has been developed. Each Home Team must comply with these Game Procedures for all Games.

10.1 GAME DAY PRESENTATION. Each Team must ensure a professional and consistent “look” for all Games. Each Team has the opportunity to create its own in-stadium entertainment package, introduce its own Game presentation elements and develop local traditions/customs within the framework of consistent guidelines. The following procedures must apply to all Games.

10.1.1 SUBMISSIONS. By no later than March 1, 2017 the following information must be provided to the League Office: comprehensive Team staff and stadium staff personnel list (including job titles); comprehensive Game Day Timeline, stadium rules, stadium security, medical, emergency and evacuation plans, and ticket scaling diagram. Updates must be promptly provided to the League Office during the season if major changes from the original submissions occur.

10.1.2 GAME TIMING SHEET, INSTRUCTIONS AND DIAGRAMS All Home Teams must use the Game Day Timeline (Exhibit D) as a general guide, prepare Game Day Information, and adhere to field layouts.

A. GAME DAY TIMELINE. The Game Day Timeline is a detailed timeline for the hours and minutes immediately preceding, during and following a Game (a sample Game Day Timeline is provided in Exhibit D). All pre-Game, in-Game, and post-Game activities must be dictated by the Game Day Timeline. At a minimum, the Game Day Timeline must be posted in Team locker rooms, the Game Officials' locker room, and the Press Box. Copies shall also be provided to the Video Board/Entertainment Box, PA Announcer, Field Management, Stadium Personnel and Security. There may be variations in the Game Day Timeline from Team to Team if discussed with and approved by the League Office.

B. Ga. In addition to the Game Day Timeline, a copy of pre-Game, in-Game and post-Game information must be provided to the Visiting Team, the Game Officials, the Press Box, the Video Board/Entertainment Box, PA Announcer and Timekeeper. The Game Day Information describes what is going to take place and how the execution of the event activities, including Team introductions, must be handled.

C. Game Notice. No less than FOUR (4) days prior to each Game, the League Office must distribute to each Team a Game Notice detailing Game time/date, Team uniform colors, television details, Game Official assignments, Home Team and Visiting Team contacts, and League-designated contacts (League Designees). A sample Game Notice is provided in Exhibit E.

Items A, B, and C from this Section must be provided to the Visiting Team and Game Officials by the Home Team upon their arrival in the host city. If any changes occur, both Teams must be notified immediately.

10.2 PRE-GAME PROCEDURES. Prior to kickoff, NASL pre-Game procedures, as described below, must be implemented. While these procedures shall not vary among Teams, additional



activities may be included based on the Home Team's Game Day program. NASL-required procedures are as follows:

10.2.1 Roster Deliveries. Rosters must be delivered to the Press Box, Referee and Teams as outlined herein:

- (i) The Official Game Roster from both Teams must be collected by the Home Team's Director of Operations SEVENTY-FIVE (75) minutes prior to the start of the Game. The Home Team Game Day staff must be responsible for promptly distributing the copies as follows:
 - ONE (1) copy to the Press Box
 - ONE (1) copy to the Referee or Fourth Official
 - ONE (1) copy to the Visiting Team
 - ONE (1) copy to the Home Team
 - ONE (1) copy to the TV Truck (if applicable)

If there are any changes to the Game Roster beyond the SEVENTY-FIVE (75) minute mark, the Home Team's Director of Operations (or another designated Team representative) is ultimately responsible for obtaining such information and relaying it immediately to the Press Box, the Visiting Team and the Referee.

10.2.2 Roster Exchange. Home Team must fill out the line-up sheet first. The Director of Operations or Home Team representative must collect the Visiting Team Roster.

10.2.3 Pre-Game Team Warm-Up Period. Each Team must be entitled to a concurrent and equal pre-Game warm-up period of not less than TWENTY-FIVE (25) minutes; this must begin and end pursuant to the Game Day Timeline. Only those individuals listed on the Official Game Roster are eligible to participate in pre-Game warm-ups. After the pre-Game warm-up period, the Field Manager must direct the Teams to the locker rooms.

A. Pre-Game Injury, Illness or Dismissal. After the exchange of the Official Game Rosters, roster changes by either Head Coach may be made only in case of injury, illness or dismissal during the warm-up period. A Player who is removed due to injury or illness from the official starting lineup will not be eligible for substitution into the Game, with the exception of the goalkeeper. However, an eligible Active Roster Player may be added to the Official Game Roster to replace an injured or ill player. A starting Player's vacant roster position may only be filled by a current, named substitute from the Official Game Roster. The replacement Player can only be added to the list of eligible substitutions, not as a starting Player. Per FIFA Laws of the Game, Law 3, a Player (including the goalkeeper) who is dismissed by the Referee prior to kick-off but after the exchange of the Official Game Rosters will not be eligible for substitution into the Game. The vacant roster position may be filled by a current, named substitute from the Official Game Roster. . less than The Game Roster becomes final FIFTEEN (15) minutes prior to the scheduled kick-off, and no further changes or additions to the Official Game Roster may occur after that time.

10.2.4 Suspended Players. Suspended Players are only allowed to stay in a designated area, specified by each Team's Stadium Field Plan, during the Game in which they are serving a suspension. Furthermore, suspended Players are not permitted on the field of play for pre-Game warm ups or during halftime. Suspended Players are not permitted on the Team bench during the



Game; however, suspended Players are permitted access to their respective Team locker room during halftime. Players who fail to adhere to this policy may be fined accordingly.

10.2.5 Suspended Coaches. Suspended Coaches are only allowed to stay in a designated area, specified by each Team's Stadium Field Plan, during the Game in which they are serving a suspension. Furthermore, suspended Coaches are not permitted on the field of play for pre-Game warm ups or during halftime. Suspended Coaches are not permitted on the Team bench during the Game; however, suspended Coaches are permitted access to their respective Team locker room during halftime. Coaches who fail to adhere to this policy may be fined accordingly.

10.2.6 Electronic Communication on Bench. All Team staff and all Team officials must ensure all cell phones and personal communication devices are turned off when the first Player walks out for warm ups and must remain off until the conclusion of the Game. Each Team is allowed the use of a two-way radio system that operates on a secure frequency.

10.2.7 Ejected Players & Coaches. Any Player or Coach who is ejected from the field of play or Team bench area before or during a League Game must remain in their Team locker room for the remainder of the Game in which they were ejected.

10.2.8 Officials and Starting Team Entry. The Game Officials and starting Players must enter the field while the FIFA Anthem is played, in accordance with the Guidelines for FIFA Match Officials (Exhibit D, "Game Day Timeline"). It is recommended that each Team provide an NASL Ball stand that allows the Referee to grab the Match Ball and enter the field. The assistant Referees must assist the Teams with getting Teams out of the locker rooms in a timely manner.

Ultimately, it is the Head Coach's responsibility to make sure his Team enters the field on time, and any problems must be reported to the League Office by the Referee and Teams via Game reports. It is the Home Team's Game Day staff's responsibility to treat both Teams equally, using the Uniform Warning Times in Section 10.3.1 to alert both Teams when to exit locker rooms.

10.2.9 Coaches and Reserve Players Entry. Before pre-Game introduction ceremonies, Coaches and reserve Players must walk to their Team benches staying off the field.

10.2.10 National Anthems. For all NASL Annual Season Games, the National Anthems of the Teams participating in the competition must both be performed live or both be played via a recording (i.e., CD) according to the Game Day Timeline. In Games where two national anthems are required, the anthem of the Visiting Team's country must be played first and anthem of the Home Team's country must follow.

10.2.11 Flag Protocol. For all NASL Annual Season Games, the country flags of the Teams participating in the competition must be displayed in the stadium. These flags must be equal in size and displayed in a comparable manner.

If the flags are displayed on field during the pre-game ceremonies, the flags must be placed in front of the respective Team benches.

10.2.12 Introduction of Game Officials, Coaches and Players. The Game Officials, Coaches, and Players must comply with the introduction procedures designated in the Game Timing Sheet and Game Day Information. It is recommended that the Visiting Team's starting line-up is



introduced before the Home Team's starting lineup. The Head Coach shall remain on the sideline, but shall be introduced by the PA announcer. The Game Officials shall be introduced during the pre-Game ceremony starting with the Fourth Official, assistant Referees, and then Referee. The Home Team must script the introductions for the PA announcer, including phonetic spelling where necessary. No introductions may occur while the FIFA Anthem is played.

10.2.13 Official Coin Toss. The official coin toss must take place immediately after the Team handshakes and Team photos (Exhibit D, "Game Day Timeline"). The Referee and Team captains must participate to determine the choice of ends to defend, as well as the kickoff.

10.3 GAME PROCEDURES. The Game must commence on the Referee's whistle. During the Game, the Referee is solely in charge of the Game on the field.

10.3.1 Uniform Warning Times for Locker Room Exits. For both pre-game and halftime, consistent warning times for Teams to exit their respective locker rooms must be used as follows:

- a. FIVE (5) minute warning for Teams and Game Officials to exit locker rooms.
- b. TWO (2) minute warning for Teams to exit locker rooms (Issued by Game Officials).
- c. ONE (1) minute warning for Teams to exit locker rooms. (Issued by Team Staff).

The FIVE (5), TWO (2) and ONE (1) minute warnings are not measured from the kick-off time, but rather from when the Teams must exit the locker rooms and proceed to the field. The appropriate time, relative to each stadium, that takes for the Teams to walk from the locker rooms to the field should be factored in. Ultimately the Head Coach is responsible for ensuring his Team departs from the locker room on time. Any incidences of Team delays leaving the locker room at the beginning of the Game or at halftime must be documented on the Referee Game Report, and by the Referee on the Competition Incident Report, and may result in a fine. The designated staff members in charge of alerting the Teams to exit the locker rooms must be mature, reliable, assertive and polite, and must announce via two-way radio to the Game Day Producer precisely when the Teams depart.

The Game Officials must be proactive in ensuring that the Teams leave the locker rooms on time and that each half starts on time.

10.3.2 Timing for the Game and Stadium Clock. The Stadium Clock Operator must start the clock at the kick-off for each half and the official Game time must be kept on the field by the Referee. In the first half, the clock must begin at 00:00 and count up continuously until 45:00 and stop. At the conclusion of the first half, the stadium clock must be set to 14:00 and run down to 00:00. Halftime is FIFTEEN (15) minutes in duration but the clock should still run down from 14:00. For the second half, the clock must begin at 45:00 and count up continuously until 90:00 and stop. The Fourth Official must indicate any "added time" added by the Referee at the end of each half (or Over Time period if applicable to the Games during The Championship) using the electronic substitution board or manual substitution paddles.

10.3.3 Official Game Rosters. A total of EIGHTEEN (18) eligible Players for each Team may be placed on the Team's Game Roster for any NASL Annual Season Game.



10.3.4 Player Substitutions. THREE (3) substitutions may be used at any time in any Annual Season Game. It is acceptable for the goalkeeper to change places with a field Player as long as it is done in accordance with the requirements of FIFA Laws of the Game, Law 3, which states:

- a. Referee is informed before the change is made.
- b. Change is made during a stoppage in the Game (corner kick, throw in, etc.).
- c. Delay or time wasting during this position exchange is not acceptable. The Game must not be held up to allow for a complete change of equipment by either Player. The former goalkeeper must leave the field to change his equipment. The equipment change may not be done on the field.
- d. The change of positions is complete at the moment the new goalkeeper is given a goalkeeper shirt or jersey – which should be ready for him when the exchange is requested. If the former goalkeeper, who is now a field Player, is not ready to play in the basic compulsory equipment (same color jersey or shirt, socks and shorts, shin guards and footwear) as the other field Players on his Team, he may not re-enter the field until his equipment and uniform conform to the FIFA Laws of the Game, Law 4. During this interim period, his Team must play short-handed.
- e. When the Player is ready to re-enter the Game, the Referee must beckon the Player onto the field at the next stoppage of play and check the former goalkeeper's uniform and equipment. If satisfied with the Player's uniform condition, the Referee must permit him to play.

10.3.5 Substitution Warm-Ups Areas. Designated areas must be pointed out to the Referees and Visiting Team upon arrival of stadium.

10.3.6 Putting a New Ball into Play. When the ball goes out of play beyond the touchline or over the goal line, the nearest Ball Kid must ensure that the Player putting the ball back into play has a ball for the restart as quickly as possible.

10.3.7 Halftime Activities. Halftime must officially begin as soon as the Referee blows his whistle signifying the end of the first half. The duration of halftime for all Games must be FIFTEEN (15) minutes, from whistle to whistle, unless otherwise authorized by the League Office.

10.3.8 Sent-Off Players. A Player who is sent-off during a Game must be escorted from the field of play and bench area by a Game Day staff member designated by the Home Team. Each Team must be informed of the designated staff member prior to the Game. Although each Player is ultimately responsible for his actions, the Player's Team bench personnel must facilitate its Player's leaving the field without delay. The Home Team designee must work in concert with Team bench personnel, display a high level of sensitivity for each situation and ensure that the Player is shown to the locker room for the remainder of the Game.

10.3.9 Dismissed Coaches and Non-Player Personnel. A Coach or a non-Player personnel who is dismissed during a Game must be escorted from the bench area by a Game Day staff member to his Team's Locker Room. The Coach or non-Player personnel must stay in the Locker Room and is not allowed to have any type of communication with the Team bench area for the remainder of



the Game. The dismissed person may not return to the pitch at any time, including after the Game, while spectators are still in the stadium.

10.3.10 Game Officials' Security. At the request of the Referee, security must be available to escort them on and off the field.

10.4 POST-GAME PROCEDURES. At the conclusion of the Game, the following post-game procedures must be followed. The Referee Game Report form must be emailed to the League Operations Department. Non-compliance with these deadlines may result in fines.

10.4.1 Referee Game Report. The Referee must complete and submit the Referee Game Report to the Home Team Director of Operations. Before leaving the stadium, the Home Team Director of Operations must scan the Referee Game Report and the two Team Official Game Roster forms (on one sheet of paper) and email it to the individual(s) indicated on the form. A copy of the Referee Game Report form is included in Exhibit C and a copy of the Official Game Roster Form is included in Exhibit G.

10.4.2 Competition Incident Report Form. This form must be used by the Home or Visiting Team to request League Office review of Game incidents that may not have been dealt with by the Game Officials. The completed form and any applicable videotape shall be sent to the League Office as soon as possible and no later than TWENTY- FOUR (24) hours after the end of the Game. A Competition Incident Report Form is included in Exhibit F. This procedure may not be used to file a Game Protest (see Section 3.6 for such procedures).

10.5. Match Evaluators. The League Office will assign a Match Evaluator to each League Game to perform certain duties, including but not limited to, monitoring adherence to the requirements contained in the Operations Manual and confirming that match timings are maintained, adequate supplies are provided to both teams, all necessary reports are completed and any necessary incidents are reported. Individuals serving as Match Evaluators shall be selected by the League Office. The League Office shall provide any necessary training and compensation to Match Evaluators; however, the Home Team shall provide an All Access credential, parking pass and four (4) tickets to the Match Evaluator.

10.6 Videoboard Policy. The video board can show continuous play, however, controversial replays have the potential to incite a negative fan reaction and lead to a hostile stadium environment. Controversial replays may include:

- Yellow or red cards
- Dangerous play
- Unsporting behavior
- Fouls
- Controversial Referee decisions

Therefore, if play is stopped to issue a yellow card or for Referees to review an incident or response, no replays may be shown on the in-stadium video board until the ball is back in play. Controversial replays may be shown **ONLY** after a Referee has rendered a decision and **after play has resumed**. In the event of an injury, the replay is not permitted until after the Player leaves the field. If that injury is deemed "serious," only one (1) replay is permitted. Violation of this policy will automatically carry a fine. Repeat violations will result in additional sanctions.





EQUIPMENT & APPAREL

NORTH AMERICAN SOCCER LEAGUE



SECTION 11: EQUIPMENT & APPAREL

11.0 PLAYER DRESS CODE. Players and Team staff must maintain a neat, clean and professional appearance at all times while in public, especially during all Team travel, including travel to and from the Home Team city and stadium.

