



## **Fort Worth Adult Soccer Association Rules and Regulations**

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## Change Log

<b>Date</b>	<b>Section Changed</b>	<b>Description of Changes</b>
4/13/16	II., C., 2., b. and c.	Clarified who will receive a refund in the event a refund is issued
4/13/16	III., C., 1.	Revised entire section regarding updated policy for transfers
4/13/16	VII., C., 1., e	Added section regarding A&D authority over situations where red card should not have been issued under FIFA laws of the game
5/31/16	VI., G., 2.	Added wording regarding re-scheduling of games for weather cancellations if a game has previously been forfeited
5/31/16	VI., I., 6.	Updated wording to clarify that games that are forfeited and then cancelled due to weather can be rescheduled.
5/31/16	VI., I., 3.	Changed wording... appeal would go to A&D Committee, not to the board of directors.
8/16/16	I., E.	Added working regarding the soccer year being defined in the bylaws
8/16/16	I., E.	Revised spring season end date to June instead of May
8/16/16	III., A., 3., b.	Revised age eligibility cut off date for Spring to June 30 <sup>th</sup>
8/16/16	II., I., 1., a.	Revised forfeit notification times to line up with city of Fort Worth weather cancellation timing
9/14/2016	III.B.3-5.	Remove obsolete distinction of New/Returning/Duplicate Players
9/14/2016	III.C.1.b -d.	Changes to allow Player Transfers.
5/10/2017	V.H.10.a.	Added wording regarding 30 day limit for appeal
11/16/2017	VI.E.1.-4.	Added wording to reflect penalties for abandonment of game
2/26/2018	IV.E.1., VI.I.1.	Updated referee fee amounts
3/15/2018	IV.E.2.	Removed verbiage regarding FWASA certified referees; adjusted page numbers on Table of Contents.
10/4/18	III.D.4., IV.C.3.	Update ID replacement cost to \$10
10/24/18	IV.A.3.	Remove f.
5/9/2019	I.H,	Added wording to clarify referee clinic reimbursement terms.
5/9/2019	IV.E.1.	Added wording to cover linesman who arrive late to games.
5/9/2019	IV.F.3.	Revised timing to wait for players to arrive to make minimum required to start game.
5/9/2019	VI.F. 8.	Defines handling of game delays of less than 45 minutes.
5/9/2019	VI.F. 9.	Defines handling of game delays of more than 45 minutes.
5/9/2019	VI.G.6.	Establishes handling of game cancellations beyond association control.
5/9/2019	VI.I.1.a.&b.	Establishes cut-off times for forfeit without penalty on day of game.

**I. Introduction.**

**A.** The Fort Worth Adult Soccer Association (FWASA) is a non-profit organization established to promote and organize amateur, adult soccer in north Texas.

**B.** In accordance with the FWASA By-Laws, the Association is directed by an Executive Committee (Board) comprised of 13 elected, non-paid, volunteer members of the Association and the President of the Referee Association.

1. The Board includes a President, Vice President, Secretary/Treasurer, Registrar, Men's Open League Commissioner, Men's Over 30 League Commissioner, Men's Over 40 and Over 50 League Commissioner, Women's League Commissioner, Co-ed League Commissioner, Field Commissioner, Player Development Coordinator, Public Relations and Marketing, Referee Evaluation & Development Coordinator, and the President of the Referee Association – a non-voting position.
2. The Board members are elected at the Annual General Meeting and serve in their positions for a 2-year term.

**C.** The Soccer Office is located at 5043 Trail Lake Drive Fort Worth, TX 76133. Normal business hours are Monday through Friday, 9 a.m. to 2 p.m.

**D.** The FWASA website is <http://www.fwasa.org>.

**E.** In these rules the terms soccer year and soccer season have specific meanings that are used to quantify certain rules and/or requirements. The soccer year for the FWASA begins on September 1 and ends on August 31 each year, as listed in the bylaws. The FWASA soccer year consists of 2 soccer seasons. The 2 soccer seasons are generally scheduled as follows:

Fall (First season of year):	August to December
Spring:	February to June

**F.** Currently the FWASA offers play in the following Leagues:

Women's	Men's	Coed
Over 18 (Open)	Over 18 (Open)	Over 18 (Open)
Over 30	Over 30	Over 30
	Over 40	
	Over 50	

**G.** For the purpose of notification to teams and/or managers, email notification is equivalent to written notification.

**H.** In order to promote involvement in refereeing and sustain the supply of referee crews for its matches, FWASA will reimburse the referee clinic fees for any member in good standing who

successfully completes a qualifying certification clinic and officiates 6 games within FWASA. Reimbursement is limited to new referees and referees renewing certification after not officiating for 3 or more years.

## **II. Team Registration.**

### **A. All Teams.**

1. The Registrar will establish a team registration calendar and deadline for each season. Separate deadlines may be established for new teams and returning teams.
2. The Registrar and Office Manager are the only FWASA staff members with the authority to conduct registration, adds, drops, transfers, credits, or refunds.
3. All team managers must ensure player registration fees are paid, validate their team roster, and turn in player cards on or before the registration deadline.
  - a. The team roster must contain no more than 25 and no less than 11 eligible, registered players. Teams not meeting this requirement will not be registered.
  - b. Cash WILL NOT be accepted during registration.
4. Returning teams wishing to register after the returning team registration deadline, but before the new team registration deadline, must obtain permission from the League Commissioner and pay a \$25 Late Registration Fee in addition to the player registration fees. Returning or new teams wishing to register after the new team registration deadline must obtain permission from the League Commissioner and pay a \$50 Late Registration Fee in addition to the player registration fees. If the request for late registration is denied, the entire Team Fee, including the Late Fee, will be returned to the team manager. League Commissioners may petition the Board for waiver of the Late Registration Fee in extenuating circumstances.
5. Teams wishing to withdraw after registering and paying for a season may receive a full refund of their registration fees (less 10% processing fee) if they withdraw by the Friday before the General Meeting for that season. Teams must contact the League Commissioner and/or the FWASA Office directly and receive a response from the League. After the first scheduled FWASA season game, teams will not receive a refund.

### **B. Official Documentation.** Teams properly registered in the FWASA will be issued copies of an Official FWASA Roster and an Official FWASA Game Report.

