



Chapter 3

RULES & REGULATIONS OF THE NORTH TEXAS CO-ED SOCCER ASSOCIATION

I. ELIGIBILITY:

- A. Any person requesting permission to play in this Association may do so, provided all State and National requirements have been met.
- B. Any person under suspension from any other Association is not eligible to play in this Association.
- C. Any person currently registered as a professional soccer player may be eligible to play in the North Texas Co-Ed Soccer Association.

Exceptions:

1. 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 with the approval of the Executive Board, and for a maximum of one (1) professional player to register on an Over 30A division team (providing other age requirements are all met) with the approval of the Executive Board.
 2. Placement of former professional players who have played professionally within the previous five years will be at the discretion of the Executive Board.
 3. Any former professional player who has not played in a professional capacity for the prior six (6) years will have no restrictions regarding playing or placement.
- D.** Division 1 shall have no limit on the number of first-division players from NTPSA, NTWSA, or NTSSA.
 Division 2 may have as many as four first-division players; Division 3 may have three; and Division 4 may have two. Any divisions below four may not have any first-division players without permission from the Executive Board.

A first-division player shall also include any U19 (but 18 and over), high school, college, and National Developmental League players. Any youth player (not currently registered as an open or select division player) over the age of 18 at the registration date can be added to any team at the discretion of the Executive Board.

E. All players must be 18 at registration date.

1. To play in the Over 30 Division, all players must be 30 at the registration date or during that season.

2. To play in the Over 40 Division, all players must be 40 at the registration date or during that season.

3. To maintain a consistent and fair level of competition, the League Commissioner, with approval from the Executive Board, reserves the right to place teams in a division other than the one requested.

4. If a team in the Over 30A Division wins that division two consecutive times, that team may be placed in an Open Division of Four or higher. Any requests to play in a different division must be submitted in writing to the Executive Board for approval.

F. Divisions will be set and balanced to the best of our ability, using competitiveness as a primary factor. Not all division requests can be granted, but the Association will make its best efforts to ensure each division is balanced. All factors that may affect a team's competitiveness may be considered. It is the responsibility of each team captain to inform the Association of any factors that might impact their team's competitiveness at the time of registration. After divisions are set, captains may add or delete players according to the division in which their team has been placed.

G. Promotion and relegation have always been practices of this league. If your team finishes first, you will be promoted; if your team finishes last, you may be relegated. For the benefit of your team and players, if you update your roster in a way that could result in relegation, you must notify the Executive Board of those changes before teams are placed into divisions, and the schedule is finalized.

H. New teams shall provide the Association with the average age and players' experience prior to being placed into a division.

II. REGISTRATION:

- A.** All required fees, registration forms, liability releases, identification cards, and other forms of information must be fully completed, typed, and submitted to the Association on the designated registration date(s) for each season.
- B.** The maximum team roster shall be 26 players (at least 14), all USASA/USSF registered.
- C.** A minimum of 14 players must be registered three weeks prior to the first game of the season; otherwise, the team may be dropped from the schedule.
- D.** Players may register up to three weeks after the season start date, regardless of any schedule bye or forfeits.
- E.** Players requesting a refund may do so before the season starts and will receive a full refund. After the first week of play (and with good cause), they may be refunded half of their registration fee; after the second week, no refunds will be issued.
- F.** Player fees are due at the time of registration. A \$10 late fee will be added if a player registers after the season start date.
- G.** If a team has outstanding payments from a prior season (referee fees, field fees, etc.), they must be paid before the season divisions are set. If not paid, the team will be dropped from the schedule.
- H.** Only with good cause and approval from the League Commissioner can a team register after the designated registration date(s).
- I.** One bye date per team may be requested during registration. If a bye is requested, an invoice of \$50 will be sent to the team captain. The fee must be paid by the deadline; otherwise, the bye will be forfeited.
- J.** Each player must have a current North Texas Co-Ed Soccer Association ID card and present it to the game official; otherwise, they shall not play. Players shall NOT use any other form of ID, such as a driver's license, indoor card, or ID from another association.
- K.** Any player may be registered with more than one (1) USSF-registered men's or women's team per association and still be allowed to register with one Co-Ed team concurrently. They must be registered with the Association prior to participating in any league game.
- L.** a. Any team on probation shall have an automatic three (3) penalty points assessed for the next season.

b. Any team placed on probation or suspension by this Association shall still be considered on probation or suspension if that team registers with five (5) or more players from the probated or suspended team, regardless of team name change or roster modifications.

