

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

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## **SECTION I Eligibility of Players**

The North Texas Women's Soccer Association ("NTWSA") will be open to women 18 years of age and above.

## **SECTION II Playing Year**

The seasonal soccer year for NTWSA will be September 1 to August 31 of the following calendar year. Each soccer season shall begin with the date of registration and end with the final game of the season.

## **SECTION III Divisions & Seasons**

### A. Fall and Spring Seasons

1. The Fall soccer playing season will start in August. All players are considered New Players.
2. The Spring soccer playing season will start in February.
3. Each season will consist of 10 scheduled games.

### B. Fall and Spring Divisions

#### 1. Open Division

The player must be at least 18 years of age to register.

#### 2. Over 30 Division

The player must be at least 30 years of age to register.

#### 3. Over 40 Division

The player must be at least 40 years of age to register. Games (9v9) will be played on smaller fields: approximately 50' x 80'.

#### 4. New Division Formation

NTWSA may create new divisions each season based on interest of players and field availability. A minimum number of four (4) teams is needed to form a division.

### C. Mini-Seasons

Prior to each mini-season the Executive Board will determine:

1. Season formation (based on interest and field availability).
2. Player registration fee (not to exceed Fall/Spring registration fees).
3. Referee fees.
4. The number of players fielded.
5. Roster size.
6. Dual rostering.
7. Adding/deleting players
8. The number of games and length of season.

9. Size of fields to be used (based on field availability).
10. Length of the games (including half-time).

All the above as well as any additional rules will be posted to the website prior to team registration.

#### D. Subdivision Team Placement

In order to maintain a constant and fair level of competition, the NTWSA Board reserves the right to place teams in a subdivision other than the one requested during team registration. Subdivisions shall be divided according to the following criteria:

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

## **SECTION IV Registration**

All players, coaches, and teams officially registered with NTWSA will also be registered with NTSSA and USASA, members of the USSF, for one (1) seasonal soccer year as defined in [Section II Playing Year](#).

Information shall be complete and true to the registrant's knowledge. If any information is knowingly misrepresented, then that team will not be eligible for awards.

#### A. Team Registration

Registration will be held at specified dates and time before each playing season.

1. The captain and a co-captain must be identified at registration along with any other information required by the league.
2. Teams can request a bye(s) in their schedule. The bye request must be submitted during team registration. Bye Request(s) approval is at the discretion of the League Commissioner and a fee determined by the Executive Board will apply for each request.
3. At registration, captains will be provided with a list of fields, approved by NTWSA, to play league games.
4. All fees are due on the designated registration date(s).

#### B. Fall and Spring Season Rosters

1. Rosters (11v11) will be restricted to a maximum of 25 players and a minimum of 15 players. An Open team may have a maximum of five (5) players dual rostered from an Over-30 team. An Over-30 team may have a maximum of five (5) players dual rostered from an Open team.
2. Over 40 (9v9) will be restricted to a maximum of 17 players and a minimum of 10 players.
3. 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. Player/Coach Registration

Registration will be held at specified dates and time before each playing season.

1. An eligible player/coach will be considered officially registered with NTWSA upon satisfying all NTWSA registration requirements.
2. A player may register concurrently with one Open team, one Over-30 team, and one Over-40 team

each Fall and Spring season.

3. A player/coach is not restricted from registering with another USSF sanctioned playing association simultaneously with their registration with NTWSA.
4. Each player/coach's registration must be complete, with the team name, player/coach name, address, city, zip code, phone number, email, and date of birth.
5. Proof of age is required by all players/coach(s). Valid proof of age will be in the form of one of the following:
  - a. State issued Driver's License
  - a. State issued Identification Card
  - b. Passport
  - c. Government issued Citizen Identification Card
  - d. Military Identification (must state birthdate in order to be accepted)
6. Each player/coach registered with NTWSA is required to complete and sign a USSF Assumption and Acknowledgment of Risks and Release of Liability Agreement, and a Release of Liability Waiver (provided by NTWSA) before being allowed to participate in NTWSA league activities. The release shall be considered valid and in force each time the player/coach presents their valid NTWSA ID Card to a game official and/or participates in a NTWSA league scheduled activity.
7. Individual player/coach registration fees must be paid in full at the time of registration.
  - a. Individual player/coach registration fees will consist of NTWSA, NTSSA, and USASA player fees, insurance fees, and referee assignor fees.
  - b. No fees will be refunded to a player/coach withdrawing from a team after they have registered.