11.1 PLAYER UNIFORMS, EQUIPMENT, AND IDENTIFICATION. Each Team shall have a home/primary uniform and up to a maximum of two alternative uniforms. The primary uniform must be visibly different from the alternative uniforms, including the goalkeeper's uniforms.

For all NASL matches, each Player must be uniformly dressed in jerseys, shorts, and socks for pre-game introductions and the Game. Team-supplied warm-ups may be worn over the uniform during pre-game activities. The Game Notice, distributed by the League Office, is the official document designating appropriate Game uniforms and colors. As a general rule, the Visiting Team uniform prevails, and Home Teams must adjust as necessary. However, the Referee has the final say as to all Team Color conflicts and/or adjustments. Non-compliance may result in a Team fine and, if appropriate, an individual fine.

11.1.1 NAME AND NUMBER. Each Player must be assigned a number, which must not change throughout the season. The number must have a maximum of two digits and appear on the back of the jersey and on the left side of the shorts. Each Player must have only their last name displayed on their jersey unless otherwise approved by the League Office. However, Teammates with identical surnames must have the first name initial appear before the surname.

11.1.2 BLEEDING PLAYER. If a Player is bleeding, he must leave the field immediately to have the bleeding stopped and his skin and uniform cleaned thoroughly. When the Player is ready to return to the Game, the Referee may delegate responsibility to the Fourth Official to inspect the injured area and the uniform for blood. Once inspected by the Fourth Official, the Player may re-enter the Game with the Referee's permission. The Player may be required to change his uniform prior to re-entry. Wearing an unnumbered jersey is permitted only under these circumstances. A Player must not wear a jersey with another person's name on it.

If necessary: a) name information must be taped or masked, preferably in the same color as the Team uniform and the number is taped or masked, preferably in the same color as the Team uniform; and b) the substitute's name must be removed from the Official Game Roster (the Roster must also be adjusted to show the replacement jersey number for the Player now wearing it). The Equipment Manager must have a second set of uniforms, and at minimum must have several extra jerseys nameless and the numbers available at the bench.

11.1.3 GOALKEEPER UNIFORM AND EQUIPMENT. The goalkeeper's uniform should feature different colors than his teammates, opponents and the Game Officials' uniforms. The goalkeeper uniform and equipment must conform to the FIFA Laws of the Game. The goalkeeper's uniform should be that which has been designated on the Game Notice.

11.1.4 APPAREL UNDER SHORTS. Thermal shorts or pants (slide shorts) may be worn under uniform shorts if they are **IDENTICAL IN COLOR** to the main color of the uniform shorts or of the color of the shorts hem. All Players on the same Team must wear thermal shorts/pants of the



same color. Goalkeepers are excluded from these requirements and may, at their own discretion, wear long pants that distinguish them from the other Players and opponents.

11.1.5 APPAREL UNDER JERSEY. Players must not wear an undergarment that exhibits slogans or logos that are not of the same brand as the Team's uniform supplier. Inciting slogans, political messages or profane words are also banned. Players may be fined and/or suspended for violations of this policy. In addition, completely removing one's shirt over head as part of a goal celebration is strongly discouraged as such behavior must result in an official caution from the Referee. All apparel worn under the jersey must be **IDENTICAL IN COLOR** to the Player's uniform jersey.

11.1.6 OTHER EQUIPMENT. All Players in uniform on Game Days must wear shin guards, covered by socks. Equipment deemed dangerous by the Referee must be removed and all FIFA Laws of the Game equipment rules must be complied with and enforced by the Referee. Players are not permitted to wear jewelry.

11.1.7 FOOTWEAR. Referees should inspect all footwear prior to a Game and ensure that all footwear is absent of anything that would render such footwear dangerous to a Player or his opponent.

11.1.8 UNIFORM DECORUM. Players must wear bibs of a neutral color. Teams are responsible for providing their own bibs. Players must wear their uniforms with the jersey tucked in and the socks pulled up over their shin guards at all times on the field, adjacent and bench areas, and pre-game and post-game. Players on the bench who will not play (i.e., injured Players) may wear their Team warm-ups during the Game.

11.2 COACHES AND NON-PLAYING BENCH PERSONNEL ATTIRE. Coaches and assistant Coaches are strongly encouraged to wear a coat and tie, or polo shirt and slacks, during the Game. Coaches may not wear shorts during any Game.

11.3 OTHER STAFF. Team employees working an NASL Game must not wear jeans, warm-up suits or athletic shoes unless their work responsibilities make it appropriate.

11.4 NASL TEAM UNIFORMS. The Visiting Team shall travel with one kit designated on the Game Notice and the Home Team shall have both "Home and Away" kits at the stadium and ready for Referees to inspect prior to the Game. The Visiting Team shall travel with all goalkeeper kits.

FC Edmonton



Indy Eleven





Jacksonville Armada FC



Miami FC



New York Cosmos





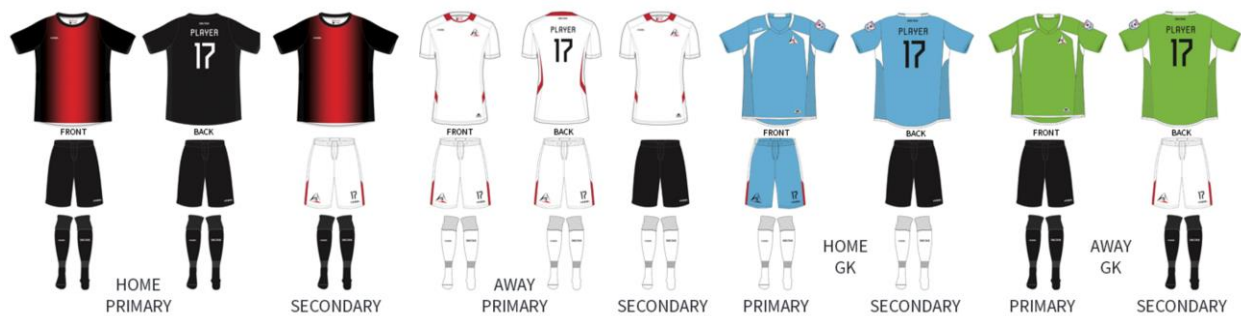
North Carolina FC



Puerto Rico FC



San Francisco Deltas





PLAYER & STAFF DISCIPLINE

NORTH AMERICAN SOCCER LEAGUE



SECTION 12: PLAYER AND STAFF DISCIPLINE

12.1 LEAGUE DISCIPLINE. The League Office may impose discipline on Players, Teams, or Team staff, and Teams may impose discipline on their own Players and Team staff pursuant to this Section. Penalties may include a fine, suspension and/or other sanctions for a period of time. In assessing a penalty, consideration may be given to, among other factors, the specific conduct at issue, the harm that was done, other penalties for similar misconduct, whether an individual or Team has committed other misconduct, whether the behavior is part of a pattern of continuing misconduct, and other relevant circumstances. Suspensions may be either with or without pay. For certain major misconduct, the League Office may also impose discipline and determine a Player or League Office or Team staff member to be ineligible, meaning such individual is banned from any further involvement with the NASL. NASL Owners/Team Operators/Front Office Staff and any others formally connected to the Team may also be disciplined.

12.1.1 Disciplinary Committee. The League Office has the power to establish a Disciplinary Committee, whose individuals must serve the goals of the League. The League Office may delegate to the Disciplinary Committee those League disciplinary powers it deems advisable.

12.1.2 General Discipline. Before any discipline is taken, the League Office or Team must make reasonable investigations into the alleged violations, and may take note of any information available to them, including but not limited to Referee Game Reports, Competition Incident Reports, video tapes, written statements from individuals outside the League, and information from NASL staff.

The League Office may impose fines, suspensions and/or other sanctions for violations of the NASL Operating Agreement, the NASL Operations Manual, other manuals promulgated by the League Office, as well as other directives from the League Office.

A. Discipline Notices. For any penalties imposed by the League Office, an individual letter must be sent to the relevant Team informing the Team of the (i) cause for discipline and (ii) the penalties to be imposed.

B. Fines & Payments. All NASL League Office-mandated fines will be charged to the relevant Team following the discipline action. Any fines in excess of \$250 may, at the discretion of the League Office, be prorated on a reasonable installment basis, unless the staff member at issue has been terminated, or the Player is released or his contract will expire within those periods. The fine must be sent to the NASL League Office in the name of the individual fined, within TWO (2) weeks of the discipline notice. All checks must be made payable to “North American Soccer League” and be sent to:

North American Soccer League
Attn: Toan Hang
112 W.34th St, #2110
New York, NY 10120
Tel: 646.832.3575

C. Reporting Misconduct. Every Player, Coach, Game Official, Team, Team Owner or NASL employee must report cases of misconduct to the League Office directly or through their Team.



The League Office may discipline any of the aforementioned individuals pursuant to Section 12.1.3 for failure to report misconduct.

D. Penalty Waivers. The League Office may, in its discretion, waive penalties for minor misconduct, but may in each case provide a letter to the offending individual, pointing out and discussing such misconduct.

12.1.3 Major Misconduct – (League Discipline). The League Office has authority to discipline NASL Teams, NASL Players or Team staffs for the major misconduct set forth in Subsections A through P outlined below. The League Office, in its absolute discretion, may impose fines and/or suspensions, or declare an individual Ineligible for further involvement for such major misconduct. It shall be considered major misconduct to engage in any of the following:

A. Unauthorized Compensation. Receive or make payments of any type, in cash or in kind, or enter into any agreements of any kind, expressed or implied, oral or written, or make any promises, undertakings, representations, commitments, inducements, assurances of intent or understandings of any kind, between a Player and any Team Operator, or any third party acting in association with any Team Operator, involving consideration of any type to be paid, furnished or made available to the Player, or any person or entity controlled by or related to the Player, that is not included in the Player's employment agreement with the Player's current Team, either during the term of that agreement or thereafter.

B. Game Fixing. Offer, agree, conspire, aid, forecast, attempt to lose a Game, control the Game score, or cause any Game to result in a manner other than on its merits. Failure to report a bribe, or an attempt to fix or control the outcome of a Game in any manner, shall be tantamount to attempting to fix such Game.

C. Gambling. Gambling, legally or illegally, formally or informally, on any Game, or any facet of any soccer Game including any NASL Game is strictly prohibited. Gambling shall be defined to constitute the wagering of any amount of money, no matter how small, or of anything of value.

D. Prejudicial Statements and Public Criticism. Give, make, issue, authorize or endorse any statement having or designed to have, in the League Office's opinion, an effect prejudicial or detrimental to the NASL or the sport of soccer, including public criticism of its Teams, Game Officials, or Game officiating generally.

E. Prejudicial Conduct. Commit conduct which, in the League Office's opinion, is prejudicial or detrimental to the NASL or the sport of soccer.

F. Tampering. Directly or indirectly entice, induce, persuade, or attempt to entice, induce or persuade any Player, Coach, or any other person who is under contract to any other NASL Team to enter into services, or negotiate to enter into services, with a different NASL Team during the term of such contract.

G. Violation of Substance Abuse Policy. Violate in any manner the League substance abuse policy.



H. Heinous Acts. Commit a heinous act, a violent physical assault on another arising out of the scope of one's employment, or being convicted or pleading no contest to a major misdemeanor or felony.

I. Failure to Participate. Fail to participate in the removal of a Team from the playing field during a Game; fail to take the field to play; fail to appear at the scheduled time and place to play a Game; fail to play or complete any Game; or fail to field one's strongest Team which, in the opinion of the League Office, was intended to give the opposing Team a competitive advantage – NASL Teams are expected to field the best possible starting lineup and make every attempt to put forth a best effort to win each Game. The integrity of the League, fairness to fans and assorted competitive issues require strict adherence to this policy.

J. Illegal Players. Play an NASL Game with an Ineligible or Suspended Player, a Player that has not signed a Player Agreement, or a Player that was not on the Team's Active Roster.

K. Coaching Information. Provide any other Team Owner or employee of such Team Owner with coaching information regarding one's own Team, except for the exchange of DVDs (see Section 10.4.3), or other League-sanctioned Player information programs.

L. Improper Use of Video. Use videotapes or Game film in any type of public forum to question a Game Official's decision or to denigrate the work of a Game Official in any manner, or for personal gain from the sale of such video or film without permission of the League Office.

M. Protection of Game Officials. Violate the provisions of this Operations Manual regarding the protection of Game Officials.

N. Failure to Act in the Best Interest of the NASL. Fail, in the opinion of the League Office, to act in the best interest of NASL, the League or of a Team, including but not limited to: failure to comply with the rules and procedures of the NASL and directives of the League Office; failure to fulfill one's contractual obligations to the NASL; failure to report incidents of misconduct known to the individual or Team; or the misrepresentation of any material facts to the League or to a Team.

O. Other Conduct. Fail to abide by the rules, guidelines, procedures or directives, including but not limited to the Operations Manual or League Office directives.

P. Player Code of Conduct. The League Office shall follow the FIFA Player Code of Conduct. Each Team must distribute the FIFA Player Code of Conduct to its Players prior to the start of the League Season, and to any Player added to the Team's Master Roster during the League Season.

12.1.4 Team Imposed Discipline. Any Team may discipline its own Players and staffs. For all Team discipline, a copy of the letter from the Team informing the Player or staff member of disciplinary action must be faxed to the League Office.

A. Additional Team Rules. Prior to the start of the Annual Season, Teams must submit to the League, in writing, any proposed Team rules (or similar policies) and penalty schedules that are in addition to the Standard Fine Schedule, or that modify previously-approved Team rules. The League Office may review such rules, have discussions with the Team as deemed necessary, and approve, reject, or suggest modifications to such rules.



12.2 GAME MISCONDUCT. The first responsibility for disciplining Game Misconduct rests with the Referee, pursuant to the FIFA Laws of the Game. In addition, Players, Coaches, and other Team staff may be disciplined by the League Office or their Team for Game Misconduct pursuant to this Section, and may be subject to further discipline pursuant to other rules or procedures. For the purposes of assessing red or yellow cards, only the Referee Game Report will be considered. For any other Game misconduct, the League Office may consider all information available, including videotape of the conduct in question.

12.2.1 Cautions, Send-Offs, and Dismissals. The penalties set forth in this Section must apply to all cards awarded to a Player in any NASL Game.

A. Sending-Off Offenses. A Player, substitute or substituted player is sent off if he commits any of the following seven (7) offenses:

- (i) Serious Foul Play
- (ii) Violent Conduct
- (iii) Spitting at an opponent or any other person
- (iv) Denying the opposing Team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- (v) Denying an obvious goal-scoring opportunity to an opponent moving towards the Player's goal by an offence punishable by a free kick or a penalty kick
- (vi) Using offensive, insulting or abusive language and/or gestures
- (vii) Receiving a second caution in the same Game

A Player, substitute or substituted Player who has been sent off must leave the vicinity of the field of play and the technical area.

12.2.2 Yellow Card Accumulations. The NASL has a system of yellow card accumulation to determine suspensions and fines. Although the League Office distributes notices to Teams, if one of its Players is within a yellow card of suspension and fine, it is ultimately each Team's responsibility to track Player yellow card totals during the Regular Season. Yellow card accumulation will clear at the end of each of the Spring Season and the Fall Season; however, any suspensions incurred for accumulation must be served by the Player in his next Game (whether in the first Game of the Fall Season or in The Championship).

A. Regular Season Yellow Card Suspensions and Fines. Fines shall be levied against Players for yellow card accumulations during the NASL Regular Season as follows:



- (i) Player accrues FIVE (5) yellow cards: \$100 fine and suspension from his next Regular Season Game or The Championship Game, whichever is applicable;
- (ii) Player accrues additional THREE (3) yellow cards after having been fined and suspended for FIVE (5) cards: \$200 fine and suspension from his next Regular Season Game or The Championship Game, whichever is applicable;
- (iii) Player accrues additional THREE (3) yellow cards after having been fined and suspended for a second Game: \$500 fine and suspension from his next Regular Season Game or The Championship Game, whichever is applicable.

B. Double Jeopardy. Should a Player be awarded a yellow card during the Regular Season that puts him over any of the suspension thresholds (thus suspending him from his next Game) AND is later sent off from the same Game for receiving a **SECOND YELLOW CARD** in the same Game, that Player shall only be suspended for ONE (1) Game and neither yellow card will be added to his yellow card total.