1. For this rule, a "team" is defined as any team registered by the same captain or a team consisting of five (5) or more players from the prior team who register together, regardless of name or roster changes. The only exception is when five (5) or more players join an existing team with no prior negative forfeit history, with prior approval from the League Commissioner.

M. Any properly constituted team within the geographical boundaries of this Association may become a member if all requirements are met and the Association deems membership to be in the best interest of soccer. A properly constituted team is defined by the current season's rules. Each member team, in good standing, shall have one (1) vote on issues at full Association meetings.

To be in good standing, a team member must meet all the following:

1. All dues, fees, and assessments owed to the Association must be paid prior to the first game of each season.
2. A team failing to meet any requirement of good standing for thirty (30) days shall have its roster declared open and shall not be entitled to vote, services, or competition.
3. Each team member shall have access to the Constitution, By-laws, and Playing Rules via the Association's website.

III. ADD/DELETE/TRANSFER

Roster changes must be submitted to NTCSA no later than 72 hours prior to the game for which the player was added.

1. Any team deleting players after registration must submit the request to the league.
2. A player may transfer to another team with permission from the League, upon request from both the current and new teams, during the current season.

IV. TEAM RESPONSIBILITY:

A. Provide and install (1) net and (2) corner flags before game time if needed.

1. Failure to provide nets will result in forfeit.
2. Failure to provide corner flags will result in a one (1) point deduction from the team's standing for missing corner flag.

B. Furnish a suitable game ball.

C. Responsible for paying referees and assistant referees before the game. Failure to do so will result in a double forfeit.

1. If a referee arrives more than 30 minutes after the scheduled start, they will receive half the game pay.

2. If a referee arrives after the second half begins and 15 minutes have elapsed, they will receive no payment.

D. If the game is forfeited within 72 hours prior to the scheduled time, the forfeiting team is responsible for all referee fees.

V. TEAM CAPTAIN/REPRESENTATIVE RESPONSIBILITY:

A. Responsible for his/her team's conduct on and off the field of play. This includes but is not limited to alcoholic consumption by anyone on the team or anyone associated with the team, failure to remove trash, failure to abide by field complex and/or city rules, etc. If conduct results in the loss of a field available to NTCSA, that team will be ejected from the league immediately.

B. Responsible for their spectators' conduct. The referee may caution or send off the captain, co-captain, or active captain for spectator misconduct. If the captain is unable to control the spectators, NTCSA will take appropriate action towards the identifiable unruly spectators, or if unidentifiable, towards the team itself. If unruly spectators cannot be controlled, NTCSA may take action against the team, including forfeiting games.

C. Keep coaches, spectators, and players within ten (10) yards of midfield on your team's sideline.

D. Present game sheets to the Assistant Referees.

1. The game sheets must be fully completed with players' names and jersey numbers before the game.

2. If the opposing team wears illegal jerseys or numbers, the game may be played under protest. Record all the information on the game sheet and have the referee initial it.

E. Submit the game sheet to the league office no later than Sunday at 12:00 midnight following a Friday game, or within 24 hours for other nights. Failure to do so may result in a point deduction for each delinquent week. If not submitted after two games, the team will be suspended until all sheets are received. Continued delinquency may result in all

unplayed games being considered forfeits. Handwritten names are prohibited unless approved by the League Commissioner and will result in a three (3) point deduction.