#### D. ID Cards

A valid NTWSA ID is a card that has been certified and issued by the NTWSA Board. Digital ID cards, images or copies of a NTWSA ID card are not considered valid and cannot be used for NTWSA league activities. A driver's license cannot be used in lieu of a valid NTWSA ID card to participate in league activities.

1. League ID Cards
  - a. Each player/coach registered with NTWSA will be issued a valid NTWSA ID card each soccer playing season. Multi-registered player will be issued a valid NTWSA ID card for each team they are rostered on.
  - b. At a minimum, the valid NTWSA ID card shall bear the player/coach's name, player/coach's color photo, team name, current season, registration number, and expiration date.
  - c. NTWSA ID cards are only valid for the current season and cannot be used for league play for any season other than the one stated on the NTWSA ID card. The extended expiration date printed on the ID card allows a period for the card to be valid for tournament use, at the tournament's discretion.
2. Tournament Only ID Card

An eligible player may register with NTWSA each seasonal soccer year and be issued a valid Tournament Only ID card. This card is valid for tournament use only, at the tournament's discretion.

Note: The insurance provided by NTSSA is valid for 1 seasonal soccer year, as defined in **Section II Playing Year**. A player who registered in the Fall season with NTWSA, but not in the Spring season, can be issued a Tournament Only ID card, valid until the start of the next NTSSA seasonal soccer year.
3. NTWSA ID cards are the property of NTWSA and must be surrendered upon request of a NTWSA Board member or any NTSSA official

## **SECTION V Add/Delete/Transfer**

### A. Adding Players for Fall and Spring Seasons

1. Prior to a team's original scheduled date for their third game:
  - a. Teams (11v11) may increase their roster to a maximum of 25 players.
  - b. Over 40 (9v9) teams may increase their roster to a maximum of 17 players.
2. After a team's original scheduled date for their third game:
  - a. Only (11v11) teams with a roster below 20 players are eligible to add players and may increase their roster to no more than 20 players.
  - b. Over 40 (9v9) teams with a roster below 15 players are eligible to add players and may increase their roster to no more than 15 players.
  - c. The team captain is required to complete the add procedures at least 72 hours prior to the game in which the player will participate. Once approved by the NTWSA League Commissioner, the player may register.

### B. Deleting Players from Roster

Any team deleting players after registration must turn in the current NTWSA ID card for the deleted players to the NTWSA League Commissioner before the team will be allowed to add new players.

### C. Transfer Players

A player may transfer to another team after registration, providing the required transfer procedures are completed and said player's NTWSA ID card has been turned into the NTWSA League Commissioner. The transfer player must sit out a one-game waiting period after transferring teams.

## **SECTION VI Game Officials**

- A. Team captains are responsible for collecting and maintaining monies used to pay game officials each season in which they participate. Each team pays for a maximum of ten (10) games per season.
- B. Payment of game officials will be done by each team prior to the start of the game. Both teams are responsible for paying one-half of the total fees in **cash** due to the referees present at the game. The amount of the game official fees will be relayed at the beginning of each soccer season.
- C. Failure of a team(s) to pay game officials will 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.
- D. Failure to pay game officials includes lack of monies within 15-minutes into the scheduled game time. Should a team fail to pay the officials, payment **MUST** be received by NTWSA prior to any further participation in league play.
- E. Under no circumstances will a dual center referee system of officiating be utilized for any NTSSA sanctioned games (which include all NTSSA Member Associations league games, cup matches, and tournaments).
- F. Please reference **Section XI Forfeits**.

## SECTION VII Responsibility of Team Captains

### A. Following Rules & Bylaws

1. Team captains are responsible for following all NTWSA Rules & Bylaws and shall have a copy of each available at all games.
2. Team captains are responsible for distributing to every player and coach on her team a copy of **NTSSA Rule 3.11 Discipline** (provided by NTWSA).

