

GENERAL RULES OF THE NORTH TEXAS WOMEN'S SOCCER ASSOCIATION
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GENERAL RULES OF THE NORTH TEXAS WOMEN'S SOCCER ASSOCIATION

SECTION I. Playing Year

The soccer year shall be September 1 to August 31 of the following calendar year and shall consist to two (2) seasons: Fall and Spring. Each soccer season shall begin with date of registration and end with the final game of the season.

SECTION II. Eligibility of Players

The North Texas Women's Soccer Association ("NTWSA") shall be open to women 18 years or above. The player must be 18 on or before the date of registration for the season for which they desire to participate.

SECTION III. Divisions

A. There shall be four (4) major divisions within the NTWSA:

1. *Amateur Division*

Amateur Division shall be designed for women 18 years of age and above as of the registration date of the season for which they desire to participate. If a player turns 18 years of age after the date of registration for the season for which they desire to participate, they may be added to a team's roster as an "add player" providing the rules regarding adding of players to a team have been adhered to.

2. *Over 30 Division*

Over 30 Division shall be designed for women 30 years and above as of the registration date of the season for which they desire to participate. If a player turns 30 years of age after the date of registration for the season for which they desire to participate, they may be added to a team's roster as an "add player" providing the rules regarding adding of players to a team have been adhered to.

3. *Over 35 Division*

Over 35 Division shall be designed for women 35 years and above as of the registration date of the season for which they desire to participate. Teams in the Over 35 Division may carry up to four (4) players under 35 (but 30 or older) if these players registered on that team the season the Over 35 division is formed. Once a player under 35 drops from an Over 35 team, she can only join a team in the Over 30 or Amateur Divisions. Players on a newly formed Over 35 team

must be 35 and over as of the registration date of the season for which they desire to participate. If a player turns 35 years of age after the date of registration for the season for which they desire to participate, they may be added to a team's roster as an "add player" providing the rules regarding adding of players to a team have been adhered to.

4. *Over 40 Division*

Over 40 Division shall be designed for women 40 years and above as of the registration date of the season for which they desire to participate. Teams in the Over 40 Division may carry up to four (4) players under 40 (but 35 or older) if these players registered on that team the season the Over 40 division is formed. Once a player under 40 drops from an Over 40 team, she can only join a team in the Over 30 or Amateur Divisions. Players on a newly formed Over 40 team must be 40 and over as of the registration date of the season for which they desire to participate. If a player turns 40 years of age after the date of registration for the season for which they desire to participate, they may be added to a team's roster as an "add player" providing the rules regarding adding of players to a team have been adhered to.

B. Division Placement

In order to maintain a constant and fair level of competition, the NTWSA Board reserves the right to place teams in a division other than that requested.

C. Divisions

Divisions shall be divided according to the following criteria:

1. Final standing in the previous season.
2. Total seasons of experience
3. Average age of team
4. Final placement of teams into divisions shall be at the discretion of the NTWSA Board.

SECTION IV. Registration

All players, coaches, and teams officially registered with the NTWSA will also be registered with NTSSA, a member of the USSF.

A. Players

1. A player may not register with more than one NTWSA team. The player is not restricted from registering with another USSF sanctioned playing association simultaneously with her registration with NTWSA.
2. A player will be considered officially registered with NTWSA upon satisfying all requirements herein.

B. Rosters

1. Prior to registration, the league will provide each returning team with a copy of its previous season's roster. Each team will carefully review all information on that roster and mark all changes (legibly) according to instructions from the League Commissioner.
2. Each newly formed team must submit one (1) completed, alphabetized, legible roster (provided by NTWSA) to the League Commissioner by the specified registration date of their first season.
3. Rosters shall be restricted to a maximum of 24 players and a minimum of 13 players.
4. All information on the rosters must be complete, i.e., team name, jersey color(s), player name, address, city, state, zip code, phone number, jersey number, date of birth, and USSF number for each player. The roster must also identify the coach, the captain, co-captain, and any other information required by the league.
5. Rosters will be checked by the NTWSA Board or a designated representative for its validity at the time of registration and at random times during the season.