- F.** Any red-carded player refusing to leave the field may be dropped from the roster by the captain and will be subject to an A&D Committee review for reinstatement. A captain's failure to enforce this rule may result in suspension or fines.
- G.** The captain or designated representative is responsible for all sit-out verification forms for suspended players. The referee must acknowledge and sign the form.
- H.** A team that knowingly plays an ineligible, unregistered, or suspended player shall forfeit all games in which the player participated. The captain, co-captain, coach, assistant coach, or manager involved shall be suspended pending a NTCSA hearing.
- I.** Only captains, co-captains, or designated on-field captains, may discuss calls, judgments, or reviews with referees when captains are not on the field.
- J.** Any team whose conduct results in the loss of a field shall be immediately ejected and will forfeit all further games. Such a team must appear before the NTCSA Executive Board before future participation.

VI. EQUIPMENT:

- A.** All teams must wear matching shirts, not different shades, with a minimum of six-inch numerals, no duplicate numbers and fixed to the back, for eligibility. Numbers must be sewn, heat-stenciled, or heat-transferred; taped or handwritten numbers are prohibited.
- B.** If there is a color conflict, the home team must change jerseys (no pennies allowed), and the number rule applies.
 - 1. If team colors change after the schedule is published and cause an unplanned color conflict, the team making the color change must switch to another color.
 - 2. If both teams change colors causing a conflict, the home team must switch
 - 3. If both teams have similar colors (e.g., black vs. purple), captains may request a jersey color change with referee approval.
- C.** The primary jersey color is listed first; the alternate color second. Teams must wear the primary color unless:
 - 1. Both teams' primary colors conflict, in which case the home team must switch to their alternate.
 - 2. No conflict exists, and both teams wear their primary colors.

- D.** All numbers must match the game sheet. Goalkeepers are not required to have a number unless they play as a field player, in which case a unique number is required. Any player in violation of this rule shall be considered ineligible and the game shall be a forfeit win for the opponent.
- E.** Shin guards are mandatory, and socks must cover the guards. Guards must be FIFA-approved.
- F.** Slider shorts are allowed; their color must match the predominant color of the shorts and may not go below the knee.
- G.** Playing shoes must meet FIFA standards and be in safe repair.
- H.** The game ball should be size 5 and conform to FIFA standards.

VII. PLAYING RULES:

Unless otherwise modified by these rules, all competition shall follow the jurisdiction of this Association and are governed by the FIFA Laws of Soccer.

A. Game Suspension

1. If suspended before the second half begins, the game shall be replayed.
2. If suspended after the second half begins, the games shall be considered complete.
3. Rainouts or suspensions will be re-scheduled.

B. All games must be completed but may be played under protest (see Rule V. D. 2.), except if a team or player lacks proper ID. Games cannot be started without individual ID cards.

C. Number of Players

1. Teams shall consist of male and female field players. The goalkeeper may be male or female. No more than five male field players are allowed. Up to ten (10) female field players are permitted, provided the goalkeeper is male (one male and one female player are always required).
2. If a male field player is sent off (red card), the team is limited to four (4) male field players (total of nine players). A second male red card reduces the team to three (3) male field players, and so on, including goalkeeper suspensions.
3. A minimum of seven (7) players is required to start a game (maximum of five male field players and one goalkeeper). If a team has only seven players at the scheduled start, they must begin with those players or forfeit. If the team falls below seven players for any reason, they will forfeit the game, and the opposing team will be awarded a win.

D. Length of Game

1. Games shall consist of two 45-minute halves. Equal time limits in first and second halves.
 - a. Games start on time. If a team is not present with at least seven players (maximum five male players plus goalkeeper), the game may be declared a forfeit, with a 3-0 score awarded to the opposing team. A 15-minute grace period may be allowed at the referee's discretion. If neither team has seven players after 15-minutes, the game is a double forfeit and no points are awarded; each team shares referee expenses and lose one (1) point in their total standings.
2. Water breaks may be requested by anyone in extreme heat, as defined by FIFA

E. Substitution

1. Free substitution is allowed for either team at any stoppage, with referee approval.
2. Player's bleeding must leave the field and obtain permission from the referee before returning.

F. Slide Tackling

Slide tackling is defined as a play where a player intentionally tackles an opponent with control of the ball, encountering the playing surface with any part of the body other than the soles of the feet.