### B. NTWSA Captains' Meetings

Team captains will attend all scheduled NTWSA Captains' 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 per offense. If a team captain is fined, she is ineligible to play until the fine is paid.

### C. Player and Coach Eligibility

Team captains and coaches are responsible for their player's and coach's eligibility. Any team found to have knowingly played and/or attempted to play an unregistered, ineligible, or suspended player or allows a suspended or ineligible coach to participate shall forfeit all games in which such infractions occur. The team captain, and/or co-captain, and/or offending coach, and the offending player will be suspended for up to one year as determined by the NTWSA A&D Committee; this could include suspension from all NTSSA soccer activities. Refer to **Section XI Forfeits**.

### D. Information and Paperwork Required by NTWSA

Team captains are responsible for the submission of any information and paperwork, including online or electronically, required by NTWSA.

### E. Team Conduct

Team captains are responsible for their team's conduct on and off the field of play. Any team whose conduct (e.g. alcohol consumption by anyone on the team or anyone associated with the team, failure to remove trash, etc.) results in the loss of a field available to NTWSA will be ejected from NTWSA immediately and will forfeit the right to play any further games. The team must appear before the Executive Board before being allowed to participate in NTWSA in the future.

### F. Conduct of Spectators

The team captain and coach are jointly responsible for the conduct of their spectators. The referee has the authority to caution and/or send-off the captain and/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 spectator(s), NTWSA will take appropriate action towards the identifiable unruly spectator(s), or if unidentifiable, towards the team itself. NTWSA has the option of causing a team to forfeit games if unruly spectators continually cause problems.

## SECTION VIII Coaches

A. All coaches are members of NTWSA and subject to all Bylaws and Rules.

B. All coaches are required to have a valid NTWSA ID card. This card must be submitted to the game official prior to each game before the coach is eligible to participate.

C. If a coach who receives a card fails to appear for a disciplinary hearing without the consent of the Vice President, he/she will be suspended for the next two (2) games of NTWSA league play in addition to the penalty for the card.

- D. A coach whose conduct is not considered to be exemplary to his/her players and spectators will be firmly dealt with by the A&D Committee of both NTWSA and NTSSA.

## **SECTION IX**

### **Games/Team Responsibilities**

#### A. Player Eligibility

To be an eligible player, a player must submit their own valid NTWSA ID card to their team's respective game official before initially entering the field of play.

#### B. Number of Players

1. Team's (11v11) will have a maximum of 11 players on the field of play; one must be the goalkeeper. A game may not start or continue if either team has fewer than **7** players on the field of play.  
Over 40 (9v9) will have a maximum of 9 players on the field of play; one must be the goalkeeper. A game may not start or continue if either team has fewer than **6** players on the field of play.
2. A team will have a maximum of fifteen (15) minutes after the scheduled game time to field the minimum number of eligible players or the game will be declared a forfeit. As soon as the minimum number of eligible players are present within 15-minutes after the scheduled game time, the game will start.
3. If neither team can field the minimum number of eligible players within 15-minutes after the scheduled game time, the game will be declared a double forfeit with no points awarded to either team.

#### C. Length of Games, Late Start, Incomplete Games

##### 1. Length of Game

(11v11) games will consist of two equal halves of 45-minutes with a maximum of a 10-minute halftime. Over 40 (9v9) games will consist of two equal halves of 30-minutes with a maximum of a 10-minute halftime.

2. Halves may be reduced, if both team captains agree to this condition prior to the start of the game.

##### 3. Late Start

If a game *starts late*, the game will still be played in its entirety; unless it was declared a forfeit.

##### 4. Incomplete Games

- a. If a game has played less than five (5) minutes into the second half and is suspended for any reason other than misconduct or abandonment, the game will be rescheduled and replayed in its entirety.
- b. If at least 5 minutes of the second half has been played and the game is suspended for any reason other than misconduct or abandonment, the game will be considered a completed game.

#### D. Outcome of Games in Cases of Misconduct and Abandonment

1. If the game is not completed because of misconduct on the part of one or both teams, the NTWSA A & D Committee will decide the outcome of the game.
2. Any time a game is abandoned, both teams will have 48 hours to file a written report with the NTWSA A & D Committee and submit it to the NTWSA Vice President. The NTWSA Appeal & Disciplinary Committee will decide the outcome of the game.