C. Team Placement Sheet

1. Each team is required to submit a Team Placement Sheet (provided by NTWSA) to the League Commissioner at the time of registration for team placement in league competition.
2. Team Placement Sheets shall be complete and true to the captain's knowledge.
3. If Team Placement Sheets are knowingly misrepresented, teams will not be eligible for awards.

D. USSF Player Registration and Waiver and Release of Liability

Each player registered with NTWSA is required to complete and sign a USSF Player Registration and Waiver and Release of Liability (provided by NTWSA).

E. I.D. Cards

1. Each player registering with NTWSA is required to have an official NTWSA I.D. card and a signed waiver and release of liability.
2. No player will be registered without an official NTWSA I.D. card which has been certified by the NTWSA Board or their designated representative.
3. For initial registration, I.D. cards must be made prior to the registration date each season as specified by the League Commissioner. Proof of birth date is required.
4. Each coach and assistant coach is required to have an official NTWSA I.D. card which has been validated by the NTWSA Board or their representative.

F. Fees

1. Registration fees must be paid in full with one check made payable to NTWSA at the time of registration.
2. Fees will consist of: NTWSA, NTSSA, and USASA team fees, NTWSA, NTSSA, and USASA player fees, insurance fees, and referee assignor fees.
3. A player transferring during or between seasons will be charged a transfer fee as required by NTSSA.
4. A fine of \$35.00 will be assessed to the captain if the registration check fails to clear the bank. The captain will not be considered in good standing for voting purposes nor will the team be allowed to play in a regular league game until the fine and the team's registration fees have been paid in full.
5. Any team that is not current on their fees will not be allowed to play. Their opponent will receive a forfeit win.
6. No fees will be refunded to a player withdrawing from a team after registration.

G. Fields

All teams must have access to an acceptable field for playing their home games. Any fees due for the use of those fields will be paid by the league. The NTWSA Board may, in its discretion, reserve the right to choose not to use such field(s) or pass the additional cost to the team requesting such field.

H. Jerseys

Each player must have assigned non-duplicated jersey number. All teams must have official jerseys by the first game.

I. Maps

New teams and/or existing teams registering with NTWSA may be required to provide a map to their home field.

J. Registration

1. Registration shall be held at a specified date and time before each playing season. Teams not registered at the specified date and time shall be ineligible for play that season.
 - a. The Fall soccer playing season shall be from August through November. All players are considered new players.
 - b. The Spring soccer playing season shall be from February through May.

SECTION V. Add/Delete/Transfer

- A. All players are registered with their team for one (1) soccer year, as defined in Section 1.
- B. Only teams with a roster below 18 players are eligible to add players and may increase their roster to no more than 18 players. Verbal requests to add players must first be submitted to the League Commissioner and the registration procedures including submission of the Add/Delete/Transfer sheet furnished by NTWSA must be followed.
- C. Any team deleting players after registration must turn in the player I.D. cards for the deleted players before they will be allowed to add new players.
- D. A player may transfer to another team after registration, providing the required paperwork, transfer fee, and ID has been collected by the League Commissioner. The transferred player must sit out a one game waiting period after transferring teams.

- E. To be eligible for NTWSA post season play, NTWSA championship games, or NTWSA tournaments, a player must be on the current team roster of the team that she is playing with. Guest players, if allowable, must follow tournaments rules for eligibility.

**SECTION VI.
Teams' Responsibilities**

- A. Each team shall provide and install one (1) net and two (2) corner flags before game time as designated by this rule.
- Failure to provide a net will result in a forfeit.
 - Failure to provide corner flags will result in a one (1) point deduction from the team's standing for each missing corner flag.
- B. In case of jersey color conflicts, the **home** team must wear alternate jersey. The referee has the final decision regarding color conflict.

