

GENERAL RULES OF THE NORTH TEXAS WOMEN'S SOCCER ASSOCIATION

SECTION I Eligibility of Players

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

SECTION II Playing Year

The seasonal soccer year for NTWSA shall 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

Fall and Spring Seasons

A. There shall be five major divisions within the NTWSA.

1. Amateur Division (11v11)

Amateur Division shall be designed for women 18 years of age and above. The player must be 18 years of age and above to register and must meet all NTWSA requirements for the season in which they participate. An eligible player in the Over 40 (9v9) Division may be dual rostered with one team in the Amateur Division.

2. Over 30 Division (11v11)

Over 30 Division shall be designed for women 30 years of age and above. The player must be 30 years of age and above to register and must meet all NTWSA requirements for the season in which they participate. An eligible player in the Over 40 (9v9) Division may be dual rostered with one team in the Over-30 Division.

3. Over 35 Division (11v11)

Over 35 Division shall be designed for women 35 years and above as of the registration date of the season for which they 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 Division. Players on a newly formed Over 35 team must be 35 and over as of the registration date of the season for which they 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 have been adhered to regarding adding players to a team.

4. Over 40 Division (11v11)

Over 40 Division shall be designed for women 40 years and above as of the registration date of the season for which they 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 Division. Players on a newly formed Over 40 team must be 40 and over as of the registration date of the season for which they 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 have been adhered to regarding adding players to a team.

5. Over 40 Division (9v9)

Over 40 Division shall be designed for women 40 years of age and above. The player must be 40 years of age and above to register and must meet all NTWSA requirements for the season in which they participate.

- a. A player may be dual rostered on a maximum of two teams under one of the following conditions:
 1. Over 40 (9v9) and Amateur (11v11)
 2. Over 40 (9v9) and Over 30 (11v11)
 3. Over 40 (9v9) and Over 35 (11v11)
 4. Over 40 (9v9) and Over 40 (11v11)
- b. Games will be played on smaller fields: approximately 50' x 80'

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

B. 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.

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 shall be held at a specified date(s) and time before each playing season. Teams not registered at the specified date and time shall be ineligible for play that season.

1. The Fall soccer playing season shall start in August. All players are considered New Players.
2. The Spring soccer playing season shall start in February.
3. Each season (Fall and Spring) shall consist of 10 scheduled games.
4. The captain and a co-captain must be identified at registration along with any other information required by the league.
5. Teams can request a bye(s) in their schedule. The bye request must be submitted during team registration. The bye request(s) shall be approved at the discretion of the League Commissioner, and a fee (determined by the Executive Board) will apply for each request.
6. At registration, captains will be provided with a list of fields, approved by NTWSA, to play league games.
7. All fees are due on the designated registration date(s).

B. Rosters

1. Rosters (11v11) will be restricted to a maximum of 25 players and a minimum of 15 players.
2. Rosters (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 shall be held at a specified date(s) and time before each playing season.

1. An eligible player/coach will be considered officially registered with NTWSA upon satisfying all requirements.
2. A player may register with only one NTWSA team, with the exception of the rules stated in [Section III, Divisions, A 5 Over-40 \(9v9\)](#).
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
 - b. State issued Identification Card
 - c. Passport
 - d. Government issued Citizen Identification Card
 - e. 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 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 for each soccer playing season.
- 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

Player's may register with NTWSA (as described in [Section IV Registration, C Player/Coach Registration](#)) for a one-year period (as described in [Section II Playing Year](#)) and be issued a valid Tournament Only ID card. This card is only valid for tournament use, 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. Dual rostered players will be issued a valid NTWSA ID card for each team they are rostered on.
4. 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. All players are registered with their team for one (1) seasonal soccer year, as defined in [Section II Playing Year](#).