1. Official FWASA Roster. This Roster will be printed by the FWASA Office; be titled "Team Roster;" and include team name, team division, team colors (jersey), team manager (with name/address/email address/phone numbers), team captain (with name/address/email address/phone numbers), and a list of players (with each player name/FWASA ID number/address/phone numbers/date of birth/age/internal registration information).
2. Official FWASA Game Report. This Report will be printed by the FWASA Office with team name, team jersey color, player roster with names and FWASA ID numbers, and necessary

administrative information to properly document a FWASA sanctioned match.

3. Initial copies of these documents will be distributed at the General Meeting for each season. Any changes to team rosters will necessitate the update and reissuance of both these documents by the FWASA Office.
4. It is the responsibility of the Team Manager to ensure that the most current copies of the Official Roster and Game Report for their team are available at each sanctioned FWASA match.

**C. Team Roster Changes.** Changes to team rosters after the Registration deadline will be accomplished as follows:

1. Adds.

- a. After the General Meeting and prior to the first scheduled league game, a team may add up to a maximum of 5 players.
- b. With the approval of the league commissioner, teams may add players after the first game of the season. New players added prior to the 6<sup>th</sup> game of the season will be required to pay the full season registration fee.
- c. After the 6<sup>th</sup> game of the season, with the approval of the league commissioner, teams may add players for ½ of the registration fee. No discount will be given for the NTSSA portion of the registration fee.
- d. Teams may not add players for the last scheduled game of any season.
- e. The number of players registered cannot exceed 25 players.

2. Drops.

- a. Players will not be dropped from a team roster until their ID cards are turned in to the office.
- b. After the General Meeting and prior to the first scheduled league game, a team may drop players from their roster and receive credit for the player fees. Credit will be issued to the individual or organization that paid the dropped players' fees to FWASA.
- c. With the approval of the league commissioner, prior to the 7<sup>th</sup> played game, teams may drop up to 3 players from their roster and receive credit for ½ of the player registration fee (this does not include the NTSSA portion of the registration fee). Credit will be issued to the individual or organization that paid the dropped players' fees to FWASA.
- d. Teams may not drop players for the last scheduled game of any season.
- e. A registered player that is dropped from a team roster, and who has not been added to and dropped from another team in the same league, may be added back to the original team only once during that season, before the third played game, with the approval of the League Commissioner. Appropriate fees will be charged. This does not constitute a transfer because the player was never added to another team in the league.

**D. Transferring Teams (from other Associations).** Before a Transferring Team will be allowed to register in the FWASA, the Registrar must receive a signed roster from the previous Association for the current soccer year verifying team registration in that Association.

### **III. Player Eligibility, Registration, Transfers, and ID Cards.**

**A. Eligibility.** All players must meet the minimum age requirements to be eligible to participate in league play.

1. For all Open leagues, all players must be 18 years old before they can be added to a team's roster. No individual under 18 years of age can participate in league play.
2. Any person may register on and be added to the roster of an Over 30 or Over 40 team if that player meets the minimum age requirements of the league on or before the Eligibility Cut-Off date for the current soccer season.
3. The age Eligibility Cut-Off date for each soccer season is as follows (approximately last day of the season):
  - a. Fall - December 31st;
  - b. Spring – June 30th;
4. Proof of age and sex must be provided in the form of a clear, legible, color copy of an ID card issued by a state or the federal government that displays the person's photograph, name, address, date of birth, physical description, and signature (e.g. U.S. and/or Foreign issued Permanent Residency Card, Passport, Embassy Card or Identity Card; a State issued driver's license with photo; or a Texas Identification Card). Birth certificates may not be used to verify proof of age.
5. All persons must be a "member in good standing," as defined in Article IV.B of the FWASA By-Laws, to be considered eligible for registration.

**B. Registration.**

1. No player will be allowed to register on more than 1 team within any league of the FWASA.
2. Only females will be allowed to register on women's teams. Only males will be allowed to register on men's teams. Only in the coed league will males and females be allowed to register on the same team.
3. Definition of Terms:
  - a. New Players (All Seasons) - any eligible person who has not previously registered with any FWASA team during the current soccer year. [Note: All players are considered New Players for the primary team on which they are registered at the beginning of each soccer year (Fall Season)].
4. New Player Registration - No person will be considered a registered player until he/she has:
  - a. Registered online for one or more teams as permitted under these Rules.
  - b. Agreed to the "Amateur Athletic Waiver & Release of Liability" (Liability Form) as part of online registration.
  - c. Paid all applicable North Texas State Soccer Association (NTSSA) fees and FWASA player registration fees, either online during registration, or by the team for which they are registering online.

- d. Obtained a FWASA-issued photographic ID card (ID card). See Section III.A.4 and paragraph D below for more detail regarding Player ID Cards.

## **C. Transfers and Releases.**

1. Transfers. A transfer is when a player moves from one team to another team within the same league.
  - a. In general, players may only transfer between soccer seasons, and no transfers will be allowed after the first played league game of the current soccer season. A player is bound to the teams for which he is registered for the entire soccer season.
  - b. A player may request and be granted a transfer to another team prior to or during the soccer season if, and only if, all of the following conditions are met:
    - i. The player requesting to transfer agrees to and wishes to transfer teams,
    - ii. Both managers believe that the transfer is in the best interest of the player and their teams,
    - iii. The league commissioner and Registrar agree that the transfer is in the best interest of FWASA, the league, both teams, and the player.

**If the transfer is granted, the FWASA office will coordinate with the player and managers involved in order to resolve any issues with player registration fees and any balances due resulting from the transfer, as well as issuing/revising rosters, game reports, and ID cards.**

- c. The player will be required to pay a \$10 Transfer Fee to the FWASA office for administrative processing and creating a new ID card.
  - d. If the player's fees were paid for by the team for which the player originally registered (i.e., the player was not required to reimburse the team for the NTSSA and FWASA fees), the player is responsible for remitting to the original team any player fees involved. Such remittance must be completed before the player is added to the new team's roster. FWASA office must be notified of payment.
  - e. If a player's manager refuses to release a player, that player may request a release directly from the League Commissioner. Such a request must be in the form of a letter or email addressed to the League Commissioner, who will act on the request within 2 business days after receipt.
  - f. No coach/manager may contact a player registered with a different team to recruit them to play on his team without first notifying that player's current coach/manager.
2. Releases. A player's membership with any team may be terminated by the mutual consent of the manager and the player.

