

ADULT COED/MENS RULES & REGULATIONS

I. ELIGIBILITY

A. Any person residing within the boundaries of the Grapevine-Southlake Soccer Association (Associate) is eligible to play in this Association.

B. Any person under suspension from this or any other Association, league or group must petition the Executive Board for permission to play in this Association.

C. Any person currently registered, as a professional soccer player will be ineligible for play in the Grapevine-Southlake Soccer Association until all U.S.S.F. application requirements for Amateur Status Reinstatement, including any fees required, have been properly met.

Exceptions:

1. Notwithstanding to the provisions of C above, it will be permissible for a professional team to register in the Grapevine-Southlake Soccer Association upon paying all required fees in order to play in the First Division, upon further conditions: That the games played between the professional team and each First division team will have no effect on the point accumulation for the season standings for the First division teams.

2. In addition to the foregoing and notwithstanding the provisions of C above, it will be permissible for a maximum of two (2) professional players to register on a first division team, a maximum of one (1) professional player to register on a second division team, and an unlimited number of professional players on an Over 30A team (provided other age requirements are met).

D. Age requirement dateline will be January 1 of the current soccer year (August 1 through July 31).

E. Age Division Eligibility (as of January 1 of the current soccer year)

All Open Divisions Over the age of seventeen (17) years.

In addition, all eligible players of age seventeen (17) years must present a written release from their appropriate State Youth Commissioner before registration with this Association.

Men, Women & Co-Ed - Open Division

Men, Women & Co-Ed - Division over 30 / 30 years or older

Men, Women & Co-Ed - Division over 40 / 40 years or older

(*) Two (2) players under the age of 30 but at least 28 years of age may be added to an Over 30 team.

Proof of age will be required by all players. Valid proof of age will be in the form of one of the following:

1. State Issued Drivers License
2. State Issued Identification Card
3. Passport
4. Government issued Citizen Identification Card

II. REGISTRATION

A. All required fees, registration forms, identification cards and other forms or information must be fully completed (typed or legibly printed) and submitted to the Association on the designated registration date(s) for each season.

- B.** Rosters will have a minimum of fifteen (15) players and a maximum of twenty-five (25) players.
- C.** Rosters must show complete player information (name, address, city, state, zip code, phone number, jersey number, date of birth, and USSF number), team captain information and any other required information.
- D.** All fees are due on the designated registration date(s).
- E.** Any checks received for payment to this Association that are returned by the bank for whatever reason will result in an additional bank fee of the maximum amount allowed by Texas State Law, not to exceed \$50.00. The team and/or player issuing the check(s) will not be allowed to play until all monies are recovered.
- F.** Any team that is not current on their fees will not be allowed to play. Their opponent will receive a forfeit win.
- G.** Any team who withdraws once the season schedule is prepared will receive a maximum refund of 50%.
- H.** Any team withdrawing to escape playing in an assigned division will not be allowed to return for a period of one (1) year.
- I.** Only with good cause and approval of the Secretary/Registrar can a team register after the designated registration date(s) for each season.
- J.** Each player must have a signed liability release on file with this Association before being allowed to play. The release shall be considered valid and in force each time the player presents an association ID Card to a game official and participates in a league scheduled activity. Cancellation of the signed liability release may be requested by the player in writing to the association.
- K.** All teams will be registered with U.S.S.F. through the North Texas State Soccer Association and this Association.
- L.** Players may register with no more than one (1) registered team in their own division. If only one division, then may only register with no more than one team in their bracket in the association. The player must register at least forty-eight (48) hours prior to participation in any league game. Players are not restricted from registering with another U.S.S.F. sanctioned playing association.
- M.** In order to maintain a constant and fair level of competition, the Association Commissioner reserves the right to place teams in a division other than requested.
- N.** For the age group divisions that contain more than one (1) playing division, a team may be moved to an upper or lower division based on the teams past playing record.
- O.** For the age group divisions that contain only one (1) division, dominant teams, based on their past playing records, may be moved into other divisions to provide a more competitive stature. Younger teams will not be placed in older playing divisions, but older teams can be placed in younger divisions.
- P.** For the purposes of maintaining records of discipline, a team shall be considered a returning team if there are a minimum of five (5) players registered from the previous team. Any discipline or monetary assessments shall be the responsibility of the returning team. In the case of a team splitting to form two or more teams, any discipline assessments shall be assigned to whichever team has the players with the most penalty point total from the previous season.

