



Fort Worth Adult Soccer Association Rules and Regulations

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Change Log

Date	Section Changed	Description of Changes
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 th
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.
10/9/19	IV.D.2.	Removed portion about managers signing game reports.
10/9/19	IV.D.3.	Replaced "Referee" with "Referee Crew." Added "players' jersey numbers completed" to portion regarding filled out game reports. Added statement about game clocks beginning at scheduled time and taking time off first half for delays with game reports.
10/9/19	IV.D.4.&5.	Replaced "Referee" with "Referee Crew."
08SEP2020	I.B.1.	Replaced Referee Evaluator with Technology Coordinator Updated Registration language throughout to align with Online Registration
1/19/21	I.C.	Updated office hours to 10 a.m. to 3 p.m.
1/19/21	II.A.1.	Updated registration calendar information
1/19/21	II.A.3.	Updated to reflect individual registration and fee payment online and terms for offline payments
1/19/21	II.A.3.c.	Updated minimum and maximum players on roster
1/19/21	II.A.4.	Updated late registration fee for new teams
1/19/21	II.A.5.	Updated terms of refunds prior to first game
1/19/21	II.B.1. and 2.	Updated official document distribution information
1/19/21	II.C.1.a-c	Updated terms for players to be added to a team during season

1/19/21	II.C.2.b.	Removed language re: team receiving player fee with drop
1/19/21	II.C.2.c.	Removed language re: managers dropping players and team receiving partial player fee with drop
1/19/21	II.C.2.e.	Removed as no longer relevant.
1/19/21	III.A.1 and 2.	Clarified age cut-off for Open, Over 30, Over 40, and Over 50 leagues
1/19/21	III.B.4.	Replaced “he/she” with “they”
1/19/21	III.C.1.a.	Removed language regarding transfer of a player between teams during off-season (no longer relevant)
1/19/21	III.C.1.f.	Replaced “his” with “their”
1/19/21	III.D.2.b.	Replaced “he” and “his” with “they” and “their”
1/19/21	III.D.2.d.i.	Replaced “he/she” with “they”
1/19/21	III.D.2.d.iii.	Removed fee for temporary pass
1/19/21	IV.A.3.c.	Updated to reflect requirement of permanent number on jerseys
1/19/21	IV.B.1.	Added guideline for flags on city turf fields
1/19/21	IV.C.4.	Added “referees” in ID spot checks
1/19/21	IV.D.2.	Removed manager signature requirement on game reports
1/19/21	IV.D.3.	Added “Crew” after Referee; added requirement of manager filling in jersey numbers on game report; added requirement that game clocks start on time and time is deducted from first half for delay in filling game report properly.
1/19/21	IV.D.5.	Added “Crew” after Referee
1/19/21	IV.D.6.	Added “the” before fine in 3 rd sentence
1/19/21	IV.F.1.	Clarified first half shortened due to any delays
1/19/21	IV.F.2.	Added “an” before advantage; replaced “he/she” with “they”
1/19/21	VI.A.3.	Replaced “The” with “Team” before manager; replaced “is” with “are” after manager, and replaced “his/her” with “their”
1/19/21	VI.D.4.	Replaced “A player” with “Players”
1/19/21	VI.H.6.	Replaced “his or her” with “their”
1/19/21	VI.I.4.	Removed old office hours and added reference to Section I.4. for hours
1/19/21	VII.C.1.a.	Replaced “he/she” with “that player”
1/19/21	VII.C.1.b.	Replaced “he/she was” with “they were” and “his/her” with “their”
1/19/21	VII.C.3.a.	Replaced “his/her” with “their”
5/28/21	V.A-E	Updated Divisions With FWASA to detail process of assigning divisions in each league and timeline for approval.
5/28/21	Table of Contents	Updated page numbers to reflect spacing changes within sections.
5/28/21	V.B.1.	Corrected location of Appeals and Disciplinary Committee in By-Laws
7/6/21	VII.1.a-c	Updated cut-off times to forfeit without penalty and fine amount.
7/6/21	IV.E.1.	Updated referee pay amounts
11/10/21	VI.H.8	Removed “turn in their ID card to the FWASA Office and” from 1 st sentence and added verbiage regarding 2 yellow cards during a game will not be added to count of yellows for the season.
11/10/21	VI.H.9.	Removed “caution and” from 1 st sentence.
7/13/22	V.I.1.a-b	Updated forfeit cut-off times.
7/13/22	V.I.4.	Updated instructions for forfeit notifications
8/3/22	VI.J.4.c.	Changed “may allow” to “shall allow”
9/20/22	VI.H.5.a-e	Removed “discretionary” from first sentence from each bullet point. Added 2 nd sentence, “The amount of the fine may be increased or decreased based on the recommendations and justifications from the