#### E. Rescheduling Games

NTWSA games are only rescheduled for a rainout, inclement weather, cancellation by city officials, referee declared a field safety issue, failure of field lights (please call NTWSA Field Coordinator

immediately), and failure of game officials to appear within 15-minutes after the scheduled game time. 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. **Please reference Section IX C 4, Incomplete Games.**

#### F. Game Sheet

If the game sheet is not completed as required, the team is subject to disciplinary action by the League Commissioner.

1. Game sheets must be the most current form.
2. The game sheet will be filled out completely prior to the referee team check-in (exception: See Rule 4 below).
3. Players must be listed with their full name and their assigned jersey number.
4. Game sheets will be signed and verified by the game officials, the team captain, the opposing team captain and sit-out verification recorded at the completion of the game.
5. The team captains are responsible for sending their fully completed legible game sheet to their Subdivision Commissioner within **48 hours after the game has been completed or a \$10 fine will be assessed per offense.**

#### G. Reporting Cautions/Ejections

In the event of a caution or ejection, both team captains are responsible for informing their Subdivision Commissioner after the game on that same date. Information on the status of a misconduct report and any withheld ID cards will be directed to the Vice President of NTWSA. Information on the status of a misconduct report and any withheld ID cards involving the Vice President of NTWSA and/or their team will be directed to the President and League Commissioner of NTWSA.

#### H. Nets & Flags

Each team will provide and install one (1) net and two (2) corner flags before the scheduled game time. Teams will have a maximum of 15-minutes after the scheduled game time to install their net and flags (i.e. if a game is scheduled for 3 PM, then the net and flags must be installed by 3:15 PM).

1. Failure to provide and install a net will result in a forfeit.
2. Failure of both teams to provide and install a net will result in a double forfeit.
3. Failure to provide and install corner flags will result in a one (1) point deduction from the team's standings for one or both missing corner flag(s). The missing corner flag(s) must be noted on the game sheet and initialed by the referee.

#### I. Substitutions

Substitutions may be made at any stoppage of play 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.

#### J. Slide Tackling or Slide Tackles

Slide tackling or slide tackles are prohibited in the Over 30 and Over 40 Divisions. Goalkeepers are allowed to slide tackle within their team's designated 18-yard box.

#### K. Game Cancellation

1. City officials associated with the playing field make the final decision as to whether a field is playable. As soon as the information becomes available, the Rainout Hotline and the NTWSA website are updated with the field status. Whenever possible, games may be reassigned to a playable field.
2. Once the referee arrives at the field, they have the authority to cancel a game because of weather, dangerous playing conditions, or possible damage to the field or equipment.

#### L. Reporting Ineligible, Unregistered, or Suspended Players

If a team suspects their opponent is playing with an ineligible, unregistered, or suspended player, the captain must write all information available on the game card and have the referee initial the notation. The Subdivision Commissioner will notify the League Commissioner and the Vice President to assess possible sanctions. Refer to [Section VII Responsibility of Team Captain, C Player and Coach Eligibility](#).

## SECTION X Uniforms

#### A. Field Uniforms

A normal uniform consists of a jersey, shorts, socks, soccer cleats, tennis or training shoes, and manufactured shin guards. Shin guards are mandatory and must be covered by the player's socks. Players without shin guards will not be allowed to play. Teams must have primary and alternate jerseys prior to the first game; colors declared at team registration by the captain. The alternate jersey cannot be in the same color family as the primary jersey. Vests/bibs/sports bras are not allowed to be used as a jersey.

#### B. Color Conflicts

Where the primary jerseys of competing teams are so similar as to create possible player identification problems on the field, as determined by the referee, the **home** team will change to their alternate jerseys. Player jersey number rules still apply. If a team's primary jersey color changes after the schedules are published and cause an unplanned color conflict, the team that changed their jersey color must change to alternate jerseys of a different color.