III. ADD/DELETE/TRANSFER

A. After registration and only with good cause and permission from the Secretary/Registrar can a team add players. No changes will be allowed to a roster after the 5th game of the season. If the roster is under 20, players can be added at any time.

B. Any team deleting players after registration must turn in those player's I.D. cards before being allowed to drop those players.

C. A player is bound to a team for a given season once they have signed the release/registration form and the league has received the player's registration fee. Only with just cause and extreme circumstances may a player transfer to any other team during a season and only with written permission of the League Registrar and a written release from his present team, providing they comply with rules A and B above, and NTSSA Rules.

IV. PAYMENT OF REFEREE (Game Officials)

Payment of referees and assistant referees will be done by the ~~Association.~~ **home team**

V. TEAM CAPTAIN/REPRESENTATIVE RESPONSIBILITY

A. Responsible for their team's conduct on and off the field of play, this includes litter control and alcoholic beverage consumption.

B. Responsible for their team's spectator conduct.

C. Keep coaches and spectators within ten (10) yards, either side, of midfield.

D. Both teams must provide a suitable game ball for the referee to use in the game. (See Rule VI, Letter C)

E. Provide "league issued" game and misconduct report and association issued player ID cards to the game official.

1. Only game and misconduct reports issued by this league through player registration are allowed. No players' names may be written in or players' names changed. The team captain is responsible for providing an updated game sheet at each game.

2. Game and misconduct reports will be filled out completely with players' names and jersey numbers prior to the start of the game.

3. If the opposing team has an illegal player, or if the team wishes to play the game under protest, write it down on your game sheet before the game or before the end of the game and have the referee initial the notation at that time.

4. The referee will KEEP ALL PLAYER CARDS until the end of the game. At the end of the game all cards will be return, except those belonging to players receiving a RED card. Cards belonging to those players will be sent to the Grapevine-Southlake Soccer Association within 48 hours for the player to pick-up following their sit-out. They will turn in their sit-out verification and pay the \$50 fine when they pick-up their card.

VI. EQUIPMENT

A. Each team must wear shirts of same color and style. Shorts and socks do not apply. **Each shirt must have a different number, no duplicate numbers, of a contrasting color that matches the player's number on the game sheet.** Numbers must be a minimum of six (6) inches high, and sewn, stenciled, heat transferred or in some way **permanently affixed to the back of the shirt. Taped or non-stenciled handwritten numbers are not permitted.**

1. Where jerseys of the competing teams are so similar as to create possible player identification problems (color conflict) on the field as determined by the referee, the home team will change to alternate jerseys and number rules will apply. Alternate jerseys may consist of pullover, see-through mesh pennys of a contrasting color to both teams.

If a team jersey color changes once the season schedules are published and causes an unplanned color conflict, the team that changed their jersey color must change to alternate jerseys of a different color.

2. Team goalie must be assigned a number and must wear that number while playing on the field. However, a number is not necessary while playing in the goal. Goalie jersey must be of contrasting color to both teams.

3. If a player's shirt does not comply as in "A" above, particularly concerning jersey number(s), the player is ineligible to play. Should player(s) be found participating in a game where the number rules are violated; they shall be removed and may return only after changing to a shirt that complies with A above. If a shirt becomes unusable during the course of play, the player will be allowed to change shirts at the discretion of the referee. Player's may not exchange shirts with another player, except for the goalkeeper shirt. In the event a team fails to provide alternate shirts/penny's in the case of color conflict as described in "A" above, the team will receive an automatic forfeit loss. A second incident will cause the offending team to come before the ASSOCIATION Appeals & Disciplinary Committee to explain their actions and further sanctions.