		A&D committee.”
9/20/22	VI.H.10.a.	Changed 30 days to 5 days to be consistent with bylaws
9/20/22	VI.H.10.a.	Removed “If a protest of decision sent after 30 days of the date of the original notice, the A&D Board reserves the right to refuse taking additional action.” Extending the deadline is limited to 10 days per the Bylaws
9/20/22	VI.H.10.c.	Changed “3 business days” to “5 days” to be consistent with bylaws
11/15/22	VII.4.	Added forfeit@fwasa.org as a means to communicate a forfeit to all affected parties.
11/15/22	TOC	Adjusted page numbering as affected by recent edits.
07/15/23	IV.E.1, VI.I.1.	Increase Line Referee Fee, update related Late Forfeit Fee
07/15/23	VI.D.3.	Attempt to play Ineligible Players
07/15/23	II.A., II.C.	Extensive Registration updates: addresses Pre-season and Regular season, Late Registration, Withdrawals, and refunds
07/15/23	VII.1. – VI.I.3.	Additional language distinguishing Referee Fees from Late Forfeit Fine
08/31/23	II.A.4	Corrected Late Registration Fee from \$5 to \$10
6/6/24	IV.A.2	Added description of required jersey.

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, Technology 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, 10 a.m. to 3 p.m. Central Time.

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. Registration.

A. All Teams.

1. The Registrar will establish a registration calendar and deadlines for each season. Separate deadlines may be established for returning teams, new teams, and players.
 - a. Pre-season Registration occurs prior to the General Meeting. Players must register online during Pre-season Registration to be eligible for the first week of games.
 - b. Pre-season Registration is closed prior to the General Meeting to finalize rosters, print player ID cards, set division placement, and schedule games. The Registrar may allow limited additional player registrations during this period to allow teams to meet minimum roster size.
 - c. Team managers must validate their rosters are accurate and complete, player ID cards are provided, and outstanding player fees are paid prior to each game during the season.
 - d. Regular Registration opens after the General Meeting and remains open through the end of the season, subject to rule II.C.1.d.
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. As a general practice, players must register and pay online. Team managers may, with prior approval by the Registrar, request an offline payment option for their players. Team managers will submit payment for these players before their player card is released and they can play in a scheduled game.
 - a. Each team roster must contain no more than 25 and no less than 11 eligible, registered players. Teams not meeting this requirement will not be permitted to participate.
 - b. Cash may be accepted during registration at the discretion of the Office Manager.
4. Teams failing to meet the minimum roster size of 11 players by the Pre-Season Registration deadline may request an extension, subject to approval by the Registrar and League Commissioner. Returning players registering during this extension shall pay a \$10 Late Registration Fee that must be paid to the FWASA Office prior to the player's first scheduled game. League Commissioners may petition the Board for waiver of the Late Registration Fee in extenuating circumstances.
5. Players wishing to withdraw after registering and paying for a season may request and will receive a full refund of their registration fees (less 10% processing fee) if they withdraw prior to playing in any scheduled game for that season, provided the request is received prior to the last scheduled game of that season. Players wishing to withdraw after playing in fewer than half of the scheduled games for that season due to extenuating circumstances (e.g., injury, relocation, etc.) may request a partial refund of their registration fees, which may be granted at the Registrar's discretion. Players must email the refund request prior to the last scheduled game of the season to the Registrar and/or the FWASA Office and receive a response to be eligible.

B. Official Documentation. Team managers will be issued an Official FWASA Roster and an Official FWASA Game Report.

1. Official FWASA Roster. This Roster will be printed and/or distributed 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 and/or distributed 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 will be accomplished as follows:

1. Adds.
 - a. Registration will re-open after the General Meeting, at which time players may register for the remainder of the season.
 - b. New players registered prior to the 6th game of the season will be required to pay the full season registration fee.
 - c. After the 6th game of the season, players may register for a discounted registration fee as set by the Board. 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, a team may request to drop players from their roster subject to approval by the Registrar and League Commissioner.
 - c. Prior to the 7th played game, a player may drop from the team 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.

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 register and 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, Over 40, or Over 50 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 they have:
 - 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. 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.

- b. The player will be required to pay a \$20 Transfer Fee to the FWASA office for administrative processing and creating a new ID card.
 - c. 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.
 - d. 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.
 - e. No coach/manager may contact a player registered with a different team to recruit them to play on their 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 they have received a red card (to avoid serving their 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 they are 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.
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. Team jerseys must be full-torso-length shirts. Jerseys may be long-sleeved, short-sleeved, or sleeveless (tank top). The type of shirt utilized must adhere to Rules 3-8 below.
3. 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.
4. 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.

5. 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.
6. 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.
7. Mesh pinnies may be worn as alternate jerseys. Numbers must be visible and unique.
8. 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. If games are scheduled on synthetic (turf) fields, then the city of Fort Worth will provide the corner flags, as the synthetics are not designed to have anything driven through the surface.
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 or referees.

