

**WTPL ACADEMY**  
**GENERAL RULES & REGULATIONS FOR ACADEMY**

15.0.0 WTPL Academy Rules

1. Team Registration only.

Age Group	Format	Max Roster
7u-10u	7v7	12
10u	9v9	16

2. Soccer Year commitment.

3. Fees

Registration \$300  
Bond \$100

4. 7v7 Build Out Line Explained

- a. A Build-Out Line is a line across the width of the field of play mid-way between the top of the penalty area and the half-way line in each half.
- b. Key Points to understand the Build Out Line:
  - i. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
  - ii. Once the opposing team is behind the build out line, the goalkeeper can drop kick, pass, throw or roll the ball into play. **Goalkeeper may NOT punt the ball.**
  - iii. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

5. The Home team provides a serviceable game ball. In certain cases (extreme windy conditions, proximity of the field of play, roadways, etc.), the referee may request a ball from each team or multiple balls to be on hand to use to keep the game flowing. The referee shall be responsible for determining whether any ball used in the game meets official standards for size, inflation, and other conditions which may prove dangerous to other players. A game ball may only be changed with a referee's consent and inspection.

6. Ball size

- a. Size 4 for all age groups.

7. Players

Age Group	# Of Players	Minimum Req to Play
7u-10u	7v7	5
10u	9v9	5

- a. No match may start or be allowed to continue if either team does not meet the minimum number of players for a match.
- b. One of the players must be the Goalkeeper and shall wear a jersey that distinguishes themselves from all other players on the field.

8. Duration of Quarters / Halves

Age Group	# Of Players	Time	Interval
7u-10u	7v7	2 x 25	5 min
10u	9v9	2 x 30	5 min

9. Game Day Procedures

- a. Each team shall supply the referee with a completed roster listing the names of all properly badged team officials that may be allowed on the Team side of the field during a match. All players and substitutes must be listed with their unique uniform number.
  - i. 3 guest (club pass) players allowed each week. Deadline Thursday 11:59pm. These players must be registered and have academy form verified by their home association.
- b. No game will be started unless this roster is obtained by the referee.
- c. In the event of a uniform conflict the HOME team must change jerseys or wear scrimmage vests
- d. Regardless of the number of properly badged team officials listed on the roster, there is a limit of three (3) who are allowed on the coach's sideline during a match.
- e. Any coaches or teams that have a "Disciplinary Non-Playing Form" for players who must sit out for Red Card Ejections or other disciplinary actions must provide the Referee with the proper documentation. The referee will certify the documentation and provide it to the opposing coach as needed.
  - i. NOTE: Any player who has been sanctioned with a game suspension must be wearing a pinnie to distinguish them from other valid players. And have the referee signoff on the Player/coach sit out form and turned in so that the suspension can be lifted.
- f. After each game teams are asked to remove their teams, their game bags, and trash from the sideline areas.
- g. It is the responsibility of each team to email their game card to the WTPL Administrator within 2 days of game being played
- h. Teams unable to field the minimum number of required players within 15 minutes after the deemed starting time shall forfeit.
- i. Home team is responsible for referee fees
  - i. 7v7 – Center \$35
  - ii. 9v9 – Center \$40, Asst Ref \$25

10. Kick Off

A kickoff is a way of starting or restarting play:

- a. At the start of the match
- b. After a goal has been scored
- c. At the start of the 2nd half of the match
- d. At the start of each period of extra time, when applicable.

10.1. Kick Off Procedures

- a. All players must be in their own half of the field prior to the ball being put in play.
- b. All defending players must be at 10 yards away from the ball (or outside the center circle) until the ball is in play.
- c. The ball is placed on the center mark at the halfway line.
- d. Players must wait for the referee to signal to begin play.

- e. The ball is in play when it is kicked and clearly moves. Once touched or played, the ball becomes live and playable by either team. NOTE: THE BALL MAY BE KICKED IN ANY DIRECTION.
- f. A goal can be scored directly against the opponents from a kick-off.
- g. Teams switch ends at the beginning of the second half
- h. After a goal, the team that has been scored upon kicks off.

## 10.2. Infringements and Sanctions

If the player taking the kickoff touches the ball again before it has touched another player:

- a. An Indirect Free Kick is awarded to the opposing team to be taken from the position of the ball where the infringement occurred.
- b. A Direct Free Kick is awarded if deliberate handling.

In the event of any other infringement of the kickoff procedure:

- c. The kick-off is retaken.

## 11. Dropped Ball

A Dropped Ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the WTPL Academy Rules and Playing Guidelines. If neither team has clear possession of the ball at a stoppage, the referee restarts play with a Dropped Ball.