B. Playing shoes must meet FIFA standards and be in safe repair.

C. Game ball will be a size 5 and conform to FIFA standards.

D. Shin guards are mandatory. Shin guards must be manufactured specifically for protection of the shins and will be made of suitable material (rubber, plastic, polyurethane or similar substance). Shin guards must be covered entirely by socks.

VII. PLAYING RULES

Unless otherwise modified by these rules, all competition under jurisdiction of this Association will be governed by the FIFA Laws of Soccer.

A. Game Suspension

1. If a game should be suspended before the second half begins, for reasons other than misconduct or abandonment, it will be replayed, if possible.

2. If a regular season game should be suspended once the second half begins, for reasons other than misconduct or abandonment, it will be considered complete.

3. All post-season games must be complete games. Any game that is stopped prior to the completion of two equal halves, any required over time or kicks from the mark, for reasons other than misconduct or abandonment, shall be replayed in its entirety. If the game is stopped due to misconduct or abandonment, the outcome of the game shall be decided by a hearing of the Association's Appeals & Disciplinary Committee.

4. Any request for a game to be played on a non-scheduled date, request must be made, in writing, at the time a team registers for the upcoming season. The team making the request must pay \$50.00 per request, payable at Team Registration. Only two (2) requests may be made per team, per league season.

5. Game will consist of two (2) forty-five (45) minute halves with a fifteen (15) minute break in between halves.

A. Number of Players

1. Number of players on the field will be a maximum of eleven (11) and a minimum of seven (7) per team. A team will have fifteen (15) minutes after the scheduled kickoff time to field the minimum number of players or the game will be declared a forfeit. As soon as the minimum number of players are present within the fifteen minute period, the game will start.

Adult Coed: Number of players on field will be a maximum of eleven (11) and a minimum of seven (7) per team which will consist of a minimum of one (1) female player, maximum of (5) male players. Not counting the goalie. Goalie can be a female or male player.

The maximum number of male players at the start and during the game, on the field at Any time, will be five (5), not counting the goalie. Goalie can be a female or male player.

2. If neither team can field the minimum number of players, the game will be a double forfeit with no points awarded to either team.

3. Each player must submit their own valid I.D. card to the referee or assistant referee and be registered on that team in order to be eligible to play. **Referee is to keep all player cards until the end of the game and return all cards EXCEPT those who receive a red card.** Those cards are to be turned in with the game reports and then sent to the association's A&D representative in which the game was played.

4. The Division Commissioner, Association Commissioner, League Official, and/or any Executive Board member has the right to conduct a check of any team as to the eligibility of its players, through a random roster check of both teams that could include verification of the validation of player cards and verification of player identity at any time during the course of the playing season. Roster checks may not be conducted by persons playing in the same division as the teams being checked.

B. Substitution

at any stoppage in play, with the Referees permission.

Substitutions may be made ~~when in possession of the ball at a Throw in, After Goal is scored and before a Goal kick only.~~ Summer Exceptions – extra water breaks if needed.

1. The number of substitutions will be unlimited.

2. Players are not restricted from participating further in the game once they are replaced.

C. Misconduct

1. All misconduct will be reported, in writing, to the Association Commissioner. In addition, all misconduct will be submitted by the referee, in writing, to the Association office within forty-eight (48) hours of the offense.

A. **No slide tackling allowed in Adult divisions. Slide tackling will result in automatic ~~card.~~ caution (yellow) card.**

2. The Division Commissioner, Association Commissioner, Appeals & Disciplinary Committee, and/or the Executive Board will have the authority to suspend or remove players or team officials guilty of misconduct.

3. Serious misconduct will be reported, if necessary, to the North Texas State Soccer Association for further disposition.

Should a player or team official be reported to this Association as being involved in misconduct, abuse or assault (verbal and/or physical) of a referee/assistant referee, league officials, and/or employees, the alleged

party will be suspended from all play in this Association pending a decision from the North Texas State Soccer Association.