**SECTION VII.
Payment of Referees (Game Officials)**

- A. Payment of referees and linespersons will be done by the teams prior to the start of the game. Teams may use cash, check or money order to pay the game officials. The amount of the referee fees will be relayed by NTWSA at the beginning of each soccer season.
1. Home Team shall be responsible for payment to the referee.
 2. Visiting Team shall be responsible for the payment of each of the referee assistants.
- B. Failure to pay game officials shall result in forfeiture of the game, an appearance before the Appeals & Disciplinary Committee, and the posting of bond money to insure against future problems of payment to game officials.
- C. Failure to pay game officials includes lack of monies at the scheduled game time, returned checks, or a stop payment on a check.
- D. Should a team fail to pay the officials for a scheduled game, payment of their officials **MUST** be received by the League Commissioner prior to any further participation in league play.

- E. Should a team forfeit due to lack of minimum number of players at game time or failure to appear for a game, the team responsible for the forfeit is required to pay the entire referee fee incurred (referee and linespersons) to the League Commissioner prior to further participation in NTWSA activities.
- F. Should a team fail to pay the officials which results in a forfeiture of the game two (2) times during the playing season, they will be required to post a \$60.00 performance bond for each remaining game in the season.
- G. Each team pays for a maximum of ten (10) games per season.

**SECTION VIII.
Responsibility of Team Captain**

A. NTSSA Rule XI

Every team captain is responsible to distribute to every player and coach on her team a copy of NTSSA Rule XI - concerning "Discipline" (provided by NTWSA).

B. Monthly Association Meetings

Team captains shall attend all scheduled Association meetings. If a captain is unable to attend, a voting representative from her team's roster shall attend in her place. Failure to comply as required will result in a fine of \$20.00 per offense. If the team captain is fined, she is ineligible to play until the fine is paid.

C. Player and Coach Eligibility

Team captains and coaches shall be responsible for their player's and coach's eligibility as defined herein. Playing an ineligible player and/or allowing a suspended or ineligible coach to participate shall result in a forfeit of all games in which such infractions occur and suspension for up to one year (as determined by the A&D Committee) of the team captain and/or co-captain, the offending player, and/or offending coach.

D. Information and Paperwork Required by NTWSA

Team captains shall be responsible for the submission of any information and paperwork required by NTWSA.

E. Condition of Playing Field

A final decision of a playing field shall be made by the Field Coordinator and her contact(s) associated with the playing field and posted to the rain out hotline as soon as the information becomes available. Whenever possible, games may be reassigned to a playable field.

F. Reporting Scores

Both team captains shall be responsible for phoning final scores in to their Division Commissioner after the game on that same day or within 24 hours of game time.

G. Reporting Cautions/Ejections

In the event of a caution or ejection, each team captain is responsible for informing their Division Commissioner after the game on that same date. A blank misconduct form should be given to the referee by the captain of the team that committed the offense. Information on the status of a misconduct report and any withheld I.D. cards should be directed to the Vice President of NTWSA.

G. Game Cards

Both team captains are responsible for filling out the game card completely. The game card must list all players (including their jersey numbers). Game cards will be signed and verified by the opposing team captain. The team captains will be responsible for mailing their completed game card to their Division Commissioner the next postal day after a game has been played. If a game card is not mailed as required, the captain is subject to a fine. If the team captain is fined, she is ineligible to play until the fine is paid. There shall be a fine of \$5.00 per offense.

H. Noting Ineligible or Illegal Players

If a team suspects that their opponent is playing with an ineligible or illegal player, or with a player with no jersey number (or the wrong jersey number), the captain must write all information available on the game card and have the referee initial the notation. The captain is responsible for mailing the completed game card to the Division Commissioner on the next postal day after the game has been played. The Division Commissioner will notify the League Commissioner, who will decide whether or not the offending team will lose points in their league standings.

I. Following Applicable NTWSA Rules and Bylaws

Team captains are responsible for following all applicable NTWSA Rules and Bylaws and shall have a copy of each available at all games.