B. Adding Players

1. Prior to a team's original scheduled date for their third game:
 - a. Teams (11v11) can add players up to a maximum of 25 players.
 - b. Over 40 (9v9) teams can add players up 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.
 3. To add players to the team roster, the team captain is required to submit the "Add" through the online Add/Delete link on the website at least 72 hours prior to the game in which the player will participate. Once approved by the NTWSA League Commissioner, all registration procedures must be followed before the player will be issued a valid NTWSA ID card, and before the player is eligible to participate in league play.
- C. Any team deleting players after registration must turn in the NTWSA ID 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 NTWSA ID card 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 tournament rules for eligibility.

SECTION VI

Payment of 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 shall be done by each team before the start of the game. Teams may use cash, check or money order to pay the game officials. The amount of the game official fees will be relayed by NTWSA at the beginning of each soccer season.
1. Home team shall be responsible for payment of the center referee.
 2. Visiting team shall be responsible for payment of the two (2) assistant referees.
- C. Failure of a team(s) to pay game officials shall result in the 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, returned checks, or stop payment on a check. Should a team fail to pay the officials, payment **MUST** be received by the league commissioner prior to any further participation in league play.

- F. Please reference [Section XII 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 shall 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 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. 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 of the 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 NTSAA soccer activities. Refer to [Section XII Forfeits](#).

D. Information and Paperwork Require by NTWSA

Team captains shall be responsible for the submission of any information and paperwork 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 shall 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. Subject to all Bylaws and Rules

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

B. Required to Have a Valid NTWSA ID Card

All coaches are required to have a valid NTWSA ID card. This card will be turned in to the game official with player ID cards before the coach is eligible to participate in league games.

C. Discipline of Coaches

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. Coach's Conduct

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. Length of Games, Late Start, Incomplete Games

1. Length of Game

(11v11) games shall consist of two equal halves of 45-minutes with a maximum of a 10-minute halftime. (9v9) games shall 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 shall still be played in its entirety; unless it was declared a forfeit. Please reference **Section XII Forfeits**.

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

B. Game Sheet

Both team captains are responsible for providing the game official with a completely filled out game sheet prior to the start of the game. The game sheet must list all players full name (including their assigned jersey number). Game sheets will be signed and verified by the opposing team captain at the completion of the game. The team captains are responsible for sending their completed legible game sheet to their Subdivision Commissioner within 48 hours after the game has been played. If the game sheet is not properly completed and sent as required, the team is subject to disciplinary action by the League Commissioner. One (1) point will be deducted from a team's total points in the subdivision standings for each week the game sheet is delinquent.

C. 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 should 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.

D. NTWSA ID Cards

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.

E. Number of Players

1. Each team (11v11) shall 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.

Each team (9v9) shall 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 is allowed a maximum of fifteen (15) minutes after the scheduled game time to field the minimum number of players and submit valid NTWSA ID cards. After the scheduled game time has passed, the game will begin as soon as the minimum number of players are present.
3. If a team is unable to field the minimum number of players, and/or submit valid NTWSA ID cards within 15-minutes after the scheduled game time, then that team will forfeit the game. If neither team can field the minimum number of players and/or submit valid

NTWSA ID cards within 15-minutes after the scheduled game time, the game shall be a double forfeit with no points awarded to either team.

F. Nets & Flags

Each team shall provide and install one (1) net and two (2) corner flags before the scheduled game time. Teams are allowed 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).

- a. Failure to provide and install a net will result in a forfeit.
- b. Failure of both teams to provide and install a net will result in a double forfeit.
- c. 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.

G. 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.

H. Slide Tackling or Slide Tackles

Slide tackling or slide tackles are prohibited in the Over 30, Over 35, and Over 40 Divisions. Goalkeepers are allowed to slide tackle within their team's designated 18-yard box.

I. 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.

J. 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 A 4 Incomplete Games.**

K. Reporting Abandonment

Any time 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.

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 shall 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.
2. Taped numbers, 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.

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 sunglass.