#### C. Numbered Field Jersey

1. All field players' jerseys (including alternates) will be numbered with at least 6 inch permanently affixed numerals on the back of the jersey.
2. Taped numbers, handwritten or drawn on numbers, and numbers applied with marker or paint are not allowed.
3. No jersey number can be duplicated (i.e. each person on the same team must have a unique number).
4. Field players' jersey numbers must match their assigned number on the game card for the game.
5. If a jersey becomes unusable during the course of play, the player will be allowed to change jerseys; all jersey rules apply. If the replacement jersey has a different number from the one assigned to the player on the game card, the game card must be changed to reflect the new number and the number must be a different number from one that was already assigned to a player on the game card.
6. Players are not allowed to exchange **field** jerseys with another player on their team during a game.

#### D. Goalkeepers

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

#### E. Hazardous Apparel

All items of jewelry, casts, metal cleats, hazardous apparel (e.g. visors/caps with a bill), protruding

metal (e.g. zippers), and cut-off shorts are prohibited. Goalkeepers, at the referee's discretion, may wear a soft bill visor/cap and/or prescription sunglasses.

F. Reporting Noncompliance with Uniform Rules

Any noncompliance with these said uniform rules should be immediately brought to the attention of the referee and the opposing team captain. At the next stoppage of play, the offending player should be removed from the field of play. If the opposing team captain and/or referee does not remove said player from the field, the game will continue at the referee's discretion. The non-offending team captain should then report the noncompliance of the uniform rules on the game card and have it initialed by the referee. 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 earned for playing the game.

## **SECTION XI Forfeits**

A. Game Forfeitures

The following, but not limited to, constitute a game forfeiture:

1. Failure of a team to appear at a game.
2. Failure to field a team with the minimum number of players within 15-minutes after the scheduled game time.
3. Failure to submit valid NTWSA ID cards within 15-minutes of the scheduled game time.
4. Failure of a team to pay the game officials.
5. Failure of a team to field a team in the required jerseys for the game. Failure of the home team to change to alternate jerseys in the case of a primary jersey color conflict.
6. If neither team can provide a suitable game ball, then the game shall be declared a double forfeiture.
7. Failure of a team to provide and install a suitable net within 15-minutes after the scheduled game time.
8. Fielding or attempting to field an ineligible player.
9. Fielding or attempting to field a player under suspension (or that player appearing at their game in uniform).
10. A suspended coach appearing at their team's game.
11. Failure to pay any other fees owed to NTWSA (i.e. missed meeting fines, non-clearance of payments (returned checks/chargebacks), 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 will be held responsible for all expenses incurred by NTWSA for the forfeited game (i.e. all referee fees plus a \$20 administrative fee). In the case of a double forfeit, both teams will split the fees incurred equally. NTWSA must receive payment from the team(s) prior to further participation in league play.

C. Multiple Forfeitures in a Season

1. If a team forfeits three or more games in a season, that team will not be allowed to register the following season. No more than five players from the team that forfeited three or more games will be allowed to register together on a team the following season.
2. If a team forfeits five or more games in a season, it is considered team abandonment. That team and all its players are suspended and cannot register to play on a team in NTWSA for a minimum of one season. Each player will be required to individually request approval for reinstatement to the league before being allowed to register. The NTWSA Executive Board will determine on a case

by case basis the reinstatement of each player and a fine may be assessed. Once reinstated for NTWSA league play, no more than five players from the suspended team will be allowed to register on the same team for at least two seasons.

## **SECTION XII Standings**

### A. Computation of Points

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

Win	3 points
Tie	1 point
Loss	0 points

### B. Points for Forfeited Game

1. If it is a “game-time” forfeit, the non-forfeiting team must officially check-in with the game officials.
2. The non-forfeiting team will receive a final game score of 3-0. The forfeiting team will receive zero standing points.
3. If a game is declared a double forfeit, then each team receives zero standing points.