1. Slide tackling without contact with either the opponent or the ball is a foul.
2. Persistent infractions may result in a yellow card.
3. Contact on the opponent or ball during a slide tackle is unsporting behavior, resulting in a yellow card.
4. Excessive force during a slide tackle is serious foul play, resulting in a red card and dismissal from the game.

CLARIFICATION PURPOSES: Sliding to control a free ball with no other players nearby is not considered a slide tackle. Goalkeepers may slide tackle if the play begins within the penalty area and the referee deems it safe.

VIII. MISCONDUCT / DISCIPLINE

1. All misconduct must be reported in writing to the Vice President within 48 hours via the misconduct report.

2. The NTCSA Appeals & Disciplinary Committee may suspend or remove guilty players or officials.
3. Serious misconduct may be reported to the North Texas State Soccer Association.
4. An ejection (red card) results in at least a one-game suspension and a \$50 fine. Red cards during the final game carry over to the next season's first game.
 - a. All suspensions carry a minimum \$00 fine per game.
 - b. Involvement in fighting results in a minimum three (3) game suspension and a \$150 fine; joining a fight result in at least four (4) games and a \$200 fine.
 1. Offensive, insulting, or abusive language directed at opponents, officials, or spectators results in at least a two (2) game suspension and a \$100 fine.
 - c. A second caution for dissent may carry up to a three (3) game suspension and a \$150 fine.
5. Player and team penalty points are assessed under the cumulative 12-point system.
6. Lack of a hearing or referee report for ejection does not nullify an individual's suspension to sit out of the next game.

1. Caution (yellow cards) points:

In the event the referee did not specify the offense on the game sheet (e.g., C1), you shall receive the minimum points allowed unless a misconduct form is submitted with an explanation.

- a. C-1: Unsporting behavior (non-physical) – 2 points
 - b. C-2: Unsporting behavior (physical) – 4 points
 - c. C-3: Dissent – 4 points
 - d. C-4: Persistent infringement – 3 points
 - e. C-5: Delays restart – 2 points
 - f. C-6: Fails to respect proper distance – 3 points
 - g. C-7: Entering/leaving without permission – 1 point
2. Ejection (red card) points:
 - a. E-1: Serious foul play – 12 points

- b. E-2: Violent conduct – 12 points
- c. E-3: Spitting at opponent or official – 12 points
- d. E-4: Denies goal-scoring opportunity – 12 points
- e. E-5: Offensive language – 12 points
- f. E-6: Second caution in the same game – 12 points

7. Suspensions and minimum sanctions under the 12-point system

The caution and ejection penalty points run concurrently but there are two separate systems, each with its own sanctions regarding point accumulation for an individual. Points accumulate within each system and are only combined to determine an individual's total sanction points and team excess penalty points.

For ejection from a game due to receiving two yellow card cautions, penalty points will be based on those two cautions. In cases where, during a single game, an individual receives a caution followed by a straight red card, both cards will be added to the individual's penalty points

1. Individual Point Accumulation and Minimum Sanctions

a. Individual Accumulated Caution Points Per Season

- 1. 12 accumulated points – Suspended for 1 game
- 2. 18 accumulated points – Suspended for an additional 1 game
- 3. 24 accumulated points – Suspended pending A&D hearing

b. Individual Accumulated Ejection Points Per Season

- 1. 1st Ejection – Suspended for 1 game
- 2. 2nd Ejection – Suspended for 2 games
- 3. 3rd Ejection – Suspended pending A&D hearing

8. Team Point Accumulation and Minimum Sanctions

Team penalty points are a combined total of caution and ejection points for the team. Any team that accumulates penalty points during the current playing season through NTCSA shall face the following sanctions:

- 1. 28 accumulated points – Deduction of 3 points from season standings plus a \$100 fine

2. 35 accumulated points – A \$200 fine, and the team may be suspended from all seasons play until appearing before the NTCSA A&D Committee
 3. 48 accumulated points – A \$200 fine plus a bond, and the team may be suspended for the remainder of the season. These games shall be declared forfeits. The team must appear before the NTCSA Executive Board before being allowed to continue participation in the association
 4. A forfeited game by an opponent does not count toward game suspensions for discipline
9. a. Teams exceeding the accumulated point limit – \$100
 - b. Teams exceeding the accumulated point limit a second time in a soccer year – \$200
 - c. Teams exceeding the accumulated point limit a second time in a soccer year may be required to post a performance bond of \$200 for the following season of play.
 - d. The protest/appeal fee must be paid prior to the NTCSA Executive hearing.
 10. In the event of an abandoned game, the teams involved will be heard by the NTCSA A&D Committee before their season can continue. The committee may decide to award a forfeit win, declare that the game may be replayed, or determine that the game stands with the score at the time of abandonment.
 11. All referee calls are final and cannot be protested.