J. Team Conduct

Team captains are responsible for their team's conduct on and off the field of play and for the conduct of her team's spectators. Any team whose conduct (i.e., alcohol consumption by anyone on the team or on the sideline as a spectator for her team, failure to remove trash, etc.) results in the loss of a field available to the Association shall be ejected from the Association immediately and will forfeit the right to play any further games. The team must

appear before the Executive Board before being entitled to participate in the future of the Association.

SECTION IX. Uniforms

A. Field Uniforms

A normal uniform consists of a jersey, shorts, socks, soccer cleats, tennis, or training shoes and manufactured shinguards. (Shinguards are mandatory and must be covered by the player's socks. Players without shinguards will not be allowed to play.) No cut offs, casts, metal cleats, or hazardous wearing apparel such as caps with a bill, visors, and protruding metal (e.g. zippers, studs, large or dangling jewelry) are allowed.

B. Goalkeepers

Goalkeepers may wear approved goalkeeper gloves. All goalkeepers must wear a jersey which contrasts with both team uniforms. All goalkeepers must have an assigned jersey number, but are not required to have a number on the goalie jersey. If the goalkeeper plays as a field player during a game, her jersey must have her assigned number on the back.

C. Numbered Jerseys

All players' jerseys (including alternates) will be numbered with at least 6 inch permanently affixed numerals. Each player must wear the same number throughout the playing season. No jersey number can be duplicated. Alternate jerseys must not be of the same color family. Taped numbers, drawn on numbers, marked on numbers and/or painted numbers are not acceptable.

D. Color Conflicts

Where jerseys of the competing teams are so similar as to create possible player identification problems on the field, as determined by the referee, the **home team** shall change to their alternate jerseys. Player jersey number rules still apply.

E. Reporting Noncompliance with Rules

Any non-compliance with this rule should be brought immediately to the attention of the Referee and the opposing Team Captain. If the captain does not remove her illegal player from the field and the referee does not ask the player to leave the field, the game will then

continue subject to the referee's discretion. This non-compliance with our rules should then be reported on the game card. The offending team is subject to losing all game points that they earned for that game. The non-offending team does not gain any game points outside of those points that they had earned for playing the game.

SECTION X. Games

A. NTWSA ID Cards

To be an eligible player, proper NTWSA ID must be presented before entering the field of play.

B. Substitutions

In accordance with NTSSA Rules, substitutions may be made at any normal stoppage of the game with the consent of the referee. The number of substitutions shall be unlimited. A player is not restricted from participating further in the game once she is replaced.

B. Rescheduling Games

NTWSA games are only rescheduled for approval adult tournaments, rain out, and inclement weather. Rescheduling of games will be based on field availability and time. Special circumstances will be dealt with on a case-by-case basis; however, games will not be rescheduled due to lack of players.

C. Reschedules for Tournaments

Entire teams that are going to a tournament can reschedule that game with the approval of the League Commissioner, when requested at registration. The game will be rescheduled when weather and field availability permit, or the team requesting the reschedule will forfeit. If both teams requested the reschedule and the game is not played in accordance with this time table, the game may be declared a double forfeit with neither team receiving any game points.

D. Authority of Referee

Once the referee arrives at the field, only the referee can decide if a game is to be called off because of weather, dangerous playing conditions, or possible damage to the field. However, if the referee does not arrive within fifteen (15) minutes of game time, the game shall be rescheduled.

E. Number of Players

Each team shall have a maximum of 11 players on the field and a minimum of 7 to start a game and must have at least 7 eligible players to continue a game. A team will be allowed fifteen (15) minutes after the schedule game time to field the minimum number of players. If it is unable to field at least 7 players within the fifteen (15) minute time period, that team will forfeit the game. After the scheduled game time has passed, as soon as the minimum number of players are present, the game will begin. If neither team can field the minimum number of players, it shall be a double forfeit with no points awarded either team.

F. Incomplete Games

If a game has played less than five minutes into the second half and is called off by the referee for any reason other than misconduct, the game will be rescheduled and replayed in its entirety. If at least 5 minutes of the second half has been played, the game will be considered a completed game.

G. Outcome of Game in Cases of Misconduct Abandonment

If the game is not completed because of misconduct on the part of one of the teams, the NTWSA A&D Committee shall decide the outcome of the game.