Any player or team official found guilty of misconduct/verbal abuse of a referee/assistant referee, league officials, and/or employees, as deemed by the North Texas State Soccer Association, will be assessed \$100.00. Any player or team official found guilty of assault (verbal or physical) of a referee/assistant referee, league officials, and/or employees, as deemed by the North Texas State Soccer Association, will be assessed \$200.00. Payment is due to the Grapevine-Southlake Soccer Association prior to any participation in this Association once the suspension is served.

Any participant of ASSOCIATION found guilty of a second referee/assistant referee, league officials, and/or employees, assault will receive a permanent expulsion from all ASSOCIATION activities.

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4. Send Off due to Red Card before, during or after a game is a minimum \$50.00 per game assessment and an automatic suspension for the next played game, including playoff & championship games.

Any player, coach or captain "sent off" before, during or after a game will not be allowed to participate in any fashion, except as a spectator, while under suspension. Any violation, while under suspension, will result in continued suspension pending a hearing by this Association's Appeals & Disciplinary Committee.

If a player is suspended at the end of the playing season, the suspension will carry over to the next season in this Association in which the player participates.

Suspensions will not carry from one league to another (i.e., coed and indoor are separate from this Association play) unless suspension is assessed by the North Texas State Soccer Association. Any suspension assessed by the North Texas State Soccer Association covers any and all participation (youth, referee, coaching, adult play, etc) in sanctioned activities.

Any participant issued a send-off during a league sponsored event must leave the field area or premises, as requested by the referee, before the game can continue.

5. In the event of an abandoned game, the teams involved will be heard by the Appeals & Disciplinary Committee as soon as possible. (If a game is abandoned due to violent conduct, the team(s) may be suspended pending hearing.) Action could take the form of awarding a forfeit win, issuing a double forfeit, declaring that the game be replayed or that the game stand with the score at the time of abandonment and/or fines assessed to the involved teams.

6. Player penalty point assessments under the cumulative twelve (12) point system:

12 points Send Off from a game due to an ejectionable offense. Ejectionable offenses include:

Serious Foul Play.

Violent Conduct.

Slide tackling by player.

Spits at/on an opponent or any other person.

Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).

Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.

Using offensive, insulting or abusive language or gestures.

For a Send off from the game for receiving two (2) yellow card cautions, penalty points will be based on the two (2) cautions. Caution penalty points will be allocated as follows:

4 points Deliberate tripping, pushing, and other tactical, physical fouls.

Severe dangerous play. Foul tackle from behind.

Unsporting behavior of a physical nature. Shows dissent by word or action.

Cautions (Yellow Cards): Players receiving two cautions in a game will be suspended for the rest of that game and will NOT be eligible to play in the following game. (One-game suspension.)

3 points Deliberate, tactical obstruction.
Persistent infringement of the Laws of the Game.
Shirt pulling or other similar tactics.
Deliberate encroachment on a free kick.
2 points Deliberate handball to break up an attack (i.e., overhead).
Delays restart of play. Unsporting behavior of a non-physical nature.
Time wasting, including that by the goalkeeper.
Gesticulating in front of a player taking a free-kick or throw-in.
Fails to respect the required distance or unsporting behavior during a corner kick or a penalty kick.
1 point Entering or leaving the field without referee's permission.
Player leaning on a teammate to gain extra height.
Pulls oneself up by the goal post or crossbar to gain advantage.

Slide tackle in the Coed games

7. Suspension under the 12-point system:

12 points/Send Off Minimum one game PLUS a twenty dollar (\$20.00) assessment for each game suspended, payable in cash or money order, delivered to the Association office prior to the next game in which they may participate.

6 additional points Two (2) game suspension, minimum.

12 additional points Suspension pending A&D Committee inquiry.

Any player that accumulates thirty-six (36) or more penalty points in a soccer year (August 1st thru July 31st) will be suspended pending an Appeals & Disciplinary Committee inquiry.