IX. FORFEITS:

- A.** A team may request a forfeit but must notify the League Commissioner at least 72 hours prior to the regular scheduled game in which they are forfeiting.
- B.**
 1. For forfeits less than 72 hours before the game, the team will be fined the referee and field fees, not exceeding \$600.
 2. The forfeiting team will lose one (1) point; the opponent will be awarded a 3-0 win (no bonus point for a shut out).
 3. A team that does not timely advise the league or show at the field at the scheduled game time will be considered a no-show and will incur an additional \$20 fine (assigning fees), totaling \$300.
 4. For forfeits of positioning round or semi-final games, regardless of point standings, the offending team will not be allowed to participate in the division finals or be named division

champion. The team with the next greatest point total will replace the offending team in the final or as champion. No awards will be issued to the team being replaced.

- C.** Teams with two (2) forfeits or one (1) no-show forfeit within a season must submit a Forfeit Documentation and Explanation Form before participating in any future NTCSA events. Additionally, they may be required to post a \$100 performance bond for the remainder of the current season and a \$200 performance bond to be eligible to register and play in the following season.
- D.** The League Commissioner may declare a game a forfeit for reasons including:
 1. Nets must be in place no later than the published game start time unless the referee has approved a grace period.
 2. Failure to pay the required amount to referee and assistant referees.
 3. Use of illegal or ineligible players.
 4. ID cards must be presented to the referee for inspection, no later than the published game start time and before the end of the 15-minute grace period.
 5. Lack of the minimum required number of players (as set forth in section VII).
 6. Non-compliance with league uniform standards. This includes, but is not limited to, improper number in, and home teams are unable to provide alternate jerseys. improper numbers on jerseys, and home teams being unable to provide alternate jerseys.
 7. Any team playing ineligible or illegal players shall forfeit that game, and the team shall be suspended from further play until they appear before the NTCSA A&D Committee to answer charges.

X. TEAM STANDINGS (Regular Season):

- A.** Points are awarded as follows using the following 3-point system:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss

XI. SCORING:

- A.** A woman's goal counts as two (2) points; a man's goal counts as one (1) point. In the event of a deflection by the defense, the last offensive player touching the ball before a

deflection determines the points. Goals scored directly by a defender count as one (1) point.

1. Penalty kicks may be taken by either gender, but a penalty kick (kicks on the mark) always count as one (1) point.
2. No male player may score more than three (3) points in any game, including overtime.

XII. POSITIONING ROUNDS:

A. In a 6-team division, after five games:

1. Round one: 1st vs. 6th, 2nd vs. 5th, 3rd vs. 4th
2. Round two: 1st vs. 4th, 2nd vs. 3rd, 5th vs. 6th.

The two teams with the greatest number of points will play in the final. The next two teams will compete for third and fourth place, and the remaining two teams will compete for fifth and sixth place.

B. In a 4-team division, after the first 6 games have been played, the schedule shall be:

1. 1st place team will play the 4th place team.
2. 2nd place team will play the 3rd place team.

The winners of these games will advance to the final. Semi-finals must have a winner.

C. A 5-team division will play 8 games, with no playoffs or a final; the top two teams declared first and second place winners.

D. An 8-team division will go directly to a final without playoff rounds. The two teams with the greatest number of points will play in the final. The next two teams will compete for third and fourth place, the following two teams for fifth and sixth place, and the remaining two teams for seventh and eighth place.

E. The championship game determines first and second place.

F. Teams forfeiting in positioning or semi-final games will be eliminated from the final and lose all points for the season.