## **D. Player ID Cards.**

1. Each player or manager must present a valid FWASA ID card to the Referee or the Assistant Referee before that person will be allowed to participate in an FWASA game. There are only 2 forms of valid FWASA ID: a FWASA-issued photo ID or a FWASA-issued Player Permit accompanied by a valid government issued ID with photo.
2. Player Permits (Permits) are intended to allow additional time for new players to obtain a valid photo ID or established players to replace a lost FWASA ID card. Player Permits are valid for 1 game and must be accompanied by a valid government issued ID with photo. All Player Permits will be issued with the following stipulations:
  - a. A player may receive only 2 Player Permits a season. A player may receive 1 Player Permit free of charge. The additional Permit may be obtained at a cost of \$10. If more than 2 Permits per player are issued, the

team may be assessed a \$25 fine. Exception from the maximum number of Player Permits and assessment of the \$25 fine may be made by the Office Manager in cases where the player has been issued a temporary Texas Drivers License with a black and white photo and is awaiting issuance of a Texas Drivers License with a color photo.

- b. If a player requests a Permit to participate in a league from which he has received a red card (to avoid serving his suspension), that player will be suspended from FWASA (all teams and all leagues) for a period of no less than 12 months.
  - c. If a Permit is requested for a person who is not on the Team Roster at the time a game is played, the offending team will forfeit the game and the team manager may be suspended from the FWASA (all teams and all leagues) for a period of no less than 12 months.
  - d. If a manager needs a Permit, the manager should first try to get one from the FWASA Office during regular office hours. If a manager realizes at the field that a Permit is needed, the manager may ask an FWASA Board member to write one under the following conditions:
    - i. Do not interrupt a Board member while he/she is on the field playing in his/her game.
    - ii. The manager must provide a current FWASA Official Roster or Game Report proving that the player the manager is requesting a Permit for is currently registered on the team and provide valid identification (reference Section III.A.4) for the player.
    - iii. The manager's team will automatically be charged \$10 for this Permit by the FWASA Office.
3. Managers are responsible for obtaining player cards for all of their players in a timely manner.
- a. If a manager receives a Permit for a player, and it is not used for any reason, the manager must ensure the player's ID card is made before the next game.
  - b. The fact that a permit was not used is not grounds to waive the \$10 fee.
4. Lost ID cards can be replaced at the FWASA Office for a cost of \$10.

#### **IV. Team Responsibilities At Game Time.**

**A. Uniforms.** Due to the recreational nature of the FWASA, FIFA decisions mandating methods of wearing uniforms will not be enforced. The following minimum provisions apply to all FWASA teams:

1. All players must wear approved shoes (shoes with toe cleats are not allowed), shirts (jerseys), pants or shorts, and shin guards completely covered by socks.
2. Teams must wear jerseys that are the color they registered with the FWASA. Failure to do so may result in a forfeit. Teams may not change jersey colors after the Registration deadline, except with the League Commissioner's permission. All players on a team (excluding goalkeepers) must wear the same shade of primary color jersey. The goalkeeper's jersey must be easily distinguishable from the jerseys of both teams on the field.
3. Unique permanent numbers are required on the back of all jerseys (regular and alternate) with the exception of the goalkeeper.
  - a. The numbers must be a minimum of 4 inches tall, permanently attached to the jersey, and readily discernible by the referees.
  - b. Permanent marking is construed to mean marking that one cannot reasonably see being altered during the course of the game.
  - c. Permanent marking may include painted on/stenciled numbering. Non-permanent numbering – such as tape or markers – is not acceptable.
  - d. Mesh pinnies are allowed.
  - e. All decisions regarding acceptability of numbering shall be at the discretion of the Center Referee.

4. If players on the same team inadvertently enter the field with the same jersey number, one player must change jerseys to a unique team number immediately upon having it called to their attention. Referees will not allow a player to participate without a team unique jersey number.
5. Teams must wear jerseys that are distinguishable from each other.
  - a. The Center Referee will determine if a color conflict exists. The Referee's decision will be final.
  - b. If teams are wearing a different color than the one listed on their game report, the Referee will note it on the game report. If the different color a team is wearing causes a color conflict with the opponent, the opponent will be given the choice of making the other team forfeit or changing and playing. This applies for the home or away team. If both teams are wearing an unauthorized color and there is a conflict, the home team must change.
  - c. In cases of color conflicts the HOME team will be required to wear matching, numbered, alternate jerseys.
  - d. If the HOME team has no alternate jersey, the HOME team shall forfeit the match unless the AWAY team has alternate jerseys and agrees to change. If the AWAY team changes jerseys, the Center Referee will note that fact on Game Report, and a penalty point will be deducted from the HOME team's standing.
6. Mesh pinnies may be worn as alternate jerseys. Numbers must be visible and unique.
7. For the Men's Open Premier Division, all jerseys must match exactly, shorts/pants must be the same shade of primary color, and socks must be the same shade of primary color.

**B. Corner Flags and Game Balls.**

1. Each team will provide 2 corner flags for their games. The flags must be in place prior to the scheduled start time for each game. League Commissioners will deduct a standing point for each game that teams that do not provide flags.
2. Each team will provide a game-quality soccer ball (size 5) to the referee before the start of each game. League Commissioners will deduct a standing point for each game that teams that do not provide a game ball.

**C. ID Cards.**

1. Each player and manager must present a valid FWASA ID card to the referee, or the Assistant Referee, before that person will be allowed to participate in a FWASA game.
2. If a player does not have a valid photo ID card issued by the FWASA, a Player Permit may be issued in accordance with Section III.D.2. The Player Permit, along with valid identification with photo (reference Section III.A.4) for the player, must be presented to the referee.
3. Lost ID cards can be replaced at the FWASA Office for a cost of \$10.
4. Players must have valid identification with photo (reference Section III.A.4) available in case of spot checks by the FWASA Board.

**D. Game Reports.**

1. Official Game Reports are issued by the FWASA Office to team managers at the beginning of each season and after each roster change. The Game Report includes the printed team name,

team jersey color, and player roster with names and FWASA ID numbers.