H. Reporting Abandonment

Any time a team abandons a game, both teams will have 48 hours to file a written report with the NTWSA A&D Committee and submit it to the Vice President. The NTWSA Appeal and Disciplinary Committee shall decide the outcome of the game.

SECTION XI. Referee System

A. The only approved referee system for all NTSSA competitions (both State and affiliated members) shall be the International Three-Referee system (a referee and two neutral linesmen) employing FIFA Laws of the Game (as modified herein), officiating techniques and mechanics. **The order of preference when three registered referees are not available is as follows:**

1. A USSF referee and one USSF referee assistant and one certified "junior" linesman
2. A USSF referee and one USSF referee assistant and one club linesman.
3. A USSF referee and two certified "junior" linesmen.
4. A USSF referee and one certified "junior" linesman and one club linesman.
5. A USSF referee and two club linesmen.
6. A USSF referee only.

SECTION XII. Coaches

A. Subject to all Bylaws and Rules

All coaches are members of NTWSA and are subject to all Bylaws and Rules, as are players.

B. Required to Have an Official NTWSA ID Card

All coaches shall be required to have an official NTWSA I.D. card. This card will be turned in to the referee/linesman with player I.D. cards at regular league games.

C. Discipline of Coaches

If a coach who receives a card does not appear for a disciplinary hearing without consent of the Vice President, he/she will be suspended for the next two (2) games of regular league play in addition to the penalty for the card.

D. Coach's Conduct

A coach's conduct that is not considered to be exemplary to his players and his spectators will be dealt with by the A&D Committee of both NTWSA and NTSSA.

SECTION XIII. Forfeits

A. Game Forfeitures

The following constitutes a game forfeiture (4-0 score for non-forfeiting team, i.e., 10 standing points; forfeiting team receives 0 standing points for that game.):

1. Fielding an ineligible player or player under suspension (or that player appearing at the game in uniform) or a suspended coach appearing at a game.
2. Failure to field a team with a minimum of seven (7) players within fifteen (15) minutes of the scheduled starting time of a game, according to the referee's watch.
3. Failure of the home team to provide suitable nets within fifteen (15) minutes of the scheduled game time.
4. Failure of a team to produce valid ID cards for all players within fifteen (15) minutes of the scheduled game time.
5. Failure of a team to pay the game official(s) that they are responsible for paying.
6. Failure to pay any other fees owed to NTWSA (i.e. missed meeting fines, bounced check fines, rule violation fines, etc.).

B. Forfeiting Less than 72 Hours Prior to a Game

Any team forfeiting less than 72 hours prior to a game shall be held responsible for all expenses incurred by the Association for the forfeited game (i.e., referee fees plus a flat fee of \$20 for administrative fees). In the case of a double forfeit, both teams will split in half the fees that need to be paid.

1. If a team forfeits two games in a season, they will be required to post a \$60 performance bond for each remaining game in the season. The following season, the team will be required to post a \$300 performance bond to be eligible to register and play. For the purpose of this rule, a “team” that is required to post a performance bond shall be defined as consisting of any five players from the same prior team who registers on the same roster, regardless of any change of team name or other team changes.
2. If a team forfeits three (3) or more games in a season, that team will not be allowed to register the following season.
3. No more than three (3) players from the team that forfeited three (3) or more games will be allowed to register together on a team for the following season.

SECTION XIV. Standings

A. Computation of Points

Points to determine division and conference standings are to be computed as follows according to FIFA Scoring Rules.

Win	3 points
Tie	1 points
Loss	0 points

Each team will be awarded one (1) point for each goal scored up to a maximum of three (3) goals. The maximum number of points thus acquired for a win will be ten (10).

B. Points for Forfeited Game

A forfeited game will result in 10 standing points being awarded to the non-forfeiting team. The forfeiting team will receive 0 points. In the case of a double forfeit, each team will be awarded 0 points.