G. In the event the game is suspended due to weather, lights or any other unforeseen event, or human error (mechanical problems with lights) regardless of the score, the game will be replayed in its entirety by reverting to a 0-0 at the start of the rescheduled game unless the game is into overtime or kicks from the mark and then only the overtime or kicks will be replayed.

XIII. PLAY-OFF FORMAT:

- A.** In the event of a tie at the end of regular season play (7 guaranteed games), tiebreakers shall be:
1. Head-to-head competition (if applicable)
 2. The fewest number of goals allowed
 3. The greatest number of goals scored
 4. An arranged meeting for FIFA penalty kicks
 5. A coin toss if both teams agree

XIV. PLAY-OFF GAMES:

- A.** In case of a tie at the end of regulation time, the following will be the guidelines unless otherwise directed:
1. Fifteen (15) minutes of overtime, divided into two 7½-minute periods (no golden goal).
 2. If still tied, FIFA kicks from the mark determine the winner, rotating male and female kickers. If sudden death (more than 5 kickers) is necessary, the sixth kicker must be female. All kicks count as 1 point.
 3. If suspended during overtime, only the overtime and/or kicks from the mark are replayed.
 4. In the event of pending field conditions (e.g., darkness, inclement weather, etc.), both captains, prior to overtime, may elect to modify the length of overtime or proceed directly to FIFA kicks from the mark. (This must be noted on both game sheets by the referee).
 5. Positioning rounds may end in a tie, as they are not in the “finals” category. Semi-finals must have a winner. In the event the game is suspended due to weather, lights, or any other unforeseen event, including human error (such as mechanical problems with lights), regardless of the score, the game will be replayed in its entirety, reverting to 0-0 at the start of the rescheduled game.

XV. CHAMPIONSHIP GAMES:

The final game cannot end in a tie.

- A.** Fifteen (15) minutes of overtime are divided into two 7½-minute periods. Overtime periods will be played in their entirety (no golden goal).

- B.** If still tied, FIFA penalty kicks determine the winner, rotating male and female kickers.
- C.** In the event of pending field conditions(s) i.e.: darkness, inclement weather, etc., both captains, prior to overtime may elect to modify the length of overtime or go directly to FIFA kicks. (Must be notated on both game sheets by referee).
- D.** In the event the game is suspended due to weather, lights, or any other unforeseen event, including human error (such as mechanical problems with lights), regardless of the score, the game will be replayed in its entirety, reverting to 0-0 at the start of the rescheduled game, unless the game is already into overtime or kicks from the mark. In that case, only the overtime or kicks will be replayed.
- E.** Any team forfeiting the championship game will be replaced by the next highest-ranked team; no awards are issued to the forfeiting team.

XVI. PROTEST AND APPEALS:

- A.** Red card appeals may only be for mistaken identity or wrongful dismissal.
- B.** Protest or appeals must be submitted to the NTCSA Office within five (5) calendar days of the game being played. Any protest or appeal must be accompanied by the appropriate fee and will be heard within ten (10) business days.

Regular season game or positioning round: \$50.

All other matters, including playoffs and tournament games: \$100.
- C.** Appeals to the A&D Committee must be submitted in writing along with the appropriate fee to the NTCSA Executive Board.
- D.** Appeals to the NTCSA Executive Board's ruling must be submitted in writing to NTSSA with the appropriate fee.
- E.** Any individual and/or team always retains the right to appeal or protest any decision in accordance with these rules. All decisions at any level of the appeals process shall remain in full force and effect until changed by a higher authority.

XVII. CONFLICT OF INTEREST:

Any conflict of interest related to rules must be referred to the Executive Board for review.

XVIII. SPECIAL CIRCUMSTANCES:

- A.** The Association reserves the right to act on unforeseen circumstances not covered by these Rules, requiring official Executive Board action.

B. Two (2) female players may take all drop balls.

C. The League Commissioner, with the approval of the Executive Board, may modify specific rules (e.g., number of players, gender ratios, field locations, etc.) to accommodate local conditions.

Any violation of these rules will result in a forfeit win for the opponent (no bonus points awarded for forfeit).