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

Referee System

A. The only approved referee system for all NTSSA competitions (both State and affiliated member) shall be the International Three-Referee system (a referee and two neutral assistant referee) 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 assistant referee and one "certified" junior assistant referee.
2. A USSF referee and one USSF assistant referee and one club assistant referee.
3. A USSF referee and two certified "junior" assistant referees.

4. A USSF referee and one certified “junior” assistant referee and one club linesman.
 5. A USSF referee and two club linesman.
 6. A USSF referee only.
- B. Under no circumstances will the dual referee system of officiating be utilized for any NTSSA sanctioned games (which include all NTSSA Member Associations league games, cup matches, and tournaments).

SECTION XII

Forfeits

A. Game Forfeitures

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

1. Fielding or attempting to field an ineligible player.
2. Fielding or attempting to field a player under suspension (or that player appearing at their game in uniform).
3. A suspended coach appearing at their team’s game.
4. Failure to field a team with a minimum number of players, and/or submit valid NTWSA ID cards within 15-minutes after the scheduled game time, according to the referee’s watch.
5. Failure of a team to provide and install a suitable net within 15-minutes after the scheduled game time according to the referee’s watch.
6. Failure of a team to pay the game official(s) that they are responsible for paying. **Refer to Section VI.**
7. Failure to pay any other fees owed to NTWSA (i.e. missed meeting fines, non-clearance of payments monies (returned checks/chargebacks), rule violation fines, etc.).
8. Failure of a team to appear at a scheduled game.
9. 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.
10. If neither team can provide a suitable game ball, then the game shall be declared a double forfeiture.

B. Standing Points for a Forfeit

1. The non-forfeiting team shall receive a final game score of 3-0 (i.e. 3 standing points); the forfeiting team receives zero standing points.

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

C. 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 NTWSA for the forfeited game (i.e. referee plus a flat fee of \$20 for administrative fees). 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.

D. 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 XIII 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

A forfeited game will result in 3 standing points being awarded to the non-forfeiting team. The forfeiting team will receive zero (0) points. In the case of a double forfeit, each team will be awarded zero (0) points.

C. Tie Breakers for Final Standings

Should a tie result in the final standings to determine first or second place, the Subdivision 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. 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 winner of goal differential. Goal differential is calculated as the number of goals scored in all league games minus the number of goals against.
4. The team with the fewest goals allowed in all season league games.
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 XIV
Misconduct, Suspension, Probation

A. Minimum Penalties

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

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 as specified in **Section XV Fines**, payable to the Vice President as specified in **Section XV Fines**.
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. **Please reference section XVI Individual and Team Points, B Accumulation of 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 will be called before the A&D 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, make-up 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.

**SECTION XV
Fines**

Fines shall be assessed for the following:

- | | |
|--|------|
| 1. Non-attendance at NWSA 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

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 sheets 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.

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 and the caution will be null and void, unless a misconduct form was submitted explaining the caution.

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. 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 2** below. Sanctions for ejections are described in **Rule 4** below. A player or coach transferring to another team will carry his/her points to his/her new team. 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:
 - 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 handball designed to break up attack.
 2. Time wasting, including that by the goalkeeper.
 3. Moving arms up and down to obstruct and 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 advantage.
 3. Pulling oneself up by the goalpost or crossbar 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 & Disciplinary Inquiry
 3. Ejection (red card) points:

12 points – Ejection from a 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 based on two (2) cautions for the reported offenses.
 4. Ejections Point Sanctions for all player/coach/assistant coach ejections will be sanctioned as follows:
 - 1st Ejection – 1 Game Suspension
 - 2nd Ejection – 2 Game Suspension
 - 3rd Ejection – Suspension Pending Appeal & Disciplinary Inquiry

C. Excess Team Penalty Points--NTWSA

Team penalty points shall be established at 40, 50, and 60 points. 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.

1. 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.
2. 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.
3. 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.
4. Any player or coach that accumulates **36** or more individual penalty points (caution and red card points combined) from August 1st – July 31st through NTWSA league play will be suspended pending an Appeals & Disciplinary Committee inquiry.

SECTION XVII
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.