### C. Tie Breakers for Final Standings

Should a tie result in the final standings to determine first or second place, the Subdivision Commissioner will 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. The winner of head-to-head goal differential. Goal differential is calculated as the number of goals scored between the two teams in their games minus the number of goals against between the two teams.
3. The team with the fewest number of goals against during all league games.
4. The winner of goal differential. Goal differential is calculated as the number of goals scored in all league games minus the number of goals against.
5. The team with the highest number of goals scored during all league games.
6. If still tied, the winner of a playoff game.
  - a. The league incurs the expense of the playoff game.
  - b. Two 15-minute overtime periods, if tied at the end of regulation.
  - c. No “golden goal” during overtime period.
  - d. If still tied after the two 15-minute overtime periods, then penalty kicks will be used to determine the winner.

## **SECTION XIII Misconduct, Suspension, Probation**

### A. Minimum Penalties

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

	<u><b>1<sup>st</sup> Offense</b></u>	<u><b>2<sup>nd</sup> Offense</b></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	Review by A & D Committee
Coach Ejection	One game suspension See 1 below. Subject to review by A&D Committee	Review by A & D Committee

1. Any player or coach on probation who receives a caution will be suspended for the next scheduled game (regular game or make-up league game) the player or coach is involved in.
2. Any player or coach ejected from a league game shall be subject to fines payable to NTWSA.
3. A suspended or ejected player or coach 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.

**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 **NTSSA Rule 3.11 Discipline**. Each case shall be judged on its own merit and circumstances.

**C. Ejections for Fighting**

Any player ejected for fighting will automatically be suspended for a minimum of two (2) games and may be called before the A&D Committee which could result in additional penalties consisting of further game suspensions, probation, or a combination of suspension and probation.

**D. Suspensions**

The lack of a hearing or referee report on the suspension/expulsion of the offender shall not nullify their suspension (to sit out) the next game.

1. Suspensions received in this league will be served in this league. If a suspension is issued at the end of a playing season, the suspension will carry over to the next NTWSA season in which the player participates.
2. Suspension received in tournaments or events will be served during participation in those events. However, in the case of serious misconduct the NTSSA A & D Committee may review the violation for consideration of further sanctions.
3. NTWSA reserves the right to forward cases of serious misconduct to the NTSSA A & D Committee for consideration of further sanctions.
4. NTWSA must honor all orders of suspension of persons issued by NTWSA or its affiliates, if the suspension indicates "suspended form all NTSSA activities."

## **SECTION XIV Misconduct Reports, Individual and Team Points**

**A. Misconduct Reports**

All misconduct, including cautions and ejections, will be reported and submitted by the referee to NTWSA through the online misconduct link within 48 hours of the offense.

The Subdivision Commissioner is responsible for reporting caution(s) and/or ejection(s) as noted on the game sheet to the Vice President of NTWSA and to the NTWSA League Commissioner. In the event the caution and/or ejection was issued to a member of the Executive Board or a Subdivision Commissioner, then the Subdivision Commissioner of said persons team must report the caution(s) and/or ejection(s) to all members of the NTWSA Executive Board.

## B. Records of Misconduct

The Vice President maintains records of misconduct based on a cumulative twelve-point system for all players, coaches and assistant coaches. Report of these disciplinary actions must be sent to the State Appeals and Disciplinary Committee at the NTSSA office. The points of the cumulative twelve-point system are to be allocated as follows as determined by the Caution and Ejection Sanctions Committee and/or A & D Committee:

### 1. Caution (yellow cards) points:

Points are assessed according to their seriousness ranging from one (1) to four (4) points minimum. When a given player, coach, or assistant coach accumulates twelve (12) caution points or more, sanctions are applied as described below in **C. Penalty Point System and Minimum Sanctions**.

In the event the referee did not specify the offense on the game card (ex: C1), then zero (0) sanctions will be given to the player/coach for the caution, unless a misconduct form was submitted explaining the caution.

- |   |          |
|---|----------|
| a. C-1 Unsporting Behavior Non-Physical Player Contact          | 2 points |
| b. C-2 Unsporting Behavior Physical Player Contact              | 4 points |
| c. C-3 Dissent  | 4 points |
| d. C-4 Persistent Infringement of the Laws of the Game          | 3 points |
| e. C-5 Delays restart   | 2 points |
| f. C-6 Fails to respect proper distance                         | 3 points |
| g. C-7 Entering or leaving the field of play without permission | 1 point  |

### 2. Ejection (red card) points:

Sanctions for ejections are described below in **C. Penalty Point System and Minimum Sanctions**. The lack of a hearing or referee report on the ejection does not nullify said individual's suspension (to sit out) of the next game.