2. Before each game, the manager (or his/her designee) must complete an official, current Game Report for his/her team by filling in date, time, location of match field, opponent's name, and players' jersey numbers and signing the report opposite title "Manager".

Note: Managers or team representatives are not allowed to alter or write in player names on the Game Reports. Referees are instructed not to accept game reports with written-in player names.

3. The team manager must present the Referee with an official, current Game Report with the Game Information Block completely filled out before each game.

Note: Referees are instructed not to accept game reports with incomplete Game Information. Referees will return the game report with incomplete Game Information to the offending Manager to be completed prior to accepting the report for the match. Referees will note on the Game Report if all required information was not provided on the report initially presented before the game.

4. Failure to provide a current and complete FWASA Game Report to the Referee can result in forfeiture of the game.

If a team does not have or is unable to provide a current and complete game report before the start of the game, then the game may be played if and only if managers of both teams, the Center Referee, and the League Commissioner all agree to play the game. The effect of this game for purposes of Standings and Awards will be determined by the League Commissioner.

5. At the end of the game, the Referee will return to the team manager the Game Report and all Player Cards except those of players who were issued a red card during the game. Referees will turn Player Permits and any red carded player's FWASA ID card in to the FWASA Office.

Note: All managers should check their Game Report for completeness and should verify that all required ID cards were returned. Verifying the count of returned ID cards is the responsibility of the team manager. Requesting Player Permits due to the failure of the manager to verify that all cards have been returned at the end of a game will not be considered a valid reason for waiving the \$10 Player Permit Fee, if applicable.

6. Team manager must verify the completion of the Game Report and provide the original or photo/scanned/ faxed copy to the Office within 2 business days after the game. Failure to provide completed game reports to the Office within 2 business days of a match will result in a \$10 fine per game report. Fine must be paid and the game report provided to the Office 1 business day prior to the next game, or that game will be an administrative forfeit (see Note below).

Note: When an administrative forfeit is declared, the game is played as normal. The administrative forfeit only impacts the offending team – it receives no Standing or Goals For points – regardless of the results of the match. The opponent receives Standing and Goals For points based on the results of the match.

**E. Payment to Referees**

1. Prior to the start of the game, each team shall pay the center referee exactly \$30.00 in cash and pay the linesman who checks in their team exactly \$35.00 in cash. If only 1 linesman is present, each team will pay the linesman \$17.50. If the game starts with a center referee and only 1 linesman and the 2<sup>nd</sup> linesman shows up after the start of the game, both team managers must agree together whether to complete the game with only 1 linesman, or agree to a reduced payment to the 2<sup>nd</sup> linesman in order to participate in officiating for the remaining game time.

**F. Start of the Game.**

1. The referee will blow the whistle at the scheduled game time and let the team know the clock is running to indicate the start of the game. This applies when waiting the allotted 15 minutes for teams to get enough players. The game clock will start at the scheduled time and, if at the 15 minute mark a team does not have enough players, the game will be called a forfeit – unless the exceptions in paragraph 3 are met. If teams can begin play within the 15 minutes, then the referee's clock will continue until the 45 minute mark. This means that playing time for the first half will be short. The second half will be a regular 45 minute half. If a game follows another game on the same field, the referee will allow the teams at least 10 minutes from the end of the first game before starting the clock for the second game.
2. When waiting 15 minutes for a team to field the minimum number of players required to play, the referee shall direct that play start as soon as both teams have the required minimum number of players checked in. No team with the minimum number of players may choose to delay the start of play for the allotted 15 minutes to gain advantage over their opponent. Once the referee determines both teams have the minimum number of players, he/she will notify the team(s) failing to take the field that the game will be declared a forfeit in 2 minutes. At the end of 2 minutes, if the game cannot be started, the referee will blow the whistle to end the game and document the events on the Game Report.
3. If there is a reasonable expectation that a team short players or without cards may remedy such shortfalls and both managers of the affected teams agree, the start of play may be delayed for 30 additional minutes (beyond the 15 in paragraph 1) until the shortfall is met. The game clock will begin at the scheduled time. Any delays in actual play will be deducted from the total playing time of the first half of the game and a forfeit need not be assessed.

**G. Other Requirements at Game Time.**

1. Keep substitutes and fans a minimum of 5 feet behind the touchlines.
2. Keep the field and surrounding areas clean.
3. No alcoholic beverages on the field or inside the fenced area.

**V. Divisions Within FWASA.**

- A.** Divisions within each league will be established by the League Commissioner prior to each season.

**B.** The Commissioner has the authority to place a team in a division other than that which is requested at the time of registration.

1. The Commissioner must communicate any division change to the team manager within 3 business days of the close of registration if the division change deviates from section V.C.
2. Teams may appeal a division change.
  - a. The appeal must be submitted in writing to the President of the FWASA 3 days prior to the General Meeting
  - b. The Board will reach a decision regarding the appeal at the General Meeting.
  - c. The Board's decision will be final.

**C.** All teams that win their respective division will be assigned to play the following season in the next higher division if one exists. All teams that place last in their division will be assigned to play the following season in the next lowest division if one exists.

1. The League Commissioner will notify any teams and the Board of any exceptions to this policy prior to the first game.
2. All exceptions must be approved by the Board.

## **VI. Conduct of the Game.**

**A.** **Referees and the Laws of the Game.**

1. Unless otherwise stated in these rules, all games are governed by the FIFA "Laws of the Game."
2. The Referee is in absolute control of the game.
3. The manager is responsible for the behavior of his/her players and fans.
4. The referee is expected to note on the Game Report any discrepancies with league rules. The referee will not exact penalties for fouls or misconduct called during the game. The A&D Committee and the League Commissioner will declare any and all penalties after reading the Game Report and misconduct reports.

**B.** **Number of Players on the Field.**

1. Each team must have a minimum of 7 players on the field before the referee may allow a game to start. Should either team be unable to maintain a minimum of 7 players on the field throughout the game, the referee must suspend the game. No more than 11 players per team may be on the field during play.
2. If either team is unable to place a minimum of 7 players on the field within 15 minutes after the scheduled start of the game, the game shall be declared a forfeit by the offending team. If neither team can field at least 7 players, the game shall be declared a double forfeit. See section IV.E.3 for exceptions to this rule.