However, should a Player be awarded a yellow card during any Regular Season that puts him over any of the suspension thresholds (thus suspending him from his next Game) AND is later sent off from the same Game for receiving a **STRAIGHT RED CARD** (e.g., serious foul play, violent conduct, spitting, denying a goal-scoring-opportunity handball or foul, or abusive language/gestures) in the same Game, that Player must be suspended for his next TWO (2) Games and the yellow card must be added to his yellow card total.

C. Card Suspensions. Red card and yellow card accumulation suspensions collected in Regular Season Games must be served in Player's next Regular Season Game. Any suspensions for yellow card accumulation earned in a Player's last Regular Season Game must carry over to his next Game. Any Player who receives a red card in his last Annual Season Game of the Season (NASL Regular Season or The Championship) must serve the suspension in his next League Game. All card suspensions must, if necessary, follow a Player to a new Team. All fines associated with cautions or send-offs shall be collected in the current Annual Season (before the calendar year expires).

D. Suspension Manipulation. Players suspended from NASL Annual Season Games that are called in for National Team duty shall have their suspensions held in abeyance until they return to their Team. Teams shall be responsible for informing the League Office of a Player's selection for National Team duty. Failure to provide the League Office with such notice or to withhold the use of a suspended player when appropriate is subject to sanctions.

12.3 OTHER GAME MISCONDUCT. In addition to and irrespective of whether the Referee awarded a card for a particular misconduct; the NASL League Office may impose penalties for Game misconduct as set forth below.

A. Game Official Assault or Abuse. In addition to enforcing NASL sanctions, the League Office has the right to impose additional fines and/or suspensions.



B. Coach/Staff Dismissal. Any Coach or Team staff member dismissed from an NASL Game by the Referee shall receive an automatic fine and suspension as determined by the League Office.

C. Coach/Staff Misbehavior. Any Coach or other Team staff member not acting in a professional manner in the opinion of the NASL League Office, whether or not the incident is reported in the Referee Game Report, may be subject to a fine and/or suspension.

D. Entering the Field. A Player, Coach, or Team staff member entering the playing field during an NASL Game when not authorized to do so may be fined and/or suspended by the League Office.

However, the NASL League Office may consider whether, during an altercation, it was appropriate for a Coach and assistant coach to be allowed on the field as “peacemakers”.

E. Approaching Game Officials. Coaches and Team staff must not approach Game Officials to lobby for a certain call or approach to the Game, and must not criticize a Game Official's performance at any time. They should avoid approaching Game Officials: prior to the Game; at the end of either half; on the way to, or from, or in the locker room; or at any other time while the Game Officials are in the Home Team city,. The sole exception to this rule is a cordial handshake with the Game Officials that may occur on the field of play during warm-ups.

F. Major Game Misconduct. In addition to those offenses set forth above, major fines or suspensions, at the sole and absolute discretion of the NASL League Office, may be levied against Players (whether or not they were awarded a card by the Referee), Coaches, or other Team staff for such Game conduct as fighting or provoking a fight, criticizing Game Officials with words or gestures, entering the Game Officials' locker room, physical contact with Game Officials separate from Referee assault, using excessive force, deliberate attempts to injure, spitting, provoking crowd disorders, profane language that can be heard by the crowd or broadcast audience, obscene gestures, improper conduct during the National Anthem, taunting, abuse of spectators and others, failure to leave the field when instructed by the Referee to do so, improper conduct following the award of a card, excessive delay tactics or excessive or obvious feigning of injuries, intentional dives, or other unsportsmanlike conduct detrimental to the NASL. The NASL League Office may levy fines and/or suspensions for such behavior whether or not it is reported in the Referee Game Report.

G. Starting Game/Second Half On-Time. Players or Coaches who refuse or neglect to leave their locker rooms on time to either start the Game or the second half may be fined.

H. Mass Confrontation. Players, Coaches, or team staff must not confront Game Officials during the match. Any instance of three or more Players (or Coaches or team staff) approaching Game Officials will be deemed a Mass Confrontation. The League Office retains sole discretion in evaluating and determining whether other incidents may also qualify as a Mass Confrontation. Sanctions shall be (i) a written warning for the first offense, and (ii) a fine of \$2,500 levied against the offending Team and an additional fine of \$500 levied against the Coach of the offending Team. The League Office reserves the right to increase these sanctions for repeat offenses.



12.4 Appeals

A. Red Cards.

Any Team may file an appeal with the League Office to rescind any disciplinary action (including the automatic suspension) associated with a Red Card or second Yellow Card incurred by any Player of such Team during any League Game. Any such appeals must be made by notifying the League Designee indicated on the applicable Game Notice within 24 hours after the conclusion of the applicable League Game. Within 48 hours after the conclusion of the applicable League Game, the appealing Team must send the League Designee a written statement setting forth the basis of the appeal along with any video evidence supporting the appeal. The League Office will then submit all available evidence, including referee statements and any other video evidence available, to an Appeals Committee for review. If the Appeals Committee unanimously agrees that, under the Laws of the Game, either (i) the Game Officials misidentified the infraction committed by the Player or (ii) the sanction applied by the Game Officials was not appropriate for the infraction, the appeal shall be upheld and the disciplinary sanctions associated with the Red Card or second Yellow Card shall be rescinded. If the Appeals Committee does not find grounds to uphold the appeal, the Team shall be issued a \$2,500 fine and the matter shall be referred to the Disciplinary Committee to determine if additional disciplinary sanction is appropriate. In the event the Appeals Committee determines the appeal to be frivolous, the Team shall be issued a \$5,000 fine, shall lose the right to file any further appeals for the remainder of the current Season and the punishment to the Player shall be suspended for a minimum of 2 League Games. In the event a Team has two appeals in a single Season that are not upheld by the Appeals Committee, such Team shall lose the right to file any further appeals during such Season. Decisions by the Appeals Committee shall be final and binding in all respects.

A. General Appeals.

In the event any individual or Team that is the subject of disciplinary action wishes to appeal any penalties imposed by the League Office (aside from the one-game automatic suspension associated with a Red Card, second Yellow Card or match expulsion), the disciplined party must notify the Commissioner of the intention to appeal no later than 48 hours after receiving notice of the disciplinary sanction. Appeals will not be heard for decisions that were the judgment of Game Officials. Appeals must be in writing and must include any additional evidence that the disciplined party wishes the League Office to consider and whether the disciplined party would like a live hearing. The League Office reserves the right to increase any penalties upon reviewing the additional evidence.

12.4.C Bonds

Teams must post a \$5,000 bond and provide documentation of that bond to the League Office prior to the start of the Spring Season and no later than **March 1**. The League Office reserves sole discretion to determine whether a posted bond and its documentation satisfy a Team's obligation under this provision. The bond shall be used to cover fines issued against a Team for frivolous Red Card or second Yellow Card appeals under Section 12.4.A; in addition, the League Office may charge other fines issued against the Team to the bond, up to \$2,500. If a Team's bond is not fully spent during the Spring Season, the remaining amount shall be rolled over to the Fall Season. Any bond not fully spent during the Regular Season shall be refunded in full or in part (as applicable) to the Team at the end of the Regular Season. If a Team's bond is fully spent by the



end of the Spring Season, or if a Team is fined under Section 12.4.A, the Team must post a replacement bond within thirty (30) business days.

12.5 FAILURE TO ADHERE TO LEAGUE RULES. All of the standards and policies set forth in this Operations Manual shall constitute League Rules. Failure to adhere to the League Rules may result in fines to Teams, Staff and/or Players as set forth in Exhibit H.



GAME DELAY, POSTPONEMENT & CANCELLATION

NORTH AMERICAN SOCCER LEAGUE



SECTION 13: GAME DELAY, INTERRUPTION, POSTPONEMENT & ABANDONMENT

13.0 GAME DELAYS, INTERRUPTIONS, POSTPONEMENT AND ABANDONMENT.

Game delays, interruptions, postponements and abandonment are governed by this Section. Because of the possibility of Game delays or postponement, the Home Team's Director of Operations must have direct means for communication with the League Designee (i.e. cellular phone) on their person at all times beginning two hours prior to any scheduled kickoff of a League Game until one hour following the conclusion of such League Game. All relevant contact information shall be listed on each Game Notice. At any time when a Team is hosting a League Game or a Team is traveling to a League Game, such Team shall have its Governor or Alternate Governor (as defined in the NASL LLC Agreement) available by phone to discuss any urgent issues that may arise.

13.1 CHANGES TO THE GAME SCHEDULE. All League Game dates and starting times shall be established and announced by the League Office in the League Schedule prior to the start of the Season. Game dates and kickoff times may not be changed without the prior written approval of the League Office. Upon approval of any date or time change, the League Office shall notify the affected Teams in writing. The League will work with both participating teams prior to the start of the 2017 season to identify potential make-up dates for the affected match(es). If a team is requesting a change, a designated representative from that team must submit the request via the Kickoff Change Request Form (Exhibit K). The League Office will take all factors into account, including consultation with the opposing Team in order to render its decision. The affected Teams shall coordinate announcements of any date and time changes; however, no announcements shall be made without the prior approval of the League Office.

13.2 AUTHORITY TO DELAY, INTERRUPT, POSTPONE OR ABANDON A GAME. A League Game may only be delayed, interrupted, abandoned or postponed by the Referee or the League Designee as set forth herein. The Home Team Director of Operations shall immediately communicate knowledge of any circumstance that could justify a Game delay, interruption, abandonment or postponement to the League Designee. Except with respect to safety concerns of the Referee, the League Designee shall have the ultimate authority whether to abandon or postpone a Game. The Referee shall have the authority to delay or interrupt a Game for purposes of inclement weather and/or other adverse conditions exist that are beyond the control of the participating Teams and which would jeopardize the safety of the Players, Game Officials or spectators.

13.2.1 ADJUSTED PRE-GAME PROCEDURES AFTER DELAY OR INTERRUPTION.

In the event of a delayed kickoff, the League Designee shall consult with the Home Team Director of Operations to determine whether the pre-Game procedures (described in Section 10.2) need to be altered to accommodate the new kickoff time. The League Designee shall have the ultimate authority to shorten or eliminate any pre-Game procedure, including without limitation: Officials and Starting Team entry; National Anthems; Introduction of Game Officials, Coaches, and Players; and Official Coin Toss. In making alterations to the pre-Game procedure, the League Designee shall consider all relevant factors, including: the safety of NASL fans, Players, and Coaches; the practicability of cancelling and rescheduling the Game; and whether the Game has been designated for national broadcast. Any alterations to pre-Game procedures shall be promptly conveyed to the Visiting Team by the Home Team Director of Operations.



13.3 DELAYS AND INTERRUPTIONS. The scheduled kickoff of a League Game may be delayed by the Referee or League Designee, or a League Game may be interrupted by the Referee or League Designee, according to the provisions set forth below:

- 13.3.1 Failure of Team to Arrive. In the event either Team fails to arrive at the Stadium at least 90 minutes prior to the scheduled kickoff, the Home Team Director of Operations shall notify the League Designee. Upon request from the delinquent Team, the League Designee may delay the start of the Game. Any delinquent Team may be fined by the League Office.
- 13.3.2 Death or Serious Medical Event. In the event of a death or serious medical event of a Player, Coach or other Team personnel on the day of a Game, the affected Team must immediately contact the League Designee to discuss the situation and determine an appropriate and respectful course of action. Each incident that falls under this category shall be treated on a case-by-case basis, although consideration should be made to play the Game as scheduled. The decision as to whether the Game shall be played will be at the sole and absolute discretion of the League Designee. In the event such an event occurs after kickoff, the League Designee shall have the sole authority to interrupt the Game and order the Game abandoned
- 13.3.3 Stadium Power Failure. In the event of a partial or total stadium power failure, the scheduled kickoff may be delayed as follows:
- a. If the Referee determines that it is dangerous for Players or Game Officials to commence the Game, the Referee shall have the authority to delay the scheduled kickoff or interrupt play until such time as the power failure has been sufficiently resolved to eliminate the safety concern, in the discretion of the Referee.
 - b. If the Referee determines that an unreasonable competitive advantage is created by continuing the Game under current conditions (e.g., unbalanced lighting favors one Team), the Referee shall have the authority to delay the scheduled kickoff or interrupt play until such time as the power failure has been sufficiently resolved to eliminate the competitive advantage, in the discretion of the Referee.
 - c. If the Home Team stadium officials and/or stadium authority determine that it is dangerous for spectators and/or stadium personnel to continue the Game, the Home Team Director of Operations shall communicate such situation to the League Designee and inform the Referee to interrupt play. Play shall be resumed when the power failure has been resolved, in the view of the Home Team.
- 13.3.4 Lightning. In the event of a lightning strike within 6 miles of the stadium, the Referee shall delay the kickoff or stop play until 30 minutes have passed without a subsequent lightning strike within 6 miles of the stadium. Each Home Team must have a lightning detection system in place and must notify the League Designee when any lightning is detected within 10 miles of the



stadium. The Home Team Director of Operations must notify the Referee when lightning is detected within 6 miles of the stadium. In the event of a lightning delay or interruption, the Home Team shall make a PA announcement directing spectators to seek protection in a covered area.

- 13.3.5 Natural Disasters or Force Majeure. In the event of a natural disaster or other event that threatens the safety of spectators, Players or Game Officials, the League Designee shall have the authority to delay or interrupt the Game. Upon the occurrence of any natural disaster or other event, the Home Team Director of Operations shall immediately inform the League Designee of such event. Each Home Team shall have a disaster preparedness plan, including the formation of a committee which shall include a management-level person from the stadium, a management-level person from the Home Team and a law enforcement representative.

13.4 PROCEDURES DURING DELAYS AND INTERRUPTIONS. In the event of a Game delay or interruption, the Home Team shall follow the following procedures to ensure safety and fairness:

- 13.4.1 Announcements. In the event of any delay or interruption as set forth above, the Home Team, in consultation with the League Office, shall make appropriate PA announcements concerning the approximate length of any delay. The Home Team shall also inform the production team to inform the broadcast audience of any delay.
- 13.4.2 Player Safety. During any Game Delay or Interruption, all Players should return to their respective locker rooms if such delay is expected to last more than 15 minutes. The Home Team shall ensure that the locker rooms for the Home Team, Visiting Team and Game Officials are equipped with sufficient food and water or sports drinks to allow all Players and Game Officials to follow the Nutritional Guidelines (Exhibit I).

13.5 RESTART AFTER INTERRUPTION. In the event of any Game interruption, the Referee shall restart play after deemed safe to do so or permitted to do so by the League Designee. The Referee shall allow for the following warmup times which may be reduced upon agreement by the head Coach of the Visiting Team and the Home Team:

13.5.1 For Game interruptions of less than 15 minutes, no warmup period shall be provided;

13.5.2 For Game interruptions between 15 and 30 minutes, a 5-minute warmup period shall be provided;

13.5.3 For Game interruptions between 30 and 60 minutes, a 10-minute warmup period shall be provided; and

13.5.4 For Game interruptions exceeding 60 minutes, a 20-minute warmup period shall be provided

.



When resuming a Game that has been interrupted, play must continue at the exact time at which it was stopped and Referees must utilize the appropriate restart. If the Game is stopped at a dead-ball situation, it must resume by allowing the appropriate Team to take the restart they were awarded before play was interrupted (e.g., throw-in, goal kick, etc.). If the Game is stopped during the run of play, it must resume with a dropped ball at the location on the field where the ball was positioned when the Game was interrupted.

13.6 GAME ABANDONMENT AND POSTPONEMENT. In the event of any Game delay or interruption that lasts in excess of 60 minutes, such Game may be abandoned or postponed in the sole discretion of the League Designee; however, any delay or interruption that lasts at least 180 minutes shall result in a Game abandonment. Game abandonments and postponements will generally only occur when conditions are unsafe to resume play such as a flooded pitch, structural damage to the stadium or sufficient evidence that a storm will not pass in sufficient time to resume play within 120 minutes from the start of the delay or interruption. In the event the delay or interruption occurred prior to the commencement of the second half, the Game score and all statistics shall not count and the Game shall be treated as if it had not commenced. If the Game delay or interruption occurred after the commencement of the second half, the score and all statistics shall be considered final and shall count in the League Standings.