C. Tie Breakers for Final Standings

Should a tie result in final standings to determine first or second place, the Conference Commissioner shall determine places by using the following system:

1. The winner of head-to-head competition during league play will finish in the higher position.

2. If the teams tied, the team with the most wins will finish in the higher position;
3. The team with the fewest goals allowed in all season league games, with a maximum of three (3) per game, will finish in the higher position.
4. If still tied, the winner of a play-off game.

**SECTION XV.
Misconduct, Suspension, Probation**

A. Minimum Penalties

The following are minimum penalties regarding suspensions and probations for players, coaches, and team managers.

	<u>1st Offense</u>	<u>2nd Offense</u>
Player Caution	One game probation	Seasons probation and subject to review by A&D Committee
Coach Caution	One game probation	Seasons probation and subject to review by A&D Committee
Player Ejection	One game suspension (See 1. below). Subject to review by A&D Committee	Reviewed by A&D Committee
Coach Ejection	One game suspension (See 1. below). Subject to review by A&D Committee	Reviewed by A&D Committee

1. Any player or coach on probation who receives a caution will be suspended for the next scheduled game (regular league game or make-up league game) that the player or coach is involved in.
2. Any player or coach ejected from a league game shall be subject to fines as specified in Section XVI, payable to the Vice President as specified in Section XVI.
3. A suspended or ejected coach or player must leave the playing field area immediately for the duration of that game.
4. Player and coach cautions and ejections will accumulate individual and team points (see Section XVII).

B. Authority of Appeal and Disciplinary Committee to Add Points

The above are the minimum disciplinary penalties to be assessed. The Appeal and Disciplinary Committee has the authority to review any red card and assess additional penalties for unnecessary and excessive roughness as provided for under Rule XI (Discipline)

of the NTSSA Rules and Regulations. Each case shall be judged on its own merits and circumstances.

C. Ejections for Fighting

Any player ejected for fighting will automatically be suspended for a minimum of two (2) games and will be called before the Appeal and Disciplinary Committee and may be assessed additional penalties consisting of further game suspensions, probation, or a combination of suspension and probation.

D. Ejections in Tournaments

Any player receiving a Red Card in the final game of a Tournament will receive a one game suspension. This is applicable only to players participating on a women's team (not a Co-Ed team). This one game suspension will be served during the next scheduled league game. If the player participates in another tournament before the next scheduled league game, they will sit out the first game of that tournament instead.

E. Suspensions

Suspensions are to be served by the player/captain/coach/assistant coach/manager/or team representative, as specified, at the next scheduled game (regular league games, makeup league games, local or state tournament games) that the team actually plays. The lack of a hearing or referee report on the suspension/expulsion of the offender shall not nullify his or her suspension (to sit out) the next game.

F. Conduct of Spectators

The team captain and coach are responsible for the conduct of their spectators. The referee shall have the authority to caution and/or send off the captain or coach or acting coach from the field for the misconduct of the spectators associated with the team. If the captain and/or coach is unable to control the spectators, the Association will take appropriate actions toward the identifiable unruly spectator(s), or, if unidentifiable, towards the team itself. The Association has the option of causing a team to forfeit games if unruly spectators continually cause problems.

**SECTION XVI.
Fines**

A. Fine Assessment

Fines shall be assessed for the following

- | | |
|--|---------|
| 1. Non-attendance at NTWSA (captains) | \$20.00 |
| 2. Non-clearance of registration fee check (teams) | \$20.00 |
| 3. Ejection from game (red card) (player, coach) | \$50.00 |

4. Failure to mail in score card (captains) \$ 5.00

B. Payment of Fines

Fines will be paid to the appropriate officer as follows:

1. Non-attendance League Commissioner
2. Bounced Checks Treasurer
3. Red Cards Vice President
4. Failure to mail in game cards League Commissioner

C. Red Card Fines

Red card fines must be paid in person or mailed to the Vice President. Fines paid by mail will result in I.D. Card being returned by mail. NTWSA does not guarantee the return of the I.D. Card by mail to the captain prior to the next game.