3. If more than 11 players are noted on the field for a team, the referee will halt play, caution and show the yellow card to the extra player for entering the field of play without permission, and remove the player from the field. If the referee cannot determine the extra player, the captain/manager shall be directed to select the player to be removed.

**C. Substitutions.** Substitutions may be made at the following times:

1. Unlimited substitutions at a throw-in (by the team in possession of the ball only), goal-kicks, after a goal is scored, at half-time, and after stoppage of play for water breaks (if taken).
  - a. On a throw-in, if and only if the team in possession of the ball substitutes, the opposing team may also substitute.
2. At stoppage of play for an injury (for the player(s) injured only).
3. When a yellow card is issued by the Referee (for the player(s) receiving the card only).

**D. Ineligible Players.**

1. An ineligible player is any player who meets any of the following criteria:
  - a. is not registered on the team for the current season,
  - b. is registered under false information,
  - c. has not presented a valid FWASA ID card,
  - d. is not wearing the correct team jersey,
  - e. does not have a proper jersey number,
  - f. is not wearing the shirt number indicated on the game report (unless the change was called to the attention of the referee),
  - g. is playing without the proper personal safety equipment, or,
  - h. is currently suspended for player misconduct by the A&D Committee.
2. Players must have a unique number on their team jersey. If more than 1 player is discovered to have the same jersey number, play will be halted and one of the same-numbered players must change to a unique jersey number before returning to play.
3. Any team using an ineligible player will forfeit all games in which that player participated. The team manager will be called before the A&D Committee for an explanation. At the discretion of the A&D Committee, the player, the entire team, and/or the team manager may be suspended from the FWASA for a period of time to be determined by the A&D Committee.
4. A player may not consume alcoholic beverages on the sidelines before or during a game in which that player is participating. A referee observing a player consuming alcoholic beverages shall not allow that player to play the game.

**E. Suspension/Abandonment of the Game.**

1. All decisions regarding game suspensions shall be at the discretion of the Center Referee.
2. If a game is suspended before the second half begins for any reason other than misconduct or

abandonment by either team, it may be replayed at the discretion of the League Commissioner.

3. If the game is suspended during the second half for any reason other than misconduct or abandonment by either team, it will be considered a full game and the score at the time of suspension will be considered the final score.
4. If the game is suspended because of misconduct or abandonment by either team, the game will be considered a forfeit by the offending team and a win for the non-offending team. The offending team will be assessed a fine in the amount of the referee fees for their participation in the match. This fine will be remitted to the FWASA Office, which, in turn, will remit these fees to the non-offending team. The offending team will receive no Standing, Shut Out, or Goals For points. The non-offending team will be awarded Standings and any Shut Out or Goals For points earned during the match.

**F. Weather Postponement/Cancellation of Games.** Games may be postponed or cancelled at the discretion of the City of Fort Worth field officials and/or the Center Referee to protect the safety of players and the integrity of the fields.

1. Games may be played during inclement weather unless, in the opinion of the City of Fort Worth field officials or the Center Referee, the field conditions or weather conditions constitute a danger to players, fans, or the fields.
2. City of Fort Worth field officials or the Center Referee may delay a game to wait and see if inclement weather will "blow over."
  - a. If a game is delayed, referees will stop the clock at the beginning of the delay and re-start the clock when play is resumed.
  - b. The City of Fort Worth field officials or the Center Referee have 15 minutes to determine if the weather will "blow over," otherwise the game will be cancelled.
  - c. If the first game of an evening is delayed, the half in which the delay occurred will be shortened so as to end the game at the scheduled time to prevent delay of the start of any following game on the same field.
3. Cancellation of games for weather will be determined by City of Fort Worth field officials and/or the Center Referee.
4. Once a the City of Fort Worth field officials or Center Referee has cancelled a game due to weather, all subsequent games will be cancelled.
5. Players may wear protective clothing during cold weather as long as their jersey is the outermost garment.
6. Water breaks may be taken if either team captain/manager asks the referee at the start of the game or if the Center Referee believes it is necessary for player safety. Water breaks may be no longer than 5 minutes. The game clock will continue to run during the water break.
7. If there is any doubt about playing a game because of the weather, first contact the FWASA Office. The FWASA Office will post cancellation information on the answering machine and/or the FWASA website, Facebook page, and Twitter feed. If information is not available at the FWASA Office, contact the Field Commissioner, then the League Commissioner.
8. If the start of a game is delayed less than 45 minutes due to a situation outside of FWASA's

control, such as the field gates being locked, the game will be allowed to be played in full pending field complex regulations. Some complexes are governed by closure regulations that force the complex to be closed by a certain time of day. If necessary, the playing time will be shortened evenly for the remaining games scheduled on that field in order to enable the maximum playing times for all games, but still enabling the complex to be closed per city regulations.

9. If a game is delayed more than 45 minutes due to a situation outside of FWASA's control, the game will be canceled and rescheduled to a later date if at all possible.

## **G. Rescheduling Of Games.**

1. Do not assume postponement of a game due to weather. Check the FWASA website, call the FWASA Office, or contact the League Commissioner for verification of game status.
2. Postponed games will usually be rescheduled for the first open "game day" following the regular end of the season. For multiple postponements, some games may have to be rescheduled on non-regularly played days. If a game is not played due to inclement weather all games will be rescheduled for a later date even if advance notice was given for a forfeit.
3. Games will be rescheduled only for weather or for sanctioned tournament play provided the team meets the notification requirements of Section VIII Tournament Requirements. See Section VIII for details of rescheduling of games for tournament play.
4. The League Commissioner is responsible for rescheduling games. Although team managers may communicate between themselves to arrange a mutually agreeable time for playing a postponed game, they may not independently schedule such a game.
5. Make-up schedules will be communicated by e-mail to the team manager by either the FWASA Office Manager or the League Commissioner and will be posted on the FWASA website.
6. FWASA will make every effort to provide the number of games per season announced during registration. However, in the event that the league is unable to re-schedule all games due to weather cancellations or end-of-season field closures, FWASA will not issue refunds for un-scheduled games.