13.7 GAME RESCHEDULING. In the event a Game needs to be rescheduled due to abandonment or postponement, the League Designee shall work with the Home Team and the Visiting Team to determine a mutually acceptable time and date. The League will work with both participating teams prior to the start of the 2017 season to identify potential make-up dates for the affected Game(s). If the Home Team and Visiting Team cannot agree on a time and date to reschedule the Game, the League Office shall have the final discretion to reschedule the Game. The League Office shall review all the facts – including fault on the part of either Team, unavoidable conditions, expense for both Teams, requests by a Team to take a particular action and the best interest of the NASL and the Teams – in determining whether a Game must be rescheduled and when, who should bear the financial burden as a result of the cancellation or rescheduling, whether the Game should be forfeited or cancelled permanently, and whether other sanctions should be levied. The integrity of the NASL as well as the Home and Visiting Teams' schedules must be given considerable weight in the resolution of these matters. Unless the sanction or remedy is set forth specifically in any NASL rules or directives, the League Office shall decide what action to take, and its decision shall be final.

13.8 FORFEITS. In the event a Team (a) does not arrive at the stadium on time, unless through no fault of their own, (b) is not prepared or does not commence playing an NASL Game at its scheduled kick-off time, or (c) does not complete the Game, and the Game is not played to conclusion on that day, the League may declare the Game to have been forfeited by such Team and it may not be rescheduled. Any forfeit shall result in a minimum 3-0 score in favor of the non-forfeiting Team. In either case, further penalties may be imposed against the offending Team, including fines, points deductions, Game preparation costs and penalties against individuals. In the event neither Team is prepared to commence the playing of an NASL Game at the scheduled kick-off time or does not complete such Game, and the Game is not played to a conclusion on that day, the NASL League Office may reschedule the Game, or declare the Game to have been forfeited by both Teams with neither Team receiving any points for the Game, and may impose further penalties on the Teams.



EMERGENCY MEDICAL & EVACUATION PLANS

NORTH AMERICAN SOCCER LEAGUE



SECTION 14: EMERGENCY MEDICAL & EVACUATION PLAN

14.0 EMERGENCY MEDICAL AND EVACUATION PLANS. Every Team must establish Game Day EMS and evacuation procedures in conjunction with its stadium authority. Above all, necessary precautions must be taken to ensure spectator, Team, and staff safety at all times. Medical activities and protocol must also be in compliance with the local emergency medical evacuation plans.

14.1 MEDICAL EMERGENCY PLAN. Medical emergencies create a need for immediate medical attention on the field, in the stands, and in press/VIP areas. The following are basic parameters to follow in developing Team policies. Responsibilities may vary, based upon the role stadium personnel want and are capable of assuming.

A. The Home Team must designate the Director of Operations as the medical response coordinator. He/she must assign separate Team representatives to be responsible for the field (Players), grandstand areas (spectators), the Press Box and VIP areas. These Home Team representatives must be capable of making decisions and handling difficult situations.

B. Establish a mode of communication by which emergency personnel can be contacted quickly.

C. Staff must report initial problems to the Director of Operations, notify security and any on-site EMS agency immediately of the problem and location, and deploy a staff member to the scene.

D. Once the Medical Response Team arrives and relieves the staff member, the staff member must record initial information, including time, location, and who placed the injury call, before they leave the accident/injury area.

14.2 TEAM PHYSICIAN AND STRETCHER. In addition to the medical emergency plan, the Home Team must have a qualified physician, certified athletic trainer, stretcher, and a flat spine board readily available at each Home Game. At no time should a Player be subjected to risk or aggravation of an injury by removing him from the field. Referees must ensure that injured Players are removed from the field as soon as safely possible. In most cases, the Referee must initially call for the stretcher to be brought onto the field. The stretcher-bearers must consist of existing Team staff near the bench. The stretcher and flat spine board must be located at or near the Fourth Official's table. Additionally, an ambulance and crew must be available on site. If the ambulance and crew have to leave the stadium for any reason, best efforts must be made to have a replacement ambulance and crew available. The Team physician must remain at the stadium past the conclusion of the Game. It is each Team's responsibility to advise the Team physician if he/she is needed in the locker room after the Game. The Team physician must check with each locker room, and give each Team athletic trainer sufficient time to assess the injury situation before departing the stadium.

14.2.1 Appropriate Responding Physician. The Team physician or qualified designee must be in attendance at all Home Games; however, he should not be the designated respondent for spectator, press, VIP, or other staff members' injuries or emergencies. Emergency medical plans must factor this into their procedures. As Teams may not own their stadiums, it is imperative that security, stadium management, and the Team discuss and coordinate these procedures prior to the opening Game.



14.2.2 Ambulance and EMT Crew. The Home Team must have at least ONE (1) Advanced Life Support (ALS) ambulance and one Emergency Medical Services (EMS)-trained person at each Home Game. Furthermore, at least ONE (1) ALS ambulance and one EMS-trained person must be dedicated to the Players and the field of play at all times.

14.3 EVACUATION PLAN. In the event a stadium or parts thereof must be evacuated due to natural causes (i.e., earthquakes, floods), bomb or terrorist's threats, fire and smoke, etc., each Team must develop and implement, in conjunction with their stadium, an emergency evacuation plan. This plan must cover how to safely and quickly remove all spectators, Teams, and staff from the damaged area or venue itself; establish what equipment needs to be on hand; and include a notification system for law enforcement agencies, fire, or other emergency response departments.



TICKET SALES & RECONCILIATION

NORTH AMERICAN SOCCER LEAGUE



SECTION 15: TICKET SALES AND RECONCILIATION

15.0 TICKET SALES AND RECONCILIATION. The Home Team's Ticket Manager and staff must oversee the ticket box office and outlying ticket booths/kiosks during each Game. In the event that the stadium management staffs the ticket office during Home Games, the Ticket Manager must remain in the ticket office for the duration of the Game and reconcile all ticket sales with the stadium personnel.

15.1 TICKET TAKERS AND USHERS. Team stadiums may provide Game Day Ticket Takers and Ushers, pursuant to the Team's stadium lease.

15.2 SEAT MANIFEST. Teams must submit a stadium seating manifest of their Stadium upon the request of the League Office.

15.3 CASH HANDLING PROCEDURES. Every NASL stadium must have a secure cash room and a written plan for proper cash handling procedures.

15.4 CONDITIONS OF ADMITTANCE. Requests for tickets pursuant to this Section must be for official NASL or other soccer purposes only. Entertainment, recreational, or third party usage is not permitted. League and Team representatives must conduct themselves in a professional manner and must not show favoritism for a particular Team.

15.4.1 Scouting Games. Coaches and others in attendance to scout the Game must be given, at a minimum, available and suitable grandstand seating upon advance requests. The Team associated with the scout attending the Game must request tickets (one ticket per scout) directly from the Home Team at least TWENTY-FOUR (24) hours in advance of the Game.

15.5 SCALPING. Teams should be aware that their tickets may be scalped on Game Day in or around the stadium. Policies already existing in the stadium's rules and operational guidelines should be explored as well as local ordinances and laws. Action regarding scalping should be addressed in the Home Team's Game Day plans.

15.6 COMPLIMENTARY TICKETS. The NASL League Office will monitor the distribution of complimentary tickets. Complimentary tickets for all Games should be kept to a minimum.

15.6.1 Distribution. The Home Team shall report to the League Office on a game-by-game basis the total number on complimentary tickets issued.

A. Visiting Team. The Home Team must provide the Visiting Team with a minimum of THIRY-FIVE (35) complimentary tickets. Any Visiting Team requesting additional complimentary tickets shall do so no later than FIVE (5) days in advance of the game. However, the Home Team shall have no obligation to provide such tickets. Any tickets provided must be given to the head of the Visiting Team's delegation upon their arrival as part of their Visiting Team Packet. Complimentary tickets provided to Visiting Teams shall be in high-quality seats and away from any designated supporter sections.

B. Game Officials. Each working Game Officials must receive TWO (2) complimentary tickets. These tickets must be distributed by the Referee Liaison. Match Assessors will receive an all-



stadium credential and TWO (2) complimentary tickets if they are requested. Match Assessor family members or friends are not allowed in the press box or other VIP seating areas.

15.7 RECONCILIATION, REVENUE, ACCOUNTING & LEAGUE COLLECTION. At the end of the Game, or the time established on Game Day by the Home Team, the Home Team must settle all ticket accounts for that Game, including an accounting of advance, Game Day walk-up, full and partial season ticket sales, group and other discounted ticket sales, the issuance of complimentary tickets, and of surcharges and taxes.

15.7.1 Ticket Sales Receipt Game Statement. Within FORTY-EIGHT (48) hours after any Home Game, the Home Team shall submit a Game Ticket Report form to the League Office.

15.7.2 Deadwood. All unused tickets must be retained and accounted for by the Home Team.

15.7.3 Ticket Audits. Each Team is required to maintain all supporting documentation necessary for substantiating the certified game statement. Supporting documentation includes, but is not limited to, Ticketmaster reports, sales tax returns, exchanged tickets, redeemed coupons or vouchers, lost ticket passes, ticket stubs, and turnstile or stub count information. Each Team must also maintain a reconciliation of all flexible voucher (or related) programs, including flexible voucher sales, redemptions and unredeemed passes. The League Office reserves the right to audit any or all game statements provided by the Teams at any time.



PUBLIC RELATIONS GUIDELINES

NORTH AMERICAN SOCCER LEAGUE



SECTION 16: PUBLIC RELATIONS GUIDELINES

16.0 PUBLIC RELATIONS GUIDELINES. NASL PR (League Communications) and Team PR (Public Relations staff) must ensure that all working conditions are harmonious and a balance is struck between the needs of the media (as representatives of the fans and the public) and the need of the clubs.

It is the duty of the Public Relations directors of the teams in the North American Soccer League to adhere to the following guidelines.

16.1 PRINTED MATERIALS

16.1.1. Media Contacts List: All Team PR departments will be required to submit the names and contact information for the local media that covers their team. NASL Communications will provide a template in Excel format that must be filled out and returned to the League Office before the start of the season. New media contacts can and should be advised during the course of the season.

16.2 DISTRIBUTION OF INFORMATION

16.2.1 News Releases: Each Team must provide local media with regular (weekly) updates about the Team no later than the Wednesday morning before a weekend Game. The news releases should include, but not be limited to: results, practice schedules, injury reports, Team and individual Player news, quotes, broadcast details, stats, player tweets, social media information.

All news releases regarding Player transactions or roster changes/updates require League Office approval. Such releases should be sent to the following addresses before given permission to be announced: nmalone@nasl.com, storres@nasl.com.

16.2.2 Game Notes: Teams will provide Game notes to media on the day of a Game so as to provide media members a background and relevant information regarding the upcoming Game.

16.2.3 Photographs: The home team is responsible for providing NASL with at least four (4) photographs of Game action during halftime and a further 6 to 8 images within 60 minutes of the end of a Game. All photos should have a minimum resolution of 800 x 600 pixels. Photos should feature players from both teams.

16.3 CREDENTIALS

16.3.1 Media Credentials: All Teams must print local media credentials that will be distributed to all designated media members that will be working within the grounds of the Home Team stadium. There may exist single Game- or Season-long credentials.

Photographers and/or videographers must be attached to a legitimate media organization to gain credentials. Bibs as an addition access should be provided for Still Photographers as well as different color bib for TV Broadcasters.



16.3.2 The Press Box area: Is a neutral zone; both home and visiting team management, personnel and media will refrain from bipartisan comments or cheering. Media must not wear team apparel in the press box and are reminded to remain neutral when in areas made accessible by their credential. Media must not consume alcohol while in possession of a media credential and may not request autographs. Violators may be asked to leave the Press Box area and/or have their credential privileges suspended and/or revoked.

16.4 MEDIA CREDENTIAL GAME DAY GUIDELINES

16.4.1: Locker rooms: Will open to media members following a cooling off period of at least 10 minutes following the game. There will be no pre-game or halftime locker room access for media. The respective team training and treatment areas and Game Officials locker room are strictly off limits to all members of the media.

Team PR directors should be present to indicate the beginning and end of media access to locker rooms. All regulations regarding media access to the locker rooms should be clearly communicated to team staff and security to ensure a secure environment.

16.4.2 Stadium Access: Seated accredited media members will have access to the stadium, professional workrooms, stadium seating and post-Game activities. During the Game, accredited media will have access to the Press Box which will be restricted to only those accredited media members. In addition, all accredited media members should be given a seat in the Press Box if possible.

16.4.3 Traveling Media: The Home Team shall provide seating for traveling media members at each Game in the Press Box and should keep in mind the needs of media members traveling from the Visiting Team's area. The PR Department of the Visiting Team should advise the Home Team 48 hours in advance if or how many members of traveling media plan to attend the match.

16.4.4 Media Access to Training Sessions: If a training session is declared a closed session, Teams must allow a minimum of 15 minutes after the session to media for interviews.

16.4.5 Home Team PR Staff Responsibilities: The PR staff members of the Home Team must be in attendance on Game day in order to attend to working media members before, during and after the match in the Press Box.

16.4.6 Press Box Requirements: At least one member of the Home Team's PR staff must be in the Press Box at all times, including halftime. In addition, a staff member must be present in the Press Box to watch all unattended equipment during postgame activities.

It is suggested that the Home Team have members on hand to serve as runners that will distribute information from on-field crews, such as lineups or Game status updates.

Other requirements:

- The Home Team's ticket office will have the Game's attendance available to media members by the 80th minute, to be communicated by the home PR Director.
- Radio capability for home and away broadcasters.
- Wired or wireless internet access for media members in Press Box.
- A computer with internet access, a fax machine and a scanner must be in the Press Box for submitting Game reports and Referee reports.



- A printer or copier will be needed to distribute lineups and Game notes to members of the media.

16.4.7 Statistics Crew: The Home Team must provide a Statistics Crew of at least one person and ensure they have adequate seating whether they will be in the Press Box or not. If the Statistics Crew are not seated in the Press Box, the Home Team must ensure media members have access to statistics. In addition, the Home Team will be responsible for ensuring the accuracy of these statistics and integrity of the Statistics Crew. The NASL will pay the Statistics Crew but the direct supervision of the Statistics Crew during Game Day falls to the Home Team Media/PR Director.

16.4.8 Game Reporting Procedures: A finalized Lineup Sheet shall be collected SIXTY (60) minutes before the start of the Game by a member of the Home Team's PR staff. It is the responsibility of the director of the Home Team's media relations department to ensure the accuracy of the lineups and distribute them to the media in attendance as soon as possible. It is suggested that lineups are given to media in the format of the template that will be provided by the League Office. The Lineup Sheet inputted into the Global Sports Media Stats Online System and will be scanned and emailed to the League Office and visiting PR director by the Home Team's PR staff 45 to 60 minutes before the start of the match. The finalized Game Report must be sent by the Home Team via email to NASL PR emails provided and to the Visiting Team at the end of the game. The Home Team is responsible for entering the statistics into the database of the GSM Stats System at the match's conclusion.

16.5 MEDIA POLICIES

16.5.1 Live Written Updates: Online or text reports (e.g., live blogs, twitter, etc.) concerning NASL Games while they are in progress ("Live Written Updates") are subject to following:

- While a Game is in progress, any forms of accounts of the Game must be time delayed and/or limited in amount so that the Game coverage provided cannot be used as a substitute for authorized play-by-play accounts.
- Any suggestion by an individual or entity that live updates are being provided as a substitute for authorized play-by-play accounts is strictly prohibited.
- Live updates may not use any audio, video or graphic simulations of NASL Games.
- Live updates must provide other broadcast information for that NASL League Game. For example: "Tonight's NASL match is being streamed live on (address of participating Team's website)."
- All live updates must be free of charge to readers.

Note: This policy does not prohibit the posting of the facts of a Game (e.g., goals scored, cards given, Game score, and time remaining).