8. Suspension after Send Off:

First Send Off One game suspension & \$20 assessment, minimum.

Second Send Off Two game suspension & \$40 assessment, minimum.

Third Send Off Suspension pending A&D Committee inquiry, and nothing herein prevents a more severe sanction.

9. Multiple ejection offenses:

- a. Any involvement in fighting or use of extreme foul language directed at an opponent, official, and/or spectator will be a minimum three (3) game suspension.
- b. Any involvement in a fracas or joining into a fight will be a minimum four (4) game suspension.
- c. Any player issued a second send off for Serious Foul Play, Violent Conduct or Foul or Abusive Language during the course of one (1) playing season, an automatic suspension of three (3) games will be assessed in addition to the normal game assessment for the particular foul.

10. Excess penalty points

- a. Any team that accumulates thirty (30) or more penalty points in one season will have three (3) points deducted from the team standings at the time the thirty (30) penalty point level is reached.
- b. Any team that accumulates or exceeds forty (40) or more penalty points in one season, the coach and/or captain shall come before the Appeals & Disciplinary Committee to discuss their team's conduct and disciplinary action.

11. Any team that accumulates or exceeds the penalty point limit for one season will be sent to the North Texas State Soccer Association for further disciplinary action. The penalty point limit will be based on five (5) points per scheduled league game per season. (Based on a five (5) point per game, per ten (10) game season - the penalty point limit will be fifty (50) points.)

- a. Any team which meets or exceeds the penalty point limit in regular season play:

1. Will not be eligible for post season play. (Playoff and Championship games.)

2. May continue to participate in regular season league play provided the team does not accumulate an twelve (12) penalty points in excess of that season's penalty point limit.

b. Any team that accumulates the regular season penalty point limit plus an additional twelve (12) penalty points will not be eligible for further play until action is taken by the North Texas State Soccer Association.

12. Probation and suspensions of players/teams can be established by the Grapevine-Southlake Soccer Association Appeals & Disciplinary Committee or Executive Committee as part of any disciplinary ruling(s).

a. Probation shall be defined by the aforementioned committees, in detail, as to the nature of probation, length of probation, and consequences of probation violation.

b. Suspension shall be defined by the aforementioned committees, in detail, as to the nature of suspension and length of suspension.

13. Any team whose conduct 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. Such team must appear before the Executive Board before being entitled to participate in the future of this Association.

14. Any team found to have knowingly played unregistered, ineligible or suspended player(s) shall forfeit the games in which the player(s) participated and the Team Captain, Coach and/or involved player(s) shall be brought before the Association Appeals & Disciplinary Committee. If it is established that the captain and/or coach is guilty of knowingly playing illegal player(s), the captain and/or coach will be suspended for a minimum of one (1) year from the date of the infraction. The involved player(s) may be suspended from all soccer activities.

B. Valid Identification

A valid ID is hereby defined as a valid Player ID, Drivers license or state ID.

VIII. FORFEITS

A. The appropriate Division Commissioner or Association Commissioner shall declare a forfeit for any of the following:

1. No nets within fifteen (15) minutes of game time.
2. Illegal player(s).
3. No ID cards within fifteen (15) minutes of game time.
4. Not enough players.
5. Failure to pay game officials prior to the start of the game.

B. If a team has two (2) forfeits in a season, they will be required to post a \$50.00 performance bond for each remaining game in the season. The following season, the team will be required to post a \$200.00 performance bond to be eligible to register and play. For the purposes of this rule, a team which is required to post a \$200.00 performance bond shall be defined as consisting of any five (5) players from the prior team who registers together as members of the same team, regardless of change in team name or other player changes.

C. A declared forfeit win will result in a total of three (3) points toward division standings. A declared forfeit loss will result in a total of zero (0) points toward division standings.

D. Teams not completing season play.

1. In the event a team is dropped from league play prior to the fifth (5th) game of the season, all games (played or scheduled to play) will be declared forfeit wins for all opponents in that division.