## **H. Misconduct and Suspensions.**

1. Players receiving a red card, or 2 yellow cards, must leave the soccer area (fenced complex, soccer field, etc.) immediately. Players refusing to immediately leave the soccer area may result in their team forfeiting the game and the player being suspended from the FWASA.
2. In accordance with FIFA rules and regulations, any player receiving a red card must, as a minimum, sit out their next scheduled game.
3. The referee will keep the ID card of a player, coach, or manager who has been ejected.
  - a. The Referee will forward those ID cards to the FWASA Office along with a misconduct report within 2 business days of the incident.

- b. The ejected player's name, identification number, jersey number, and team name shall be written on the game report along with the reason for the ejection.
  - c. The ID card shall be returned to the player after the misconduct fine is received and any suspension has been served.
4. The Center Referee will note all incidents of ejections and misconduct on the game report and will notify the A&D Chairperson through submission of a misconduct report. Misconduct reports are to be submitted to the FWASA Office within 2 business days of the incident.
5. The A&D Committee has the authority to fine and suspend players or managers for a period of time, which, in the opinion of the A&D Committee, is warranted by the offense. A player committing an offense may be fined by the A&D Committee as follows:
  - a. The first ejection for offenses other than fighting from any league for any player shall result in a discretionary \$45.00 misconduct fine.
  - b. A second ejection for offenses other than fighting from any league during the same season will require a discretionary \$60.00 misconduct fine.
  - c. A third ejection for offenses other than fighting from any league during the same season will require a discretionary \$85.00 misconduct fine.
  - d. The first ejection for fighting from any league for any player shall result in a discretionary \$60.00 misconduct fine.
  - e. A second ejection for fighting from any league for any player during the same season will require a discretionary \$100.00 misconduct fine.
  - f. The ejection of any player for fighting may result in that player's team having 1 standing point deducted.
  - g. Any more than 2 instances of a team player being ejected for fighting during the same season will require an evaluation of the team/manager by the A&D Committee and may disqualify the team from further FWASA play.
  - h. If a player strikes, spits on, or attempts to strike or spit on a match official, the player and player's manager will be called before the A & D Committee to explain the player's actions. After notice and a hearing, if the player is found to have committed any of the above offenses against a match official, then that player will be suspended for a minimum of 10 games and will be fined a minimum of \$60. The A & D Committee may, at its discretion, increase the minimum suspension or fine.
  - i. Managers are responsible for the conduct of their team, including spectators and anyone acting as a coach. Any misconduct by a person on a team's sideline who is deemed by the A&D Committee to be associated with the team but who does not hold a FWASA ID card may result in fines and/or suspensions for the team and its manager.
6. A player who fails to pay his or her fine by the end of the season in which the fine was given, shall not be eligible to play in any FWASA league in any subsequent season until the fine is paid.
7. Cautions and ejections will result in suspensions according to the NTSSA 12-Point Caution System. If an ejected player is participating with more than 1 team within FWASA, the suspension will be served on that player's next sanctioned game within the League determined by the A&D Committee (usually in the division in which the misconduct occurred).
8. Players receiving 3 yellow cards on the same team during any one season will be required to turn in their ID card to the FWASA Office and sit out 1 game. There is no fine associated with this multiple yellow card penalty. After the 1 game suspension, the player's ID card can be recovered from the FWASA Office.
9. All caution and ejection misconduct will be reported to NTSSA in writing.
10. Ejections, fines, and suspensions may be appealed to the A&D Committee.

- a. An appeal by the ejected, fined, or suspended player must be submitted to the A&D Chairperson in writing within 30 days of the date the notice was sent from the A&D committee. If a protest of decision is sent after 30 days of the date of the original notice, the A&D Board reserves the right to refuse taking additional action.
- b. If a hearing is desired, the following words must appear in the appeal: "I want to request a hearing."
- c. The A&D Chairperson will schedule an appeal meeting within 3 business days of receiving the request.

## **I. Forfeiture of a Game.**

1. **Advance Notice Required: Referee & Linesmen Fees.** If a team forfeits a scheduled game without giving advance notice, that team will pay the referee and linesman fees for both teams as follows: **center referee \$60, and each linesman \$35, for a total of \$130.** In order to avoid paying these fees, the manager must give advance notice of the intent to forfeit the game according to the following deadlines:
  - a. For games with a scheduled start time of 6:59pm or earlier, notice must be given no later than 10:30 a.m. on the morning of the scheduled game.
  - b. For games with a scheduled start time of 7:00pm or later, notice must be given no later than 4:30 p.m. on the day of the scheduled game.
2. **Forfeit Fine.** Failure to give advance notice may result an additional forfeiture fine. There is no fine for the first forfeiture without advance notice; however, all subsequent forfeitures during a single season without advance notice will result in a \$40 fine.
3. **Payment of Forfeit Fine.** Any and all fines and fees assessed above must be paid 1 business day before the next scheduled game. Failure to pay the above fines and fees will result in the team being declared "Not in Good Standing," forcing the team to forfeit all games until the fines and fees have been paid. All fines and fees assessed above may be appealed to the A&D Committee as set forth in the By-Laws.
4. **Notice of Intent to Forfeit.** A manager may give notice of the intent to forfeit the game to the FWASA Office during the regular office hours (Monday – Friday from 9:00 a.m. to 2:00 p.m.). Otherwise, the manager must give notice of the intent to forfeit the game within the applicable deadline to all of the following parties: (1) the referee assignor, (2) the league commissioner, and (3) the manager of the other team they are scheduled to play. The notice is not effective until the notifying manager has received confirmation from the FWASA Office or applicable League Commissioner that the notice has been received.
5. **Definition of Forfeiture.** Any of the following will result in a forfeiture of a scheduled game:
  - a. Failure to field a team of at least 7 eligible players within 15 minutes of the appointed game time.
  - b. **EXCEPTION:** If there is a reasonable expectation that the team short players or without cards will remedy such shortfall within 45 minutes of the appointed game time AND both managers agree, the start of play may be delayed until the shortfall is met and the forfeit need not be assessed. The game clock will begin at the scheduled start time, and any delays in the actual start of play will be deducted from the total play time of the first half of the game.
  - c. Player ejections resulting in less than 7 eligible players on the field.
  - d. Failure to pay any outstanding balance during the FWASA office hours before the appointed game time.
  - e. Managers are responsible for reviewing FWASA rules so they are aware of what other infractions will result in a forfeiture, which include but are not limited to ineligible players and improper jersey numbers.
6. **Rescheduling.** A forfeited game will not be rescheduled. In the event that a team forfeits a game, and then all games that day are cancelled due to inclement weather, all games (included the game that was forfeited) will be rescheduled for a later date.