16.5.2 Still Photography: Still photographers, with the proper bib, are permitted to shoot matches from behind the field sign boards in either end zone. If Home and/or Visiting PR has a specific 'Team Photographer,' then their access, with another color bib, can be also on the sideline opposite the benches between the end line and the 18-yard line. At any location of the stadium level as long as they do not obstruct the view of spectators, security, medical officials on-site and emergency exits. At no time are photographers allowed on the field of play.



16.6 POST-GAME INTERVIEWS

16.6.1 The Home PR Director: Will ensure a suitable post-Game interview area on or near the field of play area is equipped with a team/sponsor backdrop to create a ‘Coaches TV Area’ where interviews may be conducted. Home and Visiting PR staff are responsible for bringing their own Coach and Players to the Coaches TV Area after the conclusion of the Game.

16.6.2 Players being interviewed: Should have played a significant role in the outcome of the Game and will be selected at the Team PR director’s discretion. Media may request a specific Player. The Team PR directors will dictate the length of the interview.

16.6.3 The NASL Commissioner and Team owners: May be made available for interviews to media at the discretion of the PR Directors of both teams and following consultation with the League PR department.

16.6.3 Game Officials: Will not be available for interviews and the Game Officials’ locker room remains off limits to all media.

16.6.4 Questions regarding officiating: Must be directed to League PR staff. If League PR staff are not on site, they should need to be contacted by the Home PR Director.



CONCUSSION POLICY

NORTH AMERICAN SOCCER LEAGUE



SECTION 17: CONCUSSION EVALUATION & MANAGEMENT PROTOCOL

17.1 CONCUSSION EVALUATION AND MANAGEMENT PROTOCOL. The NASL has created the following Concussion Protocol to provide state of the art professional care and treatment for NASL Players, based on expert opinion, clinical consensus, current research, and approaches implemented by comparable organizations.

The Return to Play (RTP) decision-making process is complex and dynamic. Although there has been a tremendous amount of research into the diagnosis and management of sport-related traumatic brain injury in the past 10 years, the RTP decision remains largely a clinical endeavor without firm empirically-derived guidelines that speak to certainty of recovery, risk for repeat concussions or the probabilities for possible delayed/late-onset pathology. The weight of clinical and empirical evidence suggests that the RTP decision-making process should be individualized rather than relying on generic RTP guidelines. Of significance is our current understanding from the research literature that the signs and symptoms of concussion are dynamic and evolve over time. Consequently, symptoms may not be present until hours or days following the initial blow(s).

The NASL defines concussion using the criteria set forth by the Concussion In Sport Group: Concussion is defined as a complex pathophysiological process affecting the brain, induced by traumatic biomechanical forces. Several common features that incorporate clinical, pathological, and biomechanical injury constructs that may be utilized in defining the nature of a concussive head injury include:

- (i) Concussion may be caused either by a direct blow to the head, face, neck, or elsewhere on the body with an “impulsive” force transmitted to the head.
- (ii) Concussion typically results in the rapid onset of short-lived impairment of neurological function that resolves spontaneously.
- (iii) Concussion may result in neuropathological changes, but the acute clinical symptoms largely reflect a functional disturbance rather than structural injury.
- (iv) Concussion results in a graded set of clinical syndromes that may or may not involve loss of consciousness. Resolution of the clinical and cognitive symptoms typically follows a sequential course.
- (v) Concussion is typically associated with grossly normal structural neuroimaging studies.

17.2 EARLY SIGNS AND SYMPTOMS OF CONCUSSION.

- (i) Cognitive features: unaware of Game specifics (opposition colors, score of Game, last play); confusion; amnesia (does not recall events prior to the hit or after the hit); alteration in consciousness; not oriented to time, place, or date.
- (ii) Physical symptoms: Headache, dizziness, nausea, unsteadiness/loss of balance, feeling “dinged”, “stunned” or “dazed”, “having my bell rung”, seeing stars or flashing lights, ringing in the ears, and double vision.
- (iii) Delayed symptoms: Sleep disturbance, memory disturbance, decreased information processing speed, fatigue, psychological disturbance (e.g., depression/anxiety/irritability/emotional lability).



17.3 PRE-SEASON BASELINE TESTING. While the NASL acknowledges that there are different opinions in the scientific literature regarding the utility and value of conducting pre-injury cognitive evaluations, it has chosen to accept the general consensus and recommendation that such effort is worthwhile and of clinical benefit to the athlete. As such, NASL has selected ImPACT as the instrument to be used in this regard. ImPACT is a validated computerized test that is to be used as an important component within a comprehensive concussion management system of care. All Players must record a baseline ImPACT test score in the athlete's preferred language, where possible, prior to the Team's first NASL Regular Season Game. If a Player joins a Team after the first Regular Season Game he must take the ImPACT test and record a baseline score prior to playing in an NASL Game for that Team, unless he has recorded such a baseline score this year for an MLS or a different NASL Team. The League Office has engaged Dr. Michael Czarnota as its official neurocognitive specialist. He will set up mandatory pre-Annual Season calls with each NASL Team to discuss the administration and management of the tests as well as protocol for assessing potential traumatic head injuries and implementing RTP procedures. Each NASL Team must identify a medical representative who will serve as the contact person for the administration of its Concussion Protocol program. At the earliest possible opportunity following a suspected traumatic head injury to a Player (whether occurring in practice or Game situations), the Team representative must contact Dr. Michael Czarnota to inform him of the situation and discuss RTP procedures. Dr. Czarnota's contact information is: (Phone: 734-417-0198 and/or Email: drczarnota@hotmail.com). The Team also should copy the League Designee on its communication to Dr. Czarnota. The final say about a player's readiness to return will remain with the club's medical representative, as stated in section 17.7.

17.4 ACUTE EVALUATION/MANAGEMENT. Players who are suspected of having sustained a concussion shall be removed from play at the first available opportunity and evaluated by Team medical staff. If after initial evaluation the Player is diagnosed with a concussion, he shall not be returned to play on the same day.

17.5 RETURN-TO-PLAY MANAGEMENT. An individualized and graded approach to RTP will typically begin after the Player is asymptomatic at rest for at least 24-48 hours. Recent research has shown that extended rest is detrimental to health and recovery; when a Player is allowed to begin the RTP steps will be individually determined and will take into account both injury factors and modifying variables, such as concussion history, concomitant health and injury factors, and psychological status. During this acute phase of recovery, the Player should have both physical and cognitive rest. The length of time a Player must be symptom free will vary depending on the nature of the injury, the Player's concussion history and psychological status.

Once symptom-free, the Player shall be referred to the Team neuropsychologist for a standardized neuropsychological evaluation. The Team neuropsychologist must communicate the results of the evaluation to the Team physician, who is ultimately responsible for making the RTP decision using the guidelines contained herein. Once the Player is symptom-free at rest and deemed to be neurocognitively at or above baseline, he can begin the gradual process of light aerobic workout, followed by more intense aerobic workouts, strength training, non-contact sport-specific drills, contact sport-specific drills, heading training and finally, full RTP. At all times the Player should be monitored for a re-emergence of somatic and cognitive symptoms. Symptoms should be monitored on a daily basis using the Post-Concussion Symptom Checklist and the results should be entered into the electronic medical record.

In accordance with current consensus guidelines, there is no mandatory period of time that a



Player must be withheld from play following a concussion. However, a Player **MUST** be symptom-free at rest and upon exertion, and determined to be neurocognitively at baseline.

17.6 NEUROPSYCHOLOGICAL EVALUTATION PERIOD. All Players in the NASL League shall undergo baseline neuropsychological testing prior to engaging in full contact play. The baseline evaluation must consist of the ImPACT Test, and must be administered by the designated Team staff member(s) trained on the use of the software. Players diagnosed with a concussion shall be required to undergo a post-concussion ImPACT Test once they are symptom-free at rest and prior to return to play. If the Player scores at or above the normal range for their baseline test, then they shall be referred to the Team physician for clearance to return to play. If the Player fails to score at or above the normal range for their baseline test, they may retake the test (no more than once per day) until such time as they have scored at or above the normal range for their baseline test.

17.7 TEAM PHYSICIAN AUTHORITY. The Team physician has the ultimate and absolute authority to decide when a Player should be removed for evaluation and whether that Player is fit to return to play. The Team physician's authority in this regard shall not be challenged by Team coaching or administrative staff.

17.8 GRADED RETURN TO PLAY EXAMPLE (ZURICH MODIFIED):

- (1) Rest (cognitive and physical) until asymptomatic at rest (24 hours)
- (2) Light aerobic exercise (e.g. stationary bicycle) for 15-20 minutes
- (3) Moderate intensity aerobic exercise (30 minutes)
- (4) Sport-specific training (ball handling, passing, light running, **NO HEADING**)
- (5) Non-contact training drills, including full exertion interval training (may start resistance training)
- (6) Begin Heading Training (steps 1 & 2 below)
- (7) Full contact training with heading steps 3 & 4
- (8) Return to competition (Game play)

Typically, progression to the next level only occurs if the Player remains symptom-free for 24 hours (time frame may be lessened or lengthened dependent on individual Player symptoms and history). If symptoms re-emerge, the Player should begin with the previous step after being symptom-free for 24 hours. Player should only progress to the next level when instructed to do so by the Team ATC or the Team physician.

Heading Training Example (Modified from Johnston, et al., 2004):

1. Partner and Player inside 6-yd box. Partner tosses ball softly to Payer; controlled, straight header, within box, appropriate technique. Five tosses straight ahead, then five to the left, and five to the right. If no symptoms occur, then proceed to step 2 the NEXT DAY.
2. Repeat step 1 to start. After an active rest period (run, ball work with feet), partner and Player within 18-yd box. Partner tosses ball (longer distance, slightly harder), Player does controlled header with good technique within box. Five each straight, left, right. If no symptoms occur, then proceed to step 3 the NEXT DAY.
3. Same as Step 2 with Partner and Player outside 18-yd box (longer distance, harder throw). If Player remains symptom-free, then move to step 4 the following day.
4. Full practice with more dynamic, unpredictable heading.



BROADCASTING

NORTH AMERICAN SOCCER LEAGUE



SECTION 18: BROADCASTING

Note: All broadcasts must be in High-Definition.

18.1 BROADCAST OVERVIEW.

It is required that each NASL Team deliver a fully produced ‘Dirty’ HD feed to the League streaming partner and a ‘Clean’ (devoid of graphics or any sound other than ambient stadium sound) HD feed to the Visiting Team, if requested.

The production of all NASL Game broadcasts must meet these minimum standards:

- A minimum of 5 cameras (4 hard, 1 handheld), preferably 6-8 cameras
- There are many different types of lens and camera locations; therefore, all hard cameras must have a lens sufficient to capture an iso shot of a single player, regardless of camera location.
- High Definition, either 720p or 1080i.
- All producers should use the most up to date, state of the art equipment (Switcher, Audio, Tape, etc.)

Live action is the top priority – all significant moments must be covered – Yellow and Red Cards, Corner Kicks, Substitutions, etc. Directors should, however, be sensitive to the following situations: serious injuries, violent or abusive behavior, acts of disrespect towards Game Officials and bad crowd behavior. No replays while the ball is in play.

18.2 STREAMING REQUIREMENTS.

All Teams are required to send a fully produced, dirty feed to the League’s streaming partner via the LTN Leaf device. The LTN equipment requires the following specifications:

18.2.1 Bandwidth. 2 dedicated Static IP addresses with a minimum of 40 mbps upload speed

18.2.2 Equipment.

- i. Primary encoder for streaming
- ii. Backup encoder in case of primary failure
- iii. Live h.264 capture device to maintain a backup recording
- iv. Monitoring equipment
- v. Computer for watching stream
- vi. Headphones



- vii. iPad or Android Device to monitor app quality and audio
- viii. Switcher capable of allowing multiple outputs
- ix. Communication device to contact NASL Streaming consultant

18.2.3 Scheduling.

Each Home Team is responsible for scheduling feeds to: (i) Home Team broadcast partner; and (ii) LTN.

Each Visiting Team is responsible for scheduling feeds to their local broadcast partners, if applicable.

NASL/OR LTN is responsible for scheduling feeds to: (i) ESPN3; and (ii) other national or regional broadcast partners.

18.2.4 Announce Feed.

- i. Separate announce audio feed so it can be replaced at the local broadcast partner's studio.

18.2.5 Commercial Breaks/inventory. Each Team has to create a schedule of breaks where they will insert commercials and ensure that the Visiting Team's broadcast partner receives a countdown to those breaks over the communications channel.

18.2.6 Graphics/Screen Format. The standard graphics format for each broadcast will enable the Visiting Team's broadcast partner to insert graphics on the upper or lower third of the screen. In some cases, the format will also allow for the Home Team's graphics.

18.2.7 Video Format. Standard Format is 16x9 in 1080i or 720p (ESPN3 is 720p). Visiting Team's broadcast partner should have the capability to change formats from 720p to 1080i or 1080i to 720p. LTN will deliver an MPEG 4 encoded feed to each Visiting Team's broadcast partner who need to transcode if necessary

18.3 TESTING PROTOCOL.

The Home Team broadcaster will be responsible to test all circuits and transmission paths at a standardized time of 2 hours before kickoff to ensure signal transmission quality. As the End to End test will fully assess moving pictures, graphics and audio channels, all Home Team Broadcaster operational and technical personnel will be required to test their respective equipment until testing is complete. Graphics operators will be required to go through all relevant graphics and transitions with the Director. In the case of transmission, Home Team Broadcaster will be responsible to check in with LTN as well as the Visiting Team Broadcaster (if applicable) to confirm signals are being sent through properly. Testing must occur for all Games at all venues across all productions, and must consistently follow and execute the End to End running order as listed below. Under no circumstance should testing end early and without clearance from the



NASL streaming consultant. All signal takers should participate in the test in order to check and confirm video and audio reception quality.

Time (Kickoff = 0)	Item	Description	Clean	Duration (minutes)
:-2:02 :00	Visiting Team Check	Home Team Broadcaster comes on Bridge to inform all parties that End to End set to begin		
- 2:00:00	Video Check	Switch through each shot with nat sounds only		1
-1:58:00	Graphic Check	Run all graphics (lower, third, scorebug, etc)		1
-1:56:00	Replay Video Check	Show replay transition from all relevant cameras	NASL replay wipe	1
-1:54:00	Replay Audio Check	Confirm no replay sound		1
-1:52:00	Playback Video	Playback a video clip for audio and video	Wide shot & nat sound	1
-1:50:00	Booth Announcer Audio	Check lip sync on talent microphones	No booth video or audio, just wide shot	1
-1:48:00	Sideline Talent Mic Check	Confirm video and audio are synced		1
-1:46:00	Home Team LTN Check	Home Team confirms that fully produced feed is visible and audible by LTN		2
-30:00	Encompass Check	LTN checks in with Encompass		1

18.4 FACILITY/STADIUM.

All NASL stadiums should be broadcast ready, providing certain minimum standards in several areas for the broadcast of League Games. This includes power necessary for the production, adequate lighting of the playing field for broadcast, suitable space for a television compound and broadcast booth, platforms or lifts to place cameras at the proper locations for Game coverage and internet requirements in stadium. There should also be a site where a host position can be for pre-Game and post-Game coverage.

18.4.1 Camera Positions.

Cameras (#1-5 are minimum; 6 and above are nice to have but not necessary)

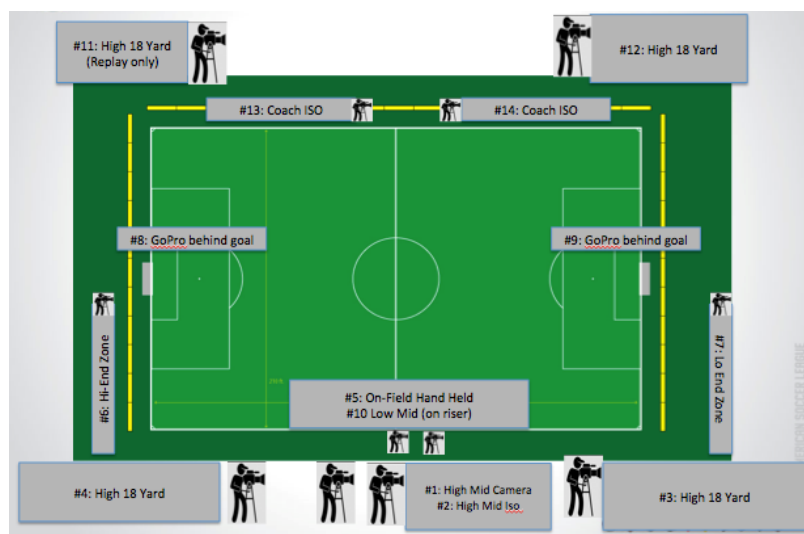
1. Game Camera -Located approximately 40'-50' above the playing surface, exactly on midfield line. Used to provide main wide-shot coverage.