**SECTION XVII.
Individual and Team Points**

A. Records of Misconduct Points

The Vice President keeps records of misconduct based on a cumulative twelve-point system for all players, coaches and assistant coaches. Offenses resulting in the cautioning of a player, coach or assistant coach by the referee (yellow card) are assessed points according to their seriousness ranging from one (1) to four (4) caution points. When a given player, coach or assistant coach accumulates twelve (12) caution points, sanctions are applied as described in Rule 17.A.2 below. Sanctions for ejections are described in 17.A.4 below. A player or coach transferring to another team will carry his or her accumulated points to his or her new team. Report of these disciplinary actions must be sent to the State Appeals and Disciplinary Committee at the North Texas State Soccer Association office. The points of the cumulative twelve point system are to be allocated as follows:

1. Caution (yellow card) points:
 - a. Four Points
 - (1) Deliberate tripping and other "tactical", deliberate physical fouls.
 - (2) Severe dangerous play.
 - (3) Foul tackle from behind.
 - (4) Interference by other players when the referee is speaking to a player after an offense has been committed.
 - (5) Continued dissent of a decision in an attempt to unsettle the referee.
 - b. Three Points
 - (1) Deliberate, tactical obstruction.

- (2) Persistent infringement of the Laws of the Game.
- (3) Shirt pulling and other similar tactics.
- (4) Deliberate encroachment at free kicks.
- c. Two Points
 - (1) Deliberate hand-ball designed to break up attack.
 - (2) Time wasting, including that by the goalkeeper.
 - (3) Moving arms up and down to obstruct an opponent.
 - (4) Gesticulating in front of a player taking a free kick or throw in.
 - (5) Encroachment of ungentlemanly conduct at a penalty kick.
 - (6) Other ungentlemanly conduct.
- d. One Point
 - (1) Entering or leaving the field without the referee's permission.
 - (2) Player leaning on a teammate to gain an extra height.
 - (3) Pulling oneself up by the goal post or cross bar to gain an advantage.
- 2. Accumulated Caution Point Sanctions
 - a. 12 Accumulated Points - 1 Game Suspension
 - b. 18 Accumulated Points - 2 Game Suspension
 - c. 24 Accumulated Points - Suspension Pending Appeal and Disciplinary Inquiry
- 3. Ejection (red card) points:

12 points Ejection from game due to Serious Foul Play, Violent Conduct or Foul or Abusive Language.

For ejection from a game due to misconduct after receiving a caution, except for ejection due to one or more of the twelve (12) point offenses as stated immediately above, points will be assessed based on two (2) cautions for the reported offenses.
- 4. Ejection Point Sanctions: All player/coach/assistant coach ejections will be sanctioned as follows:
 - 1 Ejection - 1 Game Suspension
 - 2 Ejections - 2 Game Suspension
 - 3 Ejections - Suspension Pending Appeal and Disciplinary Inquiry

B. Accumulation of Points

Points will be accumulated each season and for each 24 points accumulated by a team during a playing season, three (3) points will be deducted from their team's season standings and the

team automatically appears before the Appeal and Disciplinary Committee. These teams may be assessed additional penalties.

C. Penalty Point Limit

The “penalty point limit” will be calculated based on five (5) points per scheduled league game each season. When the players/coaches/spectators of a given team have accumulated the penalty point limit, for example 50 points, for that team, the NTWSA A&D Chairman will notify the NTSSA State A&D Committee, who will require the coach of said team to appear before them, to explain his/her teams continued misconduct.

D. Tournament Points

When the players/ coaches/team representatives/spectators of a given team have accumulated a total of 32 points (including caution and ejection points) during Tournament play, the NTWSA A&D Chairman shall notify NTSSA State A&D Committee who will require the coach and the players of said team to appear before the committee to explain the team's continued misconduct. Misconduct points assessed during league play will be reviewed to ascertain team misconduct tendencies.

**SECTION XVIII.
Board Review**

The NTWSA Board may request a review by the Appeal and Disciplinary Committee of a team, coach or player, which has been called to the Board's attention due to consistent misconduct.