**J. Special Rules for Coed Open League.** All existing FWASA Rules and Regulations will apply to the Coed Divisions with the addition of the following:

1. At no time may a team have more than 5 male players on the field at any time, not counting the goalkeeper. Teams may start with 1 female player.
2. No slide-tackling will be allowed by any player.
  - a. Slide tacking is defined as purposefully going to ground in close proximity to an opposing player in a manner that could reasonably be expected to result in contact with that opposing player. This rule applies regardless of whether contact is made with another player or the ball – if contact could have reasonably been expected, the sliding player is in violation.
  - b. Violation of this rule will result in the offending player being issued a yellow card.
  - c. The goalkeeper is prohibited from slide tacking. However, this rule does not preclude other sliding plays within the laws of the game. The goalkeeper is prohibited from going to the ground while leading with his/her feet or legs toward a player that could reasonably be expected to result in contact with the other player. The goalkeeper is not prohibited from going to the ground in any other manner to make a save (i.e., leading with his/her hands or body).
  - d. Nothing in this rule is intended to prohibit sliding in open space. Sliding is permissible for the goalkeeper and the players on the field, so long as contact with another player could not have reasonably resulted from the slide.
3. All penalty kicks shall be taken by female players only.
4. Scoring shall be as follows:
  - a. Goal scored by a woman - 2 points, except for penalty kicks.
  - b. Goal scored by a man - 1 point.
  - c. Penalty kicks - 1 point.  
Exception: If the penalty kick is the result of a woman being fouled during a clear scoring opportunity (such as a breakaway or an intentional hand ball blocking a shot) the referee may allow 2 points.
  - d. Own goals - 1 point (regardless of sex).  
Note: A defending player (including the goalkeeper) touching the ball last before it crosses the goal line does not necessarily constitute an own goal. A goal should be credited to the attacking player touching the ball last if, had no one else touched it, it would have continued across the goal line and into the goal. If, however, the last touch by the attacking player would not result in the ball crossing the goal line into the goal if left untouched, but a defending player redirects it into the goal, the result should be an own goal. If a female attacking player is credited with the goal under these conditions, the result should be 2 points.
  - e. After a goal is scored the referee shall determine, and clearly indicate, the point value of the goal before play resumes.
5. Number of Players on the Field after a Player Ejection: Due to the nature of coed soccer this is a rule that can cause confusion. If a player is ejected from the game, the team captains are advised to ask the Center Referee to clarify legal substitutions prior to re-start of the game.
  - a. For every red card your team receives, you must play 1 player less than the maximum number of players (11) on the field.
  - b. If a man receives a red card, the team will play a man short for the duration of the game.
  - c. If a woman receives a red card, the team will play a woman short for the duration of the game.
  - d. If the goalkeeper receives a red card, either a man or a woman may replace the goalkeeper, as long as there are no more than 5 men on the field (excluding the goalkeeper), but play a player short on the field.

**K. Special Rules for Coed Over 30 League.** All existing FWASA Rules and Regulations will apply to the Coed 30 Divisions with the addition of the following:

1. At no time may a team have more than 6 male players on the field at any time, not counting the goalkeeper. Teams may start with 1 female player.
2. All other special rules listed above in section J also apply to the Coed Over 30 divisions.

**L. Special Rule for Over-30 Women's League.** No slide tackling will be allowed by any player.

1. Slide tackling is defined as purposefully going to ground in close proximity to an opposing player in a manner that could reasonably be expected to result in contact with that opposing player. This rule applies regardless of whether contact is made with another player or the ball – if contact could have reasonably been expected, the sliding player is in violation.
2. Violation of this rule will result in the offending player being issued a yellow card.
3. The goalkeeper is prohibited from slide tackling. However, this rule does not preclude other sliding plays within the laws of the game. The goalkeeper is prohibited from going to the ground while leading with his/her feet or legs toward a player that could reasonably be expected to result in contact with the other player. The goalkeeper is not prohibited from going to the ground in any other manner to make a save (i.e., leading with his/her hands or body).
4. Nothing in this rule is intended to prohibit sliding in open space. Sliding is permissible for the goalkeeper and the players on the field, so long as contact with another player could not have reasonably resulted from the slide.

## **VII. Protests, Appeals and Discipline.**

### **A. Protests.**

1. No protest shall be allowed on a judgment call by the referee.
2. There are only 2 acceptable causes for protesting a game.
  - a. A team played with an ineligible player.
  - b. There was an obvious error made in the application of the Laws of the Game that directly affects the outcome of the game and the referee agrees that there was a mistake.
3. All protests must be submitted in writing to the League Commissioner within 2 business days of the game. A \$25.00 Protest Fee must be submitted with the protest. The Protest Fee will be refunded if the protesting party prevails.
4. The League Commissioner has been given the authority to decide the results of a protest. The manager of the protesting team will be notified in writing of the Commissioner's decision within 3 business days of receipt of the protest.
5. Decisions of the League Commissioner may be appealed to the A&D Committee.

### **B. Appeals.**

1. The conduct of the A&D Committee shall be governed by the provisions of the By-Laws Article VIII.E.4 and these rules.
2. The A&D committee may, at its discretion, consider any matter properly brought before it.

**C. Discipline.** The A&D Committee is specifically authorized to take disciplinary action as described below. These are minimum guidelines only. Actual penalties may be more severe at the discretion of the A&D Committee.