### 11.1. Dropped Ball Procedure

- a. The referee drops the ball at the place where it was located when play was stopped unless play was stopped inside the goal area – in which case the referee drops the ball on the goal area Line parallel to the goal line at the point nearest to where the ball was located when play was stopped.
- a. The ball is in play when it touches the ground.
- b. Any number of players may contest a Dropped Ball (including the goalkeepers). The referee does not decide who may contest a Dropped Ball or its outcome.

## 12. Substitutions

### 12.1. Procedures

To replace a player with a substitute, the following conditions must be observed:

- a. The referee must be informed before any proposed substitution is made. A team requesting the substitution must notify the referee or assistant referee for the next stoppage in play when they are allowed to substitute.
- b. The substitute may only enter the field of play at the halfway line and during a stoppage in play. The substitutes must be up and standing at the halfway line, ready to enter the game, at the time of the request for substitution. Any request where the players are NOT standing at the halfway line may be disallowed.
- c. When the referee acknowledges the request for substitution, the players are then called off the field of play. None of the substitutes may enter the field of play prior to their counterpart leaving the field of play – unless the substitute is specifically beckoned onto the field of play by the Referee.
- d. The substitution is completed when the substitute enters the field of play. From that moment, the substitute becomes a player and the player replaced has become a substitute.
- e. Substitutes may take any restart provided they first enter the field of play.
- f. The substitutions are to be accomplished in a timely manner, as a courtesy to the spirit of the game. Violations may be cautioned for Unsporting Behavior – time wasting.
- g. All substitutes are subject to the authority and jurisdiction of the referee.

## 12.2. When Substitutions Can Occur

Substitutions may be made at the following stoppages with permission of the referee.

- a. **Throw-In / Kick-In:** The team that is in possession of the ball at the time of the throw-in or kick-in **MUST** be the team that initiates the request for the player substitution. As a result of the stoppage in play both teams may then substitute.
- b. **Goal Kick:** Both teams may substitute at any goal kick.
- c. **After a goal has been scored:** By either team.
- d. **Injury:** If coach or other team personnel is beckoned onto the field of play to attend to an injured player, that player must be substituted off. The opposing team may substitute as well on an equal player basis. If the injury is a result of an offense that results in a yellow card misconduct or red card ejection, the injured player does not have to leave the field of play – provided that the injury is resolved quickly.
- e. **Half Time:** By either team.
- f. Or any other time deemed necessary by the referee.

## 12.3. Changing Goalkeeper

Any of the players may change places with the goalkeeper provided that

- h. The referee is informed before the change is made.
- i. The change is made during a stoppage in the match.

## 12.4. Send off

Any player ejected or sent off from a sanctioned WTPL Academy soccer game (once the game has officially started) shall **NOT** be replaced and that team must play “SHORT” for the duration of the match. If the ejection occurs prior to the initial kick off, that player may be replaced, and the team does **NOT** play “SHORT”.

## 13. Injured Player

13.1. In the case of an injured player, the coach (or any other team official) is beckoned onto the field of play by the referee to tend to the injured player. That player must be substituted for and shall not return to the field of play until a normal stoppage and must be approved by the near side assistant referee or fourth official.

13.2. If medical assistance is required (such as EMT or paramedics), the referee reserves the right to stop the match. If the time delay is greater than the remainder of the game, that game shall stand as of the time of said injury.

## 14. Infringements and Sanctions

If a player changes places with the goalkeeper without the referee’s permission:

- a. The referee cautions both players and shows them both a Yellow Card when the ball is next out of play.
  - i. If play is stopped, the match is restarted with an indirect free kick, to be taken by a player of the opposing team from the position of the ball at the time of the stoppage.
  - ii. If play had already been stopped, there is no change to the restart.

## 15. Equipment

A player must not use equipment or wear anything that is dangerous to themselves or another player.

### 15.1. Shirt or Jersey

Each player must wear a shirt or jersey with a permanent and unique number. Tape used for a number will NOT be acceptable. Any player with this type of number will not be allowed to participate. The decision of the referee is FINAL. These numbers shall be no less than four (4) inches in height.

15.2. Shorts

Sweatpants and other long-legged sportswear are allowed to be worn over the top of the shorts.

15.3. Socks

The socks must completely cover the shin guards.

15.4. Shin Guards

All players must wear age-appropriate Shin Guards during play. Shin Guards are defined as protective equipment that is commercially available and designed specifically to protect the shin area. Under no circumstances may any player enter the field of play without Shin Guards to participate in play.

15.5. Footwear

15.5.1. Footwear must be closed toe and be safe. No metal cleats are allowed. Shoes with a "toe cleat" will NOT be allowed. The cleats must not pose a danger to any player or person on the field of play.

15.5.2. A player whose footwear or shin guard is lost accidentally must replace it as soon as possible and no later than when the ball next goes out of play. If before doing so, the player plays the ball and/or scores a goal, the goal is awarded.