2. Tight Follow – Located next to Game camera, providing a closer look of Game action coverage.
3. High 18-yard (1) – Located on same level of Game camera, focusing on offsides and ISO shots of players, etc.
4. High 18-yard (2) – Located on same level of Game camera, focusing on offsides and ISO shots of players, etc.
5. Hand Held - At least one camera on the field that has field access to cover Pre-Game, Halftime and Post-Game shots, as well as some coach ISO's.

Nice to Have

6. High End Zone – Located in the stands behind one of the goals, at a height that is unobstructed from fans or flags.
7. Low End Zone (1) – Located one of the end lines, on Game camera side
8. Low End Zone (2) – Located one of the end lines, on Game camera side
9. GoPro – Located behind the goal, typically affixed to the fieldboard or free-standing on a pole.
10. GoPro – Located behind the goal, typically affixed to the fieldboard or free-standing on a pole.
11. Low Mid – Located on a 24-36" riser, this camera provides unique action and iso shots.
12. High 18-yard (1) – Same as #3 and #4, but reverse angle.
13. High 18-yard (2) – Same as #3 and #4, but reverse angle.
14. Coach ISO (1) - Can be hand held or hard cameras designated to isolate each coach.
15. Coach ISO (1) - Can be hand held or hard cameras designated to isolate each coach.



18.4.2 Stadium Camera and Audio Principles.

1. Hard Cameras

- a. All field level cameras must be at least 2 yards (6 feet) from the lines denoting the field of play and any platforms must be padded.



- b. All cameras must have covering from the rain.

2. Handheld Cameras

- a. Broadcasters may permit properly accredited camera technicians in front of the field boards, provided they do not create a safety hazard. The Game Officials have the authority to prohibit access if they feel a safety hazard is created.

3. Cameras and Microphones on the Goal

- a. FIFA Laws of the Game specifically prohibit any extraneous equipment such as cameras or microphones being attached to goals.

4. Parabolic Microphones

- a. Any parabolic, or ‘field’ microphones must be kept a reasonable distance from spectators and Coaches. An audio technician must monitor them constantly and be prepared to turn them down in the case of foul or abusive language.

5. Light levels

The field of play should be bright and even throughout the area. Vertical light levels should be maximized without creating severe glare for the Players or the spectators. Light should spill into the bench areas and include lighting on the first 10-15 rows of the crowd. Proper lighting is essential to maximize both the performance of the Players but also for the enjoyment of the fans in the venue and watching the broadcast/webcast. It is important to have at least the minimum League lighting standards. Lighting standards are designed to not only light the field of play but also to have suitable lighting on the Players that requires a vertical as well as horizontal lighting pattern. The chart below presents the horizontal and vertical lighting standards.

Levels of lighting will vary based on the level of production. The recommended average Horizontal Lighting for NASL Stadiums is 80+ fc (Footcandles). This is an acceptable level for a webcast. For broadcasts, the recommended measurement is 125 fc.

	Broadcast/Web cast	Webcast Only
Horizontal Light Levels	125 fc	80 fc (League minimum)
Horizontal Uniformity	1.5:1	2.0:1
Vertical Light Levels To center Main Camera	100 fc	75 fc
Vertical Light Levels To end line Camera	75 fc	60 fc
Vertical Uniformity	1.5:1	2.0:1

6. Electrical and Internet

Electrical service is required to power the production equipment for every broadcast or webcast, whether a TV mobile unit is used or not. If a mobile unit is used, the TV mobile units must park



close to the power source and the footprint for will vary depending on the particular units. A production mobile unit can require a footprint up to 65' x 20' with the satellite truck needing up to a 30' x 10' area.

If a mobile unit is not utilized, the production area must be sufficiently powered, as listed below. Further, the LTN device must be on an uninterrupted power supply rated to keep equipment powered for 3 hours.

Additionally all Teams are required to have a secondary Internet Service Provider in case of failure to the main network. Satellite network is acceptable, and redundant ISP must be connected to automatically 'kick in' in case of failure of the primary ISP.

Broadcast/Webcast requires the following:

- 3 dedicated services of power - three phase 208 volts each
 - The Production Mobile Unit (HD) (400 Amps)
 - Production B-unit (200 Amps)
 - Satellite uplink truck (100 Amps)

In the event that the stadium cannot provide adequate power, a twin generator should be rented with redundant backup so as not to jeopardize the broadcast in the event of a primary generator failure. There must be a generator technician on duty during the broadcast. The League will be utilizing the LTN Global device for transmission of the fully produced 'dirty' feed to the League streaming partner and a clean feed (feed devoid of graphics and featuring only ambient sound) to the Visiting Team. Each Team will be supplied with 2 devices – one device for the stadium and one for the local broadcast partner. Teams are not required to use the device for transmission for local broadcast, although this is highly recommended. Teams are required to use the LTN device for transmission to the League streaming partner and to the Visiting team. The device requires 2 dedicated static IP lines and a total availability of 40 mbps upload speed.

7. Streaming Technical Space

Streaming Technician can be set up in a space either in the Press Box or under the stadium and must include a high-speed internet connection that is dedicated solely to the broadcast. While the system is very portable, the control location should have access to necessary power, phone and internet connections.

8. Announce Position

Location of the announce position shall be in the primary broadcast position in the Press Box. A minimum of 6 seats shall be provided with at least 12 power outlets that are each 20 amps. This booth will be large enough for a talent camera and an on camera position. In the event that the booth cannot accommodate this there will be an alternate on camera position nearby.



18.5 PRODUCTION REQUIREMENTS.

A quality production consistent with the League-wide approach will provide an informed and insightful broadcast with effective storytelling through the words of the commentators and the visual coverage, graphics and replays provided by the production team.

18.5.1 Personnel – Talent. The first and most lasting impression your broadcast will present will be that of your on-air talent. They represent the Team and help create the image of the Team. It is not enough to simply identify the Player that took the shot on goal, a compelling broadcast relies on the ability of the play by play and the color commentator to weave stories into the coverage of the game, giving the viewer insight into the skills and personalities of the players.

The announce team will rely on the Team staff for guidance to uncover these stories. It is also important that the broadcast team has access to the Coaches and Players for both the Home Team and Visiting Team. The announce team will be supported during the Game by a statistician. Team PR staff (home and away) will provide Game Notes and clippings for each Game to ensure a valuable supply of information for the broadcast. League standings and statistics should be up to date including Games completed earlier in the day. Team PR will also be responsible for informing talent regarding sensitive issues – this information may also come from the League Office.

Coaches and select Players will be available to the production team and talent the day before the game. These can be on camera interviews and off camera meetings.

18.5.2 Personnel – Production. The core production team consists of a producer, director, replay operator and graphic producer. Additional staff may be added for The Championship Games, while some roles will be combined in a smaller production team.

Positions	
Producer	X
Director	X
Associate Producer	X
Graphics Operator	X
Technical Manager	X
Red Hat-TV Liaison	X
Streaming Technician (LTN + Stream)	X

18.5.3 Personnel – Technical.

The technical team will be hired locally in each market for most broadcasts and webcasts. The pay scale for the technical team will vary from market to market based on prevailing rates and the presence of unions in some markets. A sample budget is presented in Section 18.5.4 . Nationally broadcast games and The Championship Games may include travel crew. Some key positions will be part of the most important Games regardless of location to maintain a consistent look for the product.

Positions	
Technical Director	X



Audio Mixer	X
Audio Assist Booth	X
Audio Assist Field	X
Senior Video	X
Video Operator	X
Hard Camera Ops	5-6
Hand Held Camera Ops	2-3
Replay Operators	1-2
Camera Utilities	1
Graphics Operator	1
Score Bug Operator	1
Stage Manager (if producing a pre/post game show)	2
Production Runner	2
Transmission	1
Mobile Unit Engineers	3
Mobile Unit Drivers	2

18.5.4 Sample Production Budget Levels.

Categories	
Production Personnel	\$2,000-\$5,000
Technical Crew	\$3,000-\$10,000
Travel Expenses	\$0-\$2,000
Location Expenses	\$0-\$5,000
Equipment	\$0-\$12,000
Transmission/Phones	\$0-\$3,500
Miscellaneous	\$0-\$2,500
TOTAL	\$6,000-\$40,000

Location Expenses include: Catering, Union Charges, Scaffolding, Safety Equipment

Equipment Rental includes: Mobile Unit, Lighting Rental, Score Bug, Audio Equipment

Miscellaneous includes: Shipping, Insurance, Tape Stock

18.6 Game Day Timings.

The production of each Game ultimately relies on the cooperative efforts of the broadcast team and the Game Day operations team. Pre-Game timings and pre-planned events are important parts of the overall entertainment of the fans whether they are in the stadium or watching from home.



There is not going to be a single correct schedule applicable to all Teams. Some Teams will run a –pre-game show, some will not. Some Teams take longer to walk from the locker rooms to the field. There are certain standards that must be adhered to, however, to create uniformity across all broadcasts:

- Teams enter the field side by side while the FIFA anthem is played.
- Game Officials walk between the Teams having collected the game ball.
- All Teams must assign a red hat; this person will communicate with the TV truck about starting the match on time. This person cannot have other duties during the 10 minutes leading up to kickoff.
- Teams must adhere to the advertised kickoff time. Teams that fail to enter the field in a timely manner will be subject to fines.

18.7 Match Day Content Deliverables

Melt (Raw video file featuring major plays from the match)

The Home Broadcast production team is responsible for providing a comprehensive highlight melt reel based on the following standards:

- Each play will have the 20 seconds that precede it and the 20 seconds that follow it (~40 seconds per play)
 - Minimum 20 minutes in length
 - Every angle of every goal
 - Every angle of every Yellow Card and Red Card
 - Star Player ISO's
 - Key saves
 - Key scoring opportunities
 - Outstanding plays
 - Controversial plays
 - Coach ISO's
 - Player and coach interviews
 - Final whistle and Player handshakes
 - All goals must show the whole play and celebration, with 2-3 seconds of pad on both ends
 - Goals should be cut in chronological order at top of the reel
 - Team-neutral (at least two plays per Team included)
 - Does not need to be tightly edited or enhanced
 - FTP deadline: 36 hours after final whistle
 - Must be saved in Game-specific folder on FTP

Highlights (Clean, edited video file featuring major plays from the Game)

- FTP deadline: 60 minutes after final whistle
- Must be saved in Game-specific folder on FTP



Full match (Raw video file featuring the Game in its entirety)

- FTP deadline: 12 hours after final whistle
- Must be saved in Game-specific folder on FTP

Coach Interviews

- Each Coach must be interviewed during halftime
 - o Can be done either back-to-back or one at each side of halftime
- Visiting Coach interview may be done if needed for Visiting Team. This will be discussed and decided case by case on the Weekly Production Call. If the Visiting Team requests it, it will be mandatory.
- These rules do not apply to Teams with specific 'out times' for their broadcasts

18.7 Legal.

All Teams must submit a copy of their local broadcast agreement to the League Office for review prior to execution.

- a. All local broadcast partners must secure all music license clearances, including for use by the League.

Teams must add the following official Trademark and Copyright Statement to all national and local broadcasts: THIS COPYRIGHTED NORTH AMERICAN SOCCER LEAGUE TELECAST MAY NOT BE RETRANSMITTED, REPRODUCED OR REBROADCAST WITHOUT THE EXPRESS WRITTEN CONSENT OF THE NASL.



THE CHAMPIONSHIP



SECTION 19: The Championship

19.1 OVERVIEW

The 2017 NASL postseason is entitled The Championship and shall be comprised of THREE (3) Games played over TWO (2) consecutive weekends. Qualification rules and seeding mechanisms for The Championship are set forth in Section 3.1 of the Operations Manual.

In the Semifinal round of The Championship, the 1st Seed shall host the 4th Seed and the 2nd Seed shall host the 3rd Seed. The Team that qualifies for the Final Game of The Championship with the highest seed (1st Seed being highest) shall host the Final Game.

Hosts for The Championship have specific duties and responsibilities. Teams who host The Championship agree to fulfill the staffing and operational requirements for hosting as detailed herein. Teams that cannot meet these minimum requirements will be subject to fines and/or Game forfeiture.

19.2 PREVAILING RULES OF COMPETITION

The Championship shall be played according to the FIFA Laws of the Game and the regulations imposed by the Operations Manual. Unless otherwise specified herein, rules & regulations listed in the Operations Manual apply to The Championship.

The winner of the 2017 Championship Final will be awarded the Soccer Bowl trophy & will be designated as the 2017 NASL Champion.

19.3 ROSTERS

A. Roster Composition. Only Players listed on a Team's Active Roster as of the Roster Freeze Date are eligible to play in The Championship. If a Player is listed on the Inactive Roster as of the Roster Freeze Date, that Player may not be declared Active under any circumstances. The League Office will make the final determination on whether Players are on the Active Roster or Inactive Roster for any Game.

B. Freeze Date. The Roster Freeze Date for the Fall Season is set forth in this Operations Manual. The League Office will not permit any additions to a Team's Master Roster until after the conclusion of the applicable Season unless all necessary paperwork is submitted to the League Office by 5:00 PM Eastern on the applicable Roster Freeze Date.

C. Loans Concerning MLS Players. In order to be eligible to participate in The Championship, an MLS Player on Loan must have played in at least THREE (3) League Games for the Team during the Spring Season and Fall Season combined; provided, however, the League Office may waive this requirement for emergency purposes.

D. Game Day Rosters. Each NASL Team may nominate 18 Players from its Active Roster for a Game Roster. Teams are allowed THREE (3) substitutions per game.



E. Uniforms. No less than FIVE (5) days prior to all Games within The Championship, the League Office will distribute to each Team a Game Notice detailing Game time, Team uniform colors, television details, Game Official's assignments, Home Team and Visiting Team contacts, and League designated contacts (League Designees). A Team may need to wear a different uniform color combination from the Games within The Championship, depending on seeding.

The Game Notice, distributed by the League Office, is the official document designating appropriate game uniforms and colors. For The Championship, the Home Team uniform prevails. However, the Game Referee has the final say as to all Team Color conflicts and/or adjustments. Non-compliance may result in a Team fine and, if appropriate, an individual fine.

Both Teams, as well as officials, may be provided with The Championship patches to affix to their uniforms, along with instructions.

19.4 SAMPLE CALENDAR OF EVENTS

October

1 – Media credentials available online

November

Semifinal Games

- 3 days prior to Game – Teams arrive in Host City
- 2 days prior to Game – Media Day @ Host Stadium
- 1 day prior to Game – Mayor's Reception // Commissioner's Party
 - both Teams expected to attend, provided with separate menus & seating
 - ENG crew captures interviews & footage as needed for broadcast

Final Game

- 3 days prior to Game – Teams arrive in Host City
- 2 days prior to Game – Media Day @ Host Stadium
- 1 day prior to Game – Mayor's Reception // Commissioner's Party
 - both Teams expected to attend, provided with separate menus & seating
 - ENG crew captures interviews & footage as needed for broadcast

19.5 HOST TEAM RESPONSIBILITIES

19.5.1 Staffing

It is expected that the Host Team will maintain staffing levels pursuant to the Operations Manual, including but not limited to:

- Director of Game Day Operations
- Game Day Producer
- Press Box Supervisor
- Public Address Announcer
- Locker room attendants for both Home and Visiting Teams



- Adequate security for Players, Coaches, referees, and spectators
- Certified trainer on-site
- Licensed physician on-site
- Ambulance with trained emergency response crew on-site
- Ball persons (at least six, 11 years of age or older, two on each sideline and one behind each goal)
- Referee Liaison
- Visiting Team Liaison

19.5.2 Venue

All teams are required to provide written documentation prior to the start of the Regular Season that their Home venue and stadium are secured for a potential Semifinal Game on the weekend of November 4 and a potential Final Game on the weekend of November 11. The venue must provide for at least two (2) hospitality suites (one suite each for the use of the League Office and of the Visiting Team). The venue must be approved by the League Office prior to the start of the 2017 Spring Season.