2. In the event a team is dropped from the league after playing five (5) or more games of the season, all remaining games scheduled will be declared forfeit wins for their opponents in their division and those games already played will stand as played.

E. A team must notify the Association Commissioner, Division Commissioner or ASSOCIATION League Office at least 48 hours prior to the regular scheduled game of any cancellation (forfeiture) or they will be forced to pay the entire referee fees plus assessment as stated in Rule IV.

IX. TEAM STANDINGS

A. The following point system will be used to determine a team's division standings:

1. Three (3) points for each win.
2. One (1) point for each tie.
3. Zero (0) points for each loss.
4. In the case where an uneven number of games have been played in a division, team standings will be determined by the average points per game played.

B. Should a tie result in the final standings, the following tie breakers shall be used in the order shown:

1. Head-to-head competition.
One (1) game = result.
Two (2) games = aggregate goals.
2. Average goal difference per game (total season).
3. Smallest ratio of goals allowed per actual number of games played, counting no more than three (3) goals from any one game.
4. Largest ratio of goals scored per actual number of games played, counting no more than three (3) goals from any one game.
5. Smallest ratio of penalty points acquired per actual number of games played.
6. Coin toss in a neutral location with a representative from the teams involved present, and the coin provided and tossed by a neutral party (i.e., ASSOCIATION Executive Board member).
7. There will be no playoffs. The Division Champion and Runner-up will be based on the final standings after the completion of the ten game schedule.

C. Any team forfeiting the final game of the regular season will not be eligible for post season play.

XI. PROTESTS AND APPEALS

A. All protests shall be first made, in writing, within five (5) days to the appropriate Division Commissioner who shall within five (5) calendar days, rule on such protest. All appeals must be accompanied by the appropriate fee (cash or cashier's check):

Regular season games \$50.00

All other matters, including Playoff & tournament games \$100.00

B. Appeals from the Division Commissioner's rulings shall be made within five (5) calendar days, in writing, to the Association Commissioner who shall rule within five (5) calendar days. Individual appeals for excessive game suspension (3 games or more) must be made directly to the Appeals & Disciplinary Committee in accordance with the ASSOCIATION By-Laws.

C. Appeals from the Association Commissioner's rulings shall be made in accordance with the ASSOCIATION By-Laws.

D. The individual and/or team always retains the right to appeal/protest any decision in accordance with these rules. All decisions at all levels of the appeals process shall stand in full force and effect until changed by a higher authority.

XII. CONFLICT OF INTEREST

If a conflict of interest exists on any playing rule, that situation must be referred to the Executive Board for review.

XIII. SPECIAL CIRCUMSTANCES

The Association reserves the right to act on the Playing Rules and Regulations or any event or circumstances not covered by these Rules & Regulations where an unexpected or foreseen event occurs that may cause undue hardship if strict interpretation of these Playing Rules and Regulations are applied, however, it will require an official Executive Board action to implement such a change.

XIV. Adult Coed Differences/Game Rules:

1. Goals/Scoring:
 - Goals scored by Male player equals one (1) point
 - Goals scored by Female player equals two (2) points

** Total goals scored by Male players on a team will equal no more than three (3).

2. Penalty Shots:
 - Penalty Shots can only be taken by a Female player.
 - Penalty shot taken by a female player equals one (1) point

Men's 7v7 Rules

1. Season coincides with the youth dates
2. No slide tackles - a slide is an automatic caution (yellow)
3. Substitutions on any stop in play
4. Halves are 35 minutes
5. Center ref only
6. No offside
7. Played on the U10 sized fields
8. All players must have a pictured player card and be given to the referee before the game
9. All players joining a game after the start must check in with the closest linesman
10. Shin guards must be worn
11. PK in the box must be at the 12 yard mark (if field has short /small 18 yard box)
12. All players must have uniquely numbered jerseys
13. Saturdays between 5:00 PM and 8:00 PM starts
14. 8 game season
15. Red cards - player card must be turned in with the game and misconduct report and must be entered into the NMCSL card reporting web site. One game sit out.