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.

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 Crew with an official, current Game Report with the Game Information Block and players' jersey numbers completed 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. Game clocks will begin at scheduled time, and time necessary to complete the above procedures will be subtracted from the first half of play. 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 Crew 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 Crew 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. The 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 \$40.00 in cash and pay the linesman who checks in their team exactly \$50.00 in cash. If only 1 linesman is present, each team will pay the linesman \$25.00. If the game starts with a center referee and only 1 linesman and the 2nd 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 2nd 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 teams 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 less than 45 minutes. 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 an advantage over their opponent. Once the referee determines both teams have the minimum number of players, they 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. When establishing divisions, the League Commission shall attempt to provide the most competitive divisions across the league as a whole. League Commissioners shall follow the guidelines below when establishing divisions:

1. Promotion/Relegation: 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 lower division if one exists.
2. Manager Request: Each team manager may request to be placed in a particular division when supplying the team information form prior to registration.
3. The League Commissioner has the authority to adjust team division placement from promotion/relegation and manager requests, in the interest of maintaining the most even competition across the league.

B. The League Commissioner will notify the Board of any exceptions to items A.1. or A.2. above at least 5 days prior to the General Meeting. The Board must approve all exceptions or revise division placement until approved.

C. The League Commissioner will notify the team managers of their division placement at least 3 days prior to the General Meeting.

D. Teams may appeal a division change via the following steps:

1. The appeal must be submitted in writing to the President of the FWASA prior to the General Meeting
2. The Board will reach a decision regarding the appeal within two days after the General Meeting.
3. The Board's decision will be final.

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. Team managers are responsible for the behavior of their 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 attempting to play an ineligible player will result in a fine from the A & D committee. The fine will be assessed against the team manager or team representative responsible for the game at the time the ineligible player attempted to check-in. The first offense will incur a \$45.00 fine, the second offense will incur \$60.00, and third offense will incur \$85.00. The fine must be paid in full before the team's next game is played. If the same

team has more than three occurrences of attempting to use an ineligible player, the A&D Committee will consider and may impose additional consequences. In addition to the fines described for attempting to use an ineligible player, any team playing 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. Players 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 cancelled 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 \$45.00 misconduct fine. The amount of the fine may be increased or decreased based on the recommendations and justifications from the A&D committee.
 - b. A second ejection for offenses other than fighting from any league during the same season shall result in a \$60.00 misconduct fine. The amount of the fine may be increased or decreased based on the recommendations and justifications from the A&D committee.
 - c. A third ejection for offenses other than fighting from any league during the same season shall result in a \$85.00 misconduct fine. The amount of the fine may be increased or decreased based on the recommendations and justifications from the A&D committee.
 - d. The first ejection for fighting from any league for any player shall result in a \$60.00 misconduct fine. The amount of the fine may be increased or decreased based on the recommendations and justifications from the A&D committee.
 - e. A second ejection for fighting from any league for any player during the same season shall result in a \$100.00 misconduct fine. The amount of the fine may be increased or decreased based on the recommendations and justifications from the A&D committee.
 - 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 their 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 sit out 1 game. There is no fine associated with this multiple yellow card penalty. Should a player receive two yellow cards in one game, resulting in a "soft" red card, then these two yellow cards would not count towards the accumulation of cards in the season.
 9. All 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 5 days of the date the notice was sent from the A&D committee.
 - 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 5 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 sufficient advance notice, that team will pay the referee and linesman fees for both teams as follows: **center referee \$80, and each linesman \$50, for a total of \$180.** In order to avoid paying these fees, the manager must give sufficient advance notice of the intent to forfeit the game according to the following deadlines:
 - a. For games with a scheduled start time of 4:59pm or earlier, notice must be given no later than 10:30am on the day before the scheduled game.
 - b. For games with a scheduled start time of 5:00pm or later, notice must be given no later than 3:00pm on the day before the scheduled game.
2. Late Forfeit Fine. In addition to the Referee Fees, failure to give sufficient advance notice may result in 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 for each occurrence.
3. Payment of Late Forfeit Fees and Fines. 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 team manager may give notice of the intent to forfeit the game to

the FWASA Office during the regular office hours (listed in Section I.C.) via an answered phone call with the office manager or by leaving a voice message if the call is not answered. Alternatively, a team manager can send an email to forfeit@fwasa.org with the information regarding the intent to forfeit, as this will notify the office manager and board members. Otherwise, the team manager must give notice of the intent to forfeit the game within the applicable deadline to all of the following parties: (1) the league commissioner, (2) the FWASA office manager, and (3) the manager of the other team they are scheduled to play. The preferred contact method for this notification is via email. Other time-stamped methods of communication are acceptable if confirmation is received from the recipient. 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 shall 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.3 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, that player 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 they were ejected until their 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 their 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@fwasas.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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