1. Ejection.
  - a. When a player is ejected from any FWASA league game he/she shall not play in any other FWASA game within that league for a period to be determined by the A&D Committee.
  - b. The player shall not participate in the league from which he/she was ejected until his/her suspension has been served and all fines have been paid. The number of games a player is suspended will be determined by the A&D Committee.
  - c. Any violation of rules a. and b. above will result in an additional 2-game suspension from ALL teams on which the player is registered within the FWASA and possible suspension from the league.
  - d. Cautions and ejections will result in suspensions according to the NTSSA 12-Point Caution System. If an ejected player is participating with more than 1 team within FWASA, the suspension will be served on that player's next sanctioned game within the league determined by the A&D Committee (usually in the division in which the misconduct occurred).
  - e. If the Member Association A&D Committee determines that a red card was issued for an infraction that was not an "expulsion" offense in accordance with the FIFA Laws of the Game, the Member Association may reduce the red card to a yellow card and assess points for the yellow card. The Member Association may not, however, do away with the card altogether. A full report of this action must be sent to NTSSA.
2. Accumulated Team Misconduct Points.
  - a. Teams which accumulate excessive misconduct points shall be referred to the A&D Committee. Excessive misconduct points are defined as an accumulation of more than a total of 5 points per scheduled league game per season. Teams which exceed the maximum point total (60) in a season will not be eligible to receive league trophies or awards.
  - b. Teams accumulating 90 misconduct points in any 2 consecutive seasons may be expelled from FWASA.
  - c. Teams accumulating 120 misconduct points in 3 consecutive seasons may be expelled from FWASA.
3. Team Expulsion.
  - a. If a team is expelled from FWASA, an individual player registered with that team, at the time of expulsion, may apply to the A&D Committee for reinstatement to the status of a member in good standing. That player may be reinstated only after detailing, to the satisfaction of the A&D Committee, the manner in which his/her actions will be controlled in the future.
  - b. An affirmative vote of 2/3 of the attending committee membership is required for reinstatement of the player.
  - c. Under no circumstances will more than 6 members of an expelled team be allowed to register on any single team roster together for a period of at least 1 full soccer year (2 consecutive soccer seasons).
    - i. If more than 6 members are registered on another team at the time of the expulsion, those members may continue to register with the non-expelled team.
    - ii. No other members of the expelled team will be permitted to register with the non-expelled team until the number of expelled players on that team has dropped below 6.
  - d. A team which is suspended or expelled will not be eligible to receive league trophies or awards.
4. Accumulated Player Misconduct Points. If a player accumulates 36 misconduct points on any one team, or 54 misconduct points within the FWASA, during any single soccer year, the A&D Committee has the authority to penalize the player by fine, suspension from games, or

by expulsion from the FWASA.

## VIII. Tournament Requirements.

- A. Scheduling.** Teams wishing to reschedule an FWASA game to participate in a sanctioned tournament must submit a tournament roster showing at least 50% of the regular team participating in the tournament no later than 14 days ahead of the game they wish to have rescheduled.
- B. Rescheduling League Play.** The applicable League Commissioner will attempt to provide a minimum of 2 opportunities to make up any league game affected by sanctioned tournament participation. These attempts should meet the approval of both teams involved.
1. If the League Commissioner is able to reschedule a game on the normal day/night for the league, should either team be unable to field a team, that team will forfeit the match.
  2. If the only opportunity to reschedule the game is on a day other than the normal game day for that league and either team cannot field a team that day, the game will be cancelled provided the team(s) unable to play meet(s) the advanced notification requirements of Section VI.I.4.
- C. Tournament Fund Reimbursement Guidelines.** A tournament fund was set up by FWASA to assist FWASA teams in paying their tournament entry fees.
1. For the periods January through June and July through December of each year any FWASA team who has registered and played in a sanctioned tournament may be eligible for a portion of the tournament fund.
  2. The money allocated for each 6-month period will be split up evenly among all eligible tournament participants. Funds reimbursed shall not exceed \$100 per tournament per 6-month period.
  3. The following documentation is needed in order to verify your team's participation in each tournament:
    - a. Tournament application
    - b. Tournament roster  
Note: The roster should be comprised of at least 50% currently registered FWASA players to qualify for reimbursement.
    - c. Tournament schedule (with participating team circled)
    - d. A copy of the entry fee check (if paid by someone other than the manager/captain who signed the tournament application)
  4. January through June documentation must be received by the FWASA Office by July 15th and will be reviewed by July 31st. July through December documentation must be received by January 15th and will be reviewed by January 31st. The tournament application, roster, and schedule are required for your team to be eligible to receive a portion of the tournament fund.
  5. Any questions or confirmation that all required documents have been received should be e-mailed to the FWASA Office at [Office@fwaso.org](mailto:Office@fwaso.org).

## **IX. General Meeting Requirements.**

- A.** General Meetings are typically held about 1½ weeks before the first regularly scheduled game of each season.
- B.** Teams must send a representative to all scheduled General Meetings. All representatives must sign in with their League Commissioner to be credited with attendance.
- C.** Failure to send a representative to the General Meeting will result in a \$25 Team Fine.
- D.** Failure to pick up team packet at the General Meeting will result in the team being assessed an additional \$25 Late Pick-up Fee.
- E.** If a team's representative arrives at the General Meeting 15 minutes or later after the specified meeting time, the team will be assessed a \$25 fine.
- F.** All teams charged the Team Fine or Late Pick-up Fee will be considered "Not in Good Standing" and will be ineligible for league play until the fine is paid.

## **X. Standings and Awards.**

- A. Standings.** League and/or division standings will be kept by the League Commissioners or their designees.
  1. Standings will be kept in a FWASA Board approved manner at the discretion of the League Commissioner.
  2. The League Commissioner will update team standings after each week's games and will publish the results within 5 days of the last league game for that week.
  3. The League Commissioners are empowered to withhold or to subtract standings points for late submission or failure to submit scores, game reports, or other information required by the Commissioner.
- B. Awards.**
  1. The first place team in each division of each league will be announced at the next General Meeting. The winning teams will be subsequently awarded T-shirts unless specifically refused by the winning team.
  2. Teams which exceed the maximum misconduct point total in a season will not be eligible to receive league awards.
  3. A team which is suspended or expelled will not be eligible to receive league trophies or awards.

## **XI. Changes to the Rules and Regulations.**

- A.** The FWASA membership empowers the Board to interpret these rules and regulations and to act accordingly. Where an unexpected or unforeseen event mandates such action, the Board may act outside of or may change the rules and regulations. Implementation of any such action or change will require an official vote by the Board.
- B.** The FWASA Board must receive approval from its General Membership for decisions larger than interpretation of rules and regulations and items that affect the overall direction and future of FWASA. Implementation of major actions or changes will require an official vote by the General Membership. See Bylaws for specific details.

☪ **End of Rules and Regulations –**

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