19.5.3 Promotional Opportunities

All Teams are required to provide a written commitment from the local Convention and Visitors Bureau or similar entity identifying engagement opportunities for Players, League Office staff, and participating Teams to help promote the Championship and drive awareness.

19.5.4 Visiting Team

Host Team shall provide the Visiting Team with reasonable access to and use of its practice field while the Visiting Team is in the Host Team's city. The Visiting Team must practice outside the Home Team's regular usage schedule and may request the use of the practice field. All requests must be made at least ONE (1) week in advance.

The Visiting Team shall be entitled to a stadium walk-through (or light practice) on the day before their Game in The Championship. The Visiting Team may not use soccer balls or cleats during this walk-through and must adhere to the stadium's requests (i.e., do not move goals; do not train in penalty boxes, etc.). The walkthrough may be limited to ONE (1) hour. The Visiting Team must submit their request in writing to the League Office SEVEN (7) days prior to Game. While best efforts will be made to accommodate this request, field conditions or other circumstances may prevent this. Practical equity will be considered in determining stadium practice schedule.

19.5.5 Event Production

The Host Teams will work in with the League Office to create a Game Day Timeline & Script that ensure a safe & entertaining atmosphere in the stadium while meeting all sponsor & competition requirements. The Game Day Timeline details the hours and minutes immediately preceding, during and following a Game. All pre-game, in-game, and post-game activities must be dictated by the Game Day Timeline. The Game Day Timeline must be posted in Team locker rooms, the Game Officials' locker room, and Press Box. Copies shall also be provided to the Video Board Control Room, PA Announcer, Field Management, Stadium Personnel and Security.



19.5.6 Payment of Officials

The Officials for The Championship will be assigned by PRO and as such payment will be handled by the League Office.

19.5.7 Complimentary Tickets.

The Host Team must provide the Visiting Team with a minimum of FIFTY (50) complimentary tickets. These tickets must be given to the head of the Visiting Team's delegation upon their arrival as part of their Visiting Team Packet.

Complimentary tickets provided to Visiting Teams shall be in high-quality seats and away from any designated supporter sections.

Each working Game Officials must receive FOUR (4) complimentary tickets. These tickets must be distributed by the Referee Liaison. Match Assessors will receive The Championship credential and TWO (2) complimentary tickets if they are requested.

Match Assessor family members or friends are not allowed in the press box or other VIP seating areas.



EXHIBIT A: Field Diagram and Markings

2015 NASL FIELD PLAN

PLEASE FILL IN ALL YELLOW CELLS
OR ENTER "BLANK"



NASL CLUB

FIELD LENGTH

FIELD WIDTH

FIELDBOARD SIZE	
FARSIDE BOARDS	
ENDLINE BOARDS	
NEARSIDE BOARDS	

STANDARD - 3' X 20'

STANDARD = 17

STANDARD = 11

STANDARD = 12

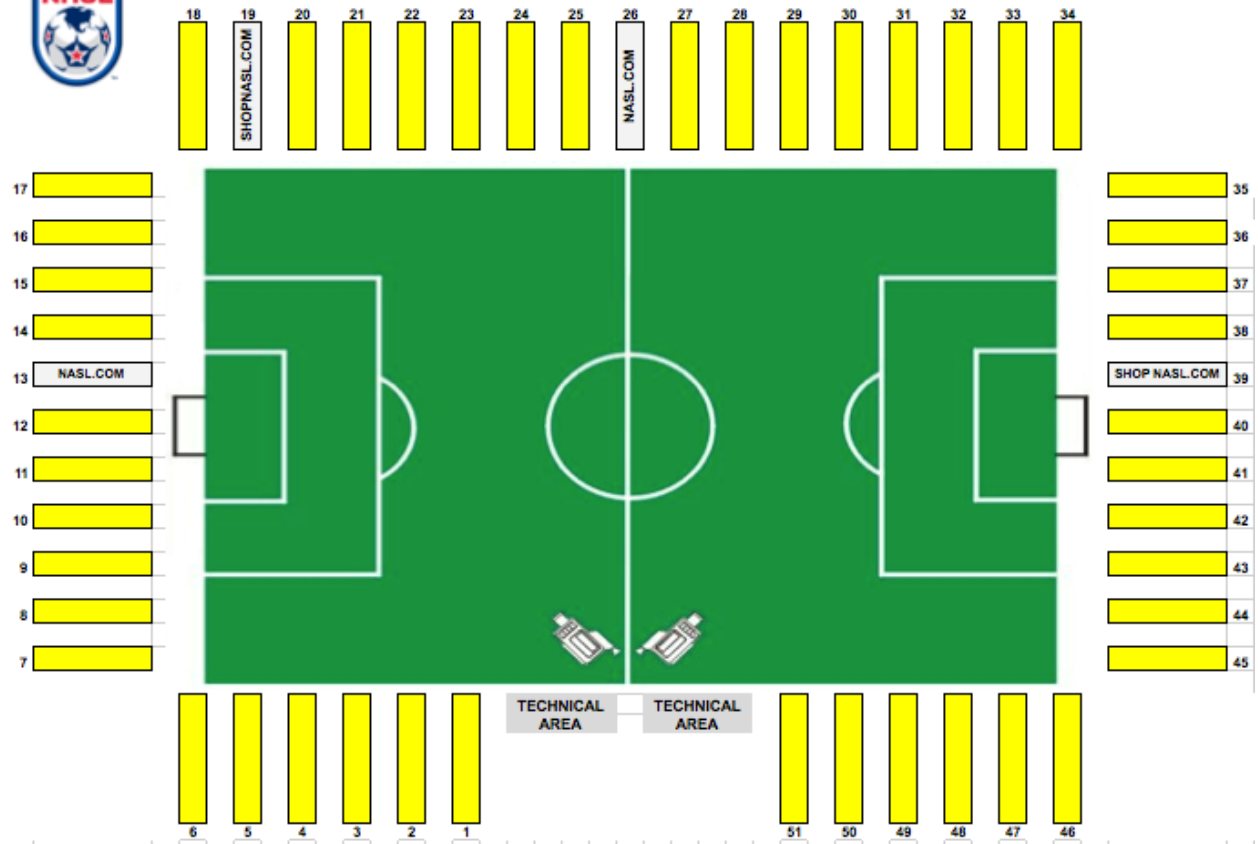
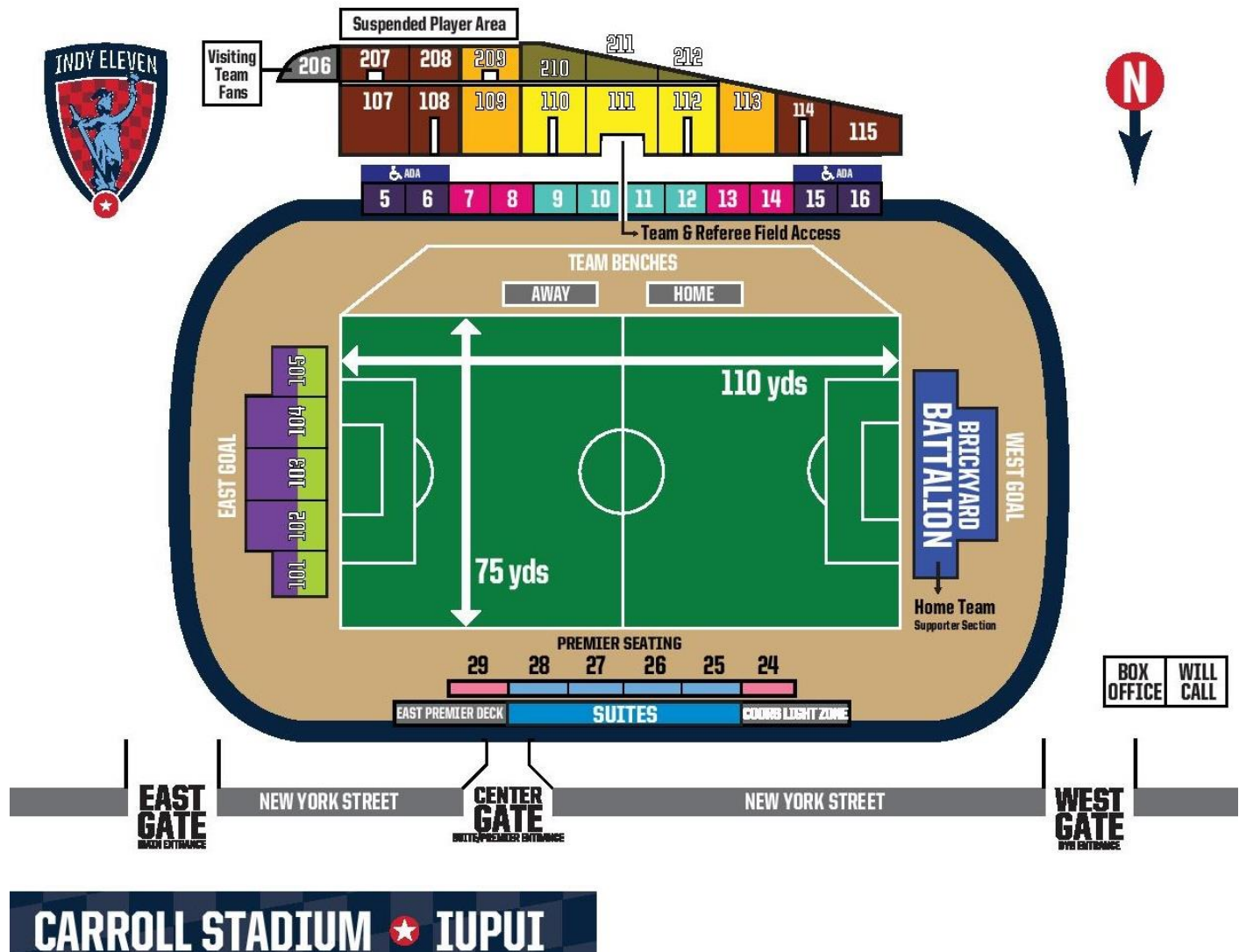




EXHIBIT B: Stadium Field Plan



**NASL REFEREE GAME REPORT**

Game Date:

(Visiting Team)
Score

Extra time:

Game End Time:

Ball Pressure Checked ☐ Yes ☒ No

Ball Pressure Gauge PSI

If Late, Why?

To be completed by the referee and emailed immediately following the game to bmelekian@nasl.com & Visiting Team Representative

[illegible]

Please describe cautionable offenses in the following manner: Unsporting Behavior (UB) - Explanation necessary; Dissent (DT); Persistent Infringement (PI) - Explanation necessary; Delay Restart (DR) - Explanation necessary; Fails to Respect Distance (FRD); Enters w/o Permission (E); Leaves w/o Permission (L).

SEND-OFFS / DISMISSALS					
Name	No.	Team	Minute	Reason	Explanation

Describe send-off offenses in the following manner: Serious Foul Play (SFP); Violent Conduct (VC); Spits at Opponents/Persons (S); Denied Goal by Hand (DGH); Denies Goal/Opportunity by Foul (DGF); Abusive Language or Gestures (AL/G); Second Caution (2CT).

THE FOLLOWING SERIOUS INCIDENT(S) OCCURRED:

Use **Competition Incident Report** (second tab) form when necessary.

40

Referee Signature



EXHIBIT D: Draft Game Day Timeline

HOME V AWAY

4/4/15

7:37 PM

TIME		MINUTES BEFORE KICK OFF
6:00 PM	TEAMS & OFFICIALS ARRIVE	97
6:22 PM	COMPLETED LINE UP FORMS DISTRIBUTED TO PA BOOTH AND TV CREW	75
6:37 PM	5-MIN. WARNING FOR TEAM TO START WARM-UP	60
6:42 PM	TEAM WARM-UP BEGINS / CLOCK COUNTS DOWN FROM 00:30MIN TO 00:00	55
7:07 PM	TEAMS GIVEN 5-MIN WARNING TO END WARM-UP	30
7:12 PM	TEAM WARM-UP ENDS/FIELD CLEARED	25
7:22 PM	OFFICIALS LEAVE LOCKER ROOMS	15
7:23 PM	HOME & VISITING TEAMS SUBSTITUTES/COACHES MOVE TO BENCH	14
7:23 PM	TEAMS LEAVE LOCKER ROOM	14
7:26 PM	OFFICIALS AND TEAMS PLAYERS ENTER THE FIELD	11
7:27 PM	INTRODUCTION OF AWAY PLAYERS & COACHES, AND REFEREES	10
7:28 PM	INTRODUCTION OF HOME PLAYERS	9
7:30 PM	PLAYING OF THE NATIONAL ANTHEM OF THE UNITED STATES OF AMERICA	7
7:33 PM	TEAM HANDSHAKES	4
7:34 PM	TEAM OFFICIAL PHOTOS	3
7:36 PM	OFFICIAL COIN TOSS	1
7:37 PM	KICK-OFF	0
	STADIUM CLOCK BEGINS COUNT FROM 00:00 TO 45:00	
	END OF FIRST HALF	
	STADIUM CLOCK BEGINS 14-MIN. COUNTDOWN / TEAMS & OFFICIALS EXIT FIELD	
	TEAMS GIVEN 5-MIN TO EXIT LOCKER ROOMS	
	OFFICIALS LEAVE LOCKER ROOMS TO BEGIN SECOND HALF	
	TEAMS AND OFFICIALS ON THE FIELD	
	STADIUM CLOCK REACHES 00:00 BEGIN COUNT FROM 45:00 TO 90:00	
	SECOND HALF KICK-OFF	
	END OF GAME/ TEAMS & OFFICIALS EXIT FIELD	



EXHIBIT E: Sample Game Notice



2017 GAME NOTICE

CAROLINA RAILHAWKS (Home)

San Francisco Deltas (Visitor)



DATE: Saturday, April 2, 2017

TIME: 7:30pm (EDT)

SITE: WakeMed Soccer Park, Cary, North Carolina (Natural Grass)

TV: Webcast only. For details see www.nasl.com

GAME OFFICIALS: Referee: Robert Sibiga
SAR (Bench Side): Jeff Muschik
JAR (Far Side): tbd
4th Official: Ahmed Mohamed

UNIFORMS:

Carolina Railhawks

Players



Goalkeepers

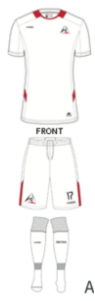


Game Officials



San Francisco Deltas

Players



Goalkeepers



GAME CONTACT INFORMATION

NASL Contact
PRO Referee Contact:
Home Team Operations Contact:
Visiting Team Contact:

Brian Melekian
Alan Brown
Jorge Acuna
Oliver Divljak

1-424-903-5990 (cell)
1-347-342-8655 (cell)
1-561-901-1438 (cell)
1-415-250-7963 (cell)



EXHIBIT F: Competition Incident Report Form



NASL COMPETITION INCIDENT REPORT

Game No.: _____ (Home Team) vs. _____ (Visiting Team)

Game Date: _____ Venue: _____

Time of Incident: _____ 1st Half _____
2nd Half _____
Other _____

Name of person submitting report: _____ Date submitted: _____

To be completed by the referee and emailed immediately following the game to bmelikian@nasl.com, alan.brown@proreferees.com

DESCRIPTION OF INCIDENT

NOTE: This report is to be used by Clubs or Game Officials whether



North American Soccer League, 112 West 34th Street, New York, NY 10120

DATE		Center	
TIME		AR1	
CITY		AR2	
STADIUM		4 th Official	
		Assessor	
HOME		VISITORS	
COACH		COACH	

P = Play/Start S = Substitute N = Not Eligible Indicate Captain by placing C in left margin.