- |  |           |
|--|-----------|
| a. E-1 Serious foul play                                 | 12 points |
| b. E-2 Violent conduct                                   | 12 points |
| c. E-3 Spits at opponent/person                          | 12 points |
| d. E-4 Denies goal scoring opportunity                   | 12 points |
| e. E-5 Offensive, insulting or abusive language          | 12 points |
| f. E-6 Receives 2 <sup>nd</sup> caution in the same game | 12 points |

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 based on two (2) cautions for the reported offenses.

In cases where during a single game, an individual receives a caution followed by a "straight red card", both cards will be added to said individual's penalty points.

## C. Penalty Point System and Minimum Sanctions

The caution and ejection penalty point systems run concurrently as two separate systems that possess their own sanctions with regards to point accumulation for an individual. They accumulate within each individual system and are only combined to determine individual and team excess penalty points

1. Individual Point Accumulation and Minimum Sanctions
  - a. Individual Accumulated Caution Points Per Season
    1. 12 accumulated points – Suspended 1 game
    2. 18 accumulated points – Suspended 1 game
    3. 24 accumulated points – Suspension pending Appeal & Disciplinary Inquiry
  - b. Individual Accumulated Ejections Points Per Season
    1. 1<sup>st</sup> Ejection – Suspended 1 game
    2. 2<sup>nd</sup> Ejection – Suspended 2 games
    3. 3<sup>rd</sup> Ejection – Suspension pending Appeal & Disciplinary Inquiry
  - c. Excess Individual Penalty Points
 

Individual penalty points are a combined total of caution and ejection points of said individual. Any player or coach that accumulates **36 or more** individual penalty points from August 1<sup>st</sup> – July 31<sup>st</sup> through NTWSA will be suspended pending a NTWSA Appeals and Disciplinary Committee inquiry.
2. Excess Team Penalty Points--NTWSA
 

Team penalty points are a combined total of caution and ejection points of all players, coaches, spectators, and managers on the same team each season. A player or coach transferring to another team will carry their points to their new team. If a team deletes a player from their roster and that player does not transfer to another team, the cumulative cards points remain with the team. **Team excess penalty points are established at 40, 50, and 60 points.**

  - a. Any team that accumulates 40 or more penalty points in one season will have three points deducted from the team standings at the time the 40-point level is reached.
  - b. Any team that accumulates 50 or more penalty points in one season, the captain and/or coach shall come before the NTWSA Appeals & Disciplinary Committee to discuss their team's conduct and disciplinary action. The team may continue to participate in regular season play provided the team does not accumulate an additional 10 penalty points.
  - c. Any team that accumulates 60 or more penalty points in one season will be suspended from further play and the captain and/or coach shall come before the NTWSA Appeals & Disciplinary Committee to discuss their team's conduct and possible disciplinary action. In addition, NTWSA may send the matter to NTSSA for further disciplinary action.

D. Protests and Appeals

For information and procedures on how to protest or appeal please reference the [NTWSA Bylaws, Section IX, Protests and Appeal Procedure](#).

## SECTION XV Fines

Fines shall be assessed for the following:

1. Non-attendance at NTWSA required meetings (captains) \$20
2. Ejection from a game \$50
3. Non-clearance of payment:
  - a. Any checks received for payment to NTWSA returned by the bank for non-payment will incur a \$35 fee. If the non-clearance of payment was for a team fee/fine, the captain will not be considered in good standing for voting purposes, nor will the team be allowed to play until all monies are collected.

If the non-clearance of payment was for a player/coach fee/fine, then the player/coach is ineligible to play until all monies are received.

- b. Any fees NTWSA incurred resulting from insufficient funds or declined payment will be charged back to the team or said player issuing the transaction. If the payment was for a team fee/fine, the captain will not be considered in good standing for voting purposes, nor will the team be allowed to play until all monies are collected. If the payment was for a player/coach fee/fine, then the player/coach is ineligible to play until all monies are received

## **SECTION XVI 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.