[illegible]

Team Official Signature:



EXHIBIT H: 2017 NASL Standard Fines Table

Operations Manual Section	Rule Violation	Fine Amount (min.)
Section 2	Player Personnel	
2.0	Team's roster contains less than 20 Players	\$2,500
2.4	Failure to obtain written consent of Registrar prior to making any announcements concerning Player transactions	\$500
Section 3	League Competition	
3.5	Failure to obtain League Office approval for the scheduling of an exhibition Game at least 2 weeks prior to such Game	\$1,500
Section 4	Stadium & Security	
4.0	Failure to provide a copy of stadium lease to League Office prior to start of current Season	\$2,000
4.1	Failure to provide a copy of Stadium Field Plan to League Office prior to start of current Season	\$2,000
Section 5	Field Regulations	
5.0	Failure to adhere to field regulations provided by FIFA or obtain written approval from League Office	\$1,000
5.0	Failure of Team Representative to meet with Referee at least 60 minutes prior to kickoff	\$500
5.2	Failure to obtain League Office approval for any changes to field dimensions or markings at least 2 weeks prior to proposed change	\$1,000
5.2.1 - 5.3.9	Field markings or equipment in violation of League specifications	\$1,000
5.4.1	Failure to provide specified match balls to Visiting Team or Referee	\$1,000
5.4.2	Failure to provide adequate bench space or equipment	\$1,000
5.4.3	Failure to provide 4th Official's specified equipment	\$1,000
5.6	Violation of bench personnel regulations	\$1,000
Section 6	Locker Rooms	
6.3-6.5	Failure to provide adequate supplies to Visiting Team	\$500
6.6	Failure to provide adequate supplies to Game Officials	\$500
6.7	Entering the field without permission from Referee	\$1000
	Visiting Team	
7.1	Failure to travel at least 16 players to an away Game	\$1,000
7.1.1	Failure to arrive in visiting market at least 24 hours prior to Game kickoff	\$750
7.2	Failure to provide travel itinerary to League Office at least 7 days prior to travel	\$500
7.3	Failure to notify League Office of any travel delays or changes	\$500



7.4	Failure to provide 10 complimentary hotel rooms to Visiting Team	\$3,000
7.5	Failure of Visiting Team Liaison to meet with Visiting Team upon arrival	\$500
7.6	Failure to arrive at stadium at least 90 minutes prior to kickoff	\$1,000
7.7	Failure to provide Visiting Team access to practice facility, provided request is made at least one week in advance	\$1,000
7.8	Failure to provide access to stadium for a walk-through, per specifications	\$1,000
Section 8		
Game Day Staff		
8.1 - 8.2.7	Failure to meet minimum operations staffing requirements	\$1,000
8.2.8	Failure to meet requirements for Ball Kids	\$500
8.3, 14.2	Failure to provide at least one licensed physician	\$1,000
8.3, 14.2	Failure to provide at least one certified athletic trainer	\$1,000
8.3, 14.2	Failure to provide at least one ambulance on site	\$1,000
8.3, 14.2.2	Failure to provide at least one licensed EMS crew	\$1,000
14.2	Failure to provide at least one spine board	\$1,000
8.4 - 8.4.6	Failure to provide specified media relations staff	\$1,000
Section 9		
Game Officials		
9.4	Failure to collect rosters from both Teams and distribute at least 75 minutes prior to kickoff, per specifications	\$500
9.5	Failure to exit locker rooms and enter field, per Game timings	\$2,500
9.6	Failure to provide Match Assessor with credential, tickets or parking, per specifications	\$500
9.7	Failure to provide Referee Liaison and perform specified duties	\$1,000
9.8	Failure to provide specified materials to Game Officials	\$1,000
9.10	Failure to submit Referee Report at end of Game	\$1,000
9.12	Failure to provide separate locker room with adequate showers for Game Officials	\$1,000
9.14	Failure to provide complimentary tickets to Game Officials, per specifications	\$500
9.15	Failure to provide 10 NASL match balls to match officials for inspection at least 90 minutes prior to kickoff	\$1,000
9.17	Failure to submit Referee Evaluation Form within 48 hours of Game conclusion	\$500
Section 10		
Game Procedures		
10.1.1	Failure to provide all necessary submissions to League Office, per specifications	\$1,000
10.1.2	Failure to adhere to specifications regarding Game Day Timelines	\$1,000
10.2.3	Failure to adhere to timings related to pre-Game warm-ups	\$500
10.2.4	Failure of suspended Players to stay in designated areas	\$1,000
10.2.5	Failure of suspended Coaches to stay in designated areas	\$1,000
10.2.7	Failure of ejected Players or Coaches to stay in Team locker room for duration of Game in which they have been ejected	\$2,500
10.2.8	Failure to play FIFA anthem upon entry to field of play for Game	\$1,000
10.2.10	Failure to adhere to League policies regarding National Anthems	\$1,000
10.2.11	Failure to adhere to League policies regarding National flags	\$1,000
10.3.2	Failure of stadium clock to count 0-45 for 1st half and 45-90 for 2nd half, per specifications	\$2,500



10.3.4	Failure to adhere to any policy regarding substitutions	\$1,000
10.3.6	Failure to adequately train and monitor Ball Kids resulting in Game delays or incidents	\$1,000
10.3.8	Failure to escort any ejected Player from field of play to locker room in timely fashion	\$1,000
10.3.10	Failure to provide adequate security for Game officials	\$2,000
10.4.3	Failure to provide match DVDs to Visiting Team, Referee and League Office per specifications	\$2,000
Section 11 Equipment and Apparel		
11.0	Failure to adhere to League specifications regarding public appearance	\$500
11.1	Failure to adhere to uniform configuration provided in Game Notice	\$3,000
11.1.1	Failure to adhere to League specifications regarding Names and Numbers on uniforms	\$2,500
11.1.2	Failure to adhere to League specifications regarding wearing another player's uniform	\$2,500
11.1.4 - 11.1.5	Failure to adhere to League specifications regarding apparel under uniforms	\$2,500
11.1.8	Failure to keep shirt tucked in and socks pulled up prior to commencement of Game	\$1,000
11.2 - 11.3	Failure of coaches and non-playing personnel to adhere to specifications regarding dress and appearance while on bench	\$2,500
11.4	Failure of Home Team to have both Home and Away kits ready at stadium	\$1,000
11.4	Failure of Visiting Team to travel with 2 complete goalkeeper kits	\$1,000
Section 12 Player and Staff Discipline		
12.1.2.C	Failure to report misconduct to League Office	\$500
12.1.3	Major Misconduct, as defined in corresponding section	Varies
12.2.2	Yellow Card Accumulation, per specifications	Varies
12.3	Game Misconduct, per specifications	Varies
12.3	Mass Confrontation	\$2,500
12.5	Failure to adhere to policies and rules set forth in Operations Manual	Varies
Section 13 Game Delay, Postponement and Cancellation		
13.3	Failure to notify League Office of any changes to Game schedule	\$1,000
13.4	Failure to immediately notify League Designee of situations which may result in a delay, postponement or rescheduling of a Game	\$1,000
13.5 – 13.5.4	Failure to provide specified warm up time to both Teams following delays	\$1,000
Section 15 Ticket Sales and Reconciliation		
15.2	Failure to provide stadium manifest to League Office upon request	\$500
15.4.1	Failure to provide tickets to Visiting Coaches for scouting purposes only, per specifications	\$500
15.6.1	Failure to provide information on complimentary tickets to League Office, upon request	\$500
15.6.1.A	Failure to provide 35 complimentary tickets to Visiting Team, per specifications	\$1,000
15.6.1.B	Failure to provide 2 complimentary tickets to each Game official, per specifications	\$500
15.7.1	Failure to provide Game Ticket Sales reporting to League Office within 48 hours of match conclusion	\$500



15.7.3	Failure to maintain proper records for ticket sales reconciliation	\$500
Section 16		Public Relations Guidelines
16.1.1	Failure to provide contact names of all covering media, per specifications	\$500
16.2.1	Failure to adhere to weekly update policy	\$1,000
16.2.2	Failure to provide Game notes at Home Game	\$1,000
16.2.3	Failure to provide 4 Game action photos to League Office within 60 minutes of Game conclusion	\$1,000
16.3.1	Failure to provide adequate credentials and bibs to media, per specifications	\$1,000
16.3.2	Failure to maintain Press Box neutrality	\$500
16.4.1	Failure to adhere to League locker room media policy	\$1,000
16.4.3	Failure to provide accommodation for visiting media	\$1,000
16.4.4	Failure to provide media access to Team training sessions, per League policy	\$1,000
16.4.6	Failure to adhere to League Press Box requirements	\$1,000
16.4.8	Failure to distribute line-up sheets to media, per specifications	\$500
16.5.1	Failure to adhere to League Game update policy	\$1,000
16.5.2	Failure to adhere to League Game photographer policy	\$1,000
16.6.1	Failure to provide adequate post-Game interview area	\$500
16.6.3 - 4	Failure to adhere to League media policy regarding Game Officials & officiating	\$1,000
16.7	Failure by Coach to participate in halftime or post-Game flash interview	\$500
Section 17		Concussion Policy
17.3	Failure to perform baseline concussion testing during preseason or when a Player joins a Team	\$2,500
17.6	Failure to adhere to League "Return to Play" (RTP) protocol following concussive incidents	\$2,500
Section 18		Broadcasting
18.8	Failure to provide adequate announce position for broadcast in stadium, per specifications	\$2,500
18.5	Failure to provide adequate light levels in stadium or obtain written exemption from League Office	\$2,500
18.6	Failure to provide adequate power for broadcast requirements	\$2,500
18.8.a	Failure to provide adequate notes and information to Broadcast talent	\$1,000
18.2.a	Failure to provide 40 mbps of dedicated upload speed to broadcast production	\$2,500
[18.2.b]	Failure to provide dedicated streaming technician to broadcast production	\$1,000
18.4.a	Failure to provide adequate number of cameras to broadcast production	\$1,000
18.5	Failure to upload Game melt to League server within 2 hours of conclusion of Game	\$1,000



EXHIBIT I

DELAY OF GAME NUTRITIONAL GUIDELINES

Each locker room must be equipped with sufficient products to allow Players to meet the following guidelines should there be a Game delay or interruption. Teams should take care to provide alternatives in the event of allergies and dietary restrictions.

1 HOUR DELAY: consume at least 15-30 grams carbohydrates and 5-10 grams of protein. As for fluids, consume 16-20 ounces of a fluid/electrolyte solution. The recommended amount of carbohydrates can come from your fluid/sports drink.

15-30 grams Carbohydrates	5-10 grams Protein
½ - whole medium banana	1-2 tablespoons natural nut butter
8-16 ounces sports drink	1-2 scoops NSF Certified amino acids (go to www.nsf-sport.com to see certified products)
½ - whole sandwich	1-2 slices deli turkey, ham, chicken
1 sleeve of G Chews	½ a peanut butter and jelly sandwich
½ - whole package Nature Valley Oats N Honey Bar	1-2 tablespoons of natural nut butter spread on the Nature Valley Oats N Honey Bar

2 HOUR DELAY: consume at least 30-45 grams of carbohydrates with 5-10 grams protein. As for fluids, consume 32-40 ounces of a fluid/electrolyte solution. The recommended amount of carbohydrates can come from your fluid/sports drink.

30-45 grams Carbohydrates	5-10 grams Protein
1 whole medium banana	1-2 tablespoons natural nut butter
16-24 ounces sports drink	1-2 scoops NSF Certified amino acids (go to www.nsf-sport.com to see certified products)
Whole sandwich + a piece of fruit	1-2 slices deli turkey, ham, chicken
1 Gu or a packet of sports beans + 20oz of water	½- a whole peanut butter and jelly sandwich
1 whole package Nature Valley Oats N Honey Bar	1-2 tablespoons of natural nut butter spread on the Nature Valley Oats N Honey Bar or ½ a peanut butter and jelly sandwich

3 HOUR DELAY: consume at least 45-60 grams carbohydrate and 10-20 grams protein. As for fluids, consume 48-60 ounces of fluid electrolyte solution. The recommended amount of carbohydrates can come from your fluid/sports drink.

45-60 grams Carbohydrates	10-20 grams Protein
1 whole medium banana	Whole turkey or chicken sandwich (2oz of meat)
16-24 ounces sports drink	Whole peanut butter and jelly sandwich + 2 medium strips (~1oz) of turkey or beef jerky
10 oz of 100% fruit juice	½ a peanut butter and jelly sandwich with 2 strips (~1oz) of turkey or beef jerky
1 Gu or a packet of sports beans + 20oz of water	Whole turkey or chicken sandwich (2oz of meat)
1 whole package Nature Valley Oats N Honey Bar + a banana	½ a turkey or chicken sandwich (2 oz of meat)



EXHIBIT J: NASL REFEREE EVALUATION FORM



2016 NASL OFFICIATING EVALUATION FORM

YOUR NAME		DATE		REFEREE	
YOUR CLUB		VENUE		AR1	
HOME		SCORE		AR2	
VISITOR		SCORE		4TH OFFICIAL	
DIFFICULTY OF MATCH (EASY, COMPETITIVE, DIFFICULT):				WEATHER CONDITIONS (GOOD, FAIR, POOR):	

HEAD REFEREE			
PERSONALITY AND COMMUNICATION	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
POINTS OF EMPHASIS FOLLOWED	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
PROTECTED PLAYER ON THE BALL	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
HANDLING OF CRITICAL EVENTS	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
PERSISTENT INFRINGEMENT; TEAM OR PLAYER	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
DISSENT (BY WORD OR BY ACTION)	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
CONSISTENCY	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
HANDLING OF VERBAL CAUTIONS	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
STAMINA/FITNESS	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
CLOCK MANAGEMENT/TIME-WASTING	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
ADDED TIME	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
PLEASE RATE THE OVERALL STANDARD OF THE REFEREE	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
COMMENTS WITH SPECIFIC TIMES (please use bullet points when describing multiple incidents):			

COACHES SIDE ASSISTANT REFEREE (AR1)			
INVOLVEMENT/ASSISTANCE IN THE GAME			
COOPERATION WITH REFEREE	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
INVOLVEMENT IN THE GAME	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
TEAMWORK WITH OTHER OFFICIALS	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
CRITICAL SITUATIONS	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
<u>OFFSIDE</u>			
OFFSIDE: JUDGEMENT ON TIGHT DECISIONS (ACCURACY)	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
RECOGNIZED WHEN IT WAS APPROPRIATE TO KEEP FLAG DOWN	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
<u>POSITIONING</u>			
KEPT UP WITH PLAY	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
PLEASE RATE THE OVERALL STANDARD OF THE AR1	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
COMMENTS WITH SPECIFIC TIMES (please use bullet points when describing multiple incidents):			

FAR SIDE ASSISTANT REFEREE (AR2)			
INVOLVEMENT/ASSISTANCE IN THE GAME			
COOPERATION WITH REFEREE	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
INVOLVEMENT IN THE GAME	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
TEAMWORK WITH OTHER OFFICIALS	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
CRITICAL SITUATIONS	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
<u>OFFSIDE</u>			
OFFSIDE: JUDGEMENT ON TIGHT DECISIONS (ACCURACY)	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
RECOGNIZED WHEN IT WAS APPROPRIATE TO KEEP FLAG DOWN	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
<u>POSITIONING</u>			
KEPT UP WITH PLAY	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
PLEASE RATE THE OVERALL STANDARD OF THE AR2	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
COMMENTS WITH SPECIFIC TIMES (please use bullet points when describing multiple incidents):			

4TH OFFICIAL			
BENCH CONTROL	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
PROFESSIONALISM	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
CONSISTENCY	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
TEAMWORK WITH OTHER OFFICIALS	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
PLEASE RATE THE OVERALL STANDARD OF THE 4TH OFFICIAL	<input type="checkbox"/> Below Standard	<input type="checkbox"/> At Standard	<input type="checkbox"/> Above Standard
COMMENTS WITH SPECIFIC TIMES (please use bullet points when describing multiple incidents):			



EXHIBIT K: KICKOFF CHANGE REQUEST FORM



2017 NASL Kickoff Change Request Form

Home Team _____ Visiting Team _____

Original Date of Match _____ Original Kickoff Time _____

Proposed Date of Match _____ Proposed Kickoff Time _____

Home Team Representative Name _____ Visiting Team Representative Name _____

Home Team Representative Signature _____ Visiting Team Representative Signature _____

Date Submitted _____

Approved By _____