15.6. Goalkeeper

The Goalkeeper shall wear colors that would distinguish that positional player from any other player on the field. Anyone replacing the Goalkeeper shall also wear a distinctive color jersey. The Goalkeeper may wear approved protective headgear or gloves.

15.7. Dangerous Equipment

15.7.1. Players are not permitted to wear earrings, necklaces, jewelry, chains, and/or bracelets during the game that is considered by the referee as unsafe or dangerous.

i. Any medical/religious tag/bracelet/ring that cannot be removed must be taped to ensure that they do not present a danger to the wearer or any other player.

15.7.2. Players wearing any of the prohibited items, once play has begun, shall be removed to their Technical Area immediately and must be re-inspected at a normal stoppage by the Referee before they may re-enter the field.

15.7.3. NO HARD CASTS ARE PERMITTED – Splints or braces are at the discretion of the Referee(s).

15.8. Blood

15.8.1. The Referee shall send any player to their team's Technical Area who requires treatment for any sort of bleeding, regardless of whether the blood is that player's or another player's.

15.8.2. Any player who is removed for either having blood on their uniform or is actively bleeding shall not return until being inspected by the Referee.

15.8.3. No player shall be allowed to return with fresh blood on any part of their person or uniform.

## 16. The Referee

### 16.1. Authority of the Referee

- 16.1.1. Each match is controlled by a referee who has the full authority to enforce the WTPL Academy Soccer Rules and Playing Guidelines in connection with the match.

### 16.2. Decisions of the Referee

- 16.2.1. Decisions will be made to the best of the referee's ability according to the Laws of the Game and the 'spirit of the game' and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game.
- 16.2.2. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.
  - 16.2.2.1. The referee may not change a decision on realizing that it is incorrect or on the advice of another match official if play has restarted or the referee has signaled the end of the first or second half (including extra time) and left the field of play or terminated the match.
- 16.2.3. If a referee is incapacitated, play may continue under the supervision of the other match officials until the ball is next out of play

### 16.3. Powers and Duties of the Referee

- 16.3.1. Enforces the Laws of the Game
- 16.3.2. Controls the match in cooperation with the other match officials (including assistant referees and, where applicable, with the Fourth Official or other Senior Official)
- 16.3.3. Acts as timekeeper and keeps a record of the match and provides the appropriate authorities with a match report, which includes information on any disciplinary action and any other incidents that occurred before, during or after the match.
- 16.3.4. Supervises and/or indicates the restart of play.
- 16.3.5. Advantage
  - 16.3.5.1. Allows play to continue when an infringement or offense occurs and the nonoffending team will benefit from the advantage
  - 16.3.5.2. Penalizes the infringement or offense if the anticipated advantage does not occur at that time or within a few seconds
- 16.3.6. Disciplinary Action
  - 16.3.6.1. Punishes the more serious offense, in terms of sanction, restart, physical severity and tactical impact, when more than one offense occurs at the same time
  - 16.3.6.2. Takes disciplinary action against players guilty of cautionable and sendoff offenses. The Referee is not obliged to take this action immediately but must do so when the ball next goes out of play.
  - 16.3.6.3. Has the authority to take disciplinary action from the time the Referee enters the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark). If, before entering the field of play at the start of the match, a player

commits a sending-off offense, the referee has the authority to prevent the player taking part in the match.

16.3.6.4. Has the power to show yellow or red cards from the time of entering the field of play at the start of the match until after the match has ended, including during the half-time interval, extra time and kicks from the penalty mark.

16.3.6.5. Takes action against team officials who fail to conduct themselves in a responsible manner and may, at the referee's discretion, expel them from the field of play and its immediate surroundings.

16.3.6.6. Act on the advice of the other match officials (including Asst. Referees, Fourth Official, or Senior Official) of any Rule infringements or any incidents that the referee did not see.

#### 16.3.7. Injuries

16.3.7.1. Allows play to continue until the ball is out of play if a player is, in the referee's opinion, only slightly injured.

16.3.7.2. Stops play if a player is seriously injured and ensures that the player is removed from the field of play. An injured player may not be treated on the field of play and may only re-enter after play has restarted. If the ball is in play, re-entry must be from the touchline but if the ball is out of play, it may be from any boundary line.

16.3.7.3. Ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped, and all fresh blood is off the uniform or player

#### 16.3.8. Outside Interference

16.3.8.1. Stops, suspends, or abandons the match, at the referee's discretion, for any infringements of the Laws of the Game or because of outside interference, if:

1. An object thrown by a spectator hits a match official, player, substitute, or team official. the referee may allow the match to continue, or stop, suspend, or abandon it depending on the severity of the incident
2. A spectator blows a whistle which interferes with play - play is stopped and restarted with a dropped ball
3. An extra ball, other object or animal enters the field of play during the match, the referee must:
  - a. Stop play (and restart with a dropped ball) only if it interferes with play. Unless the ball is going into the goal and the interference does not prevent a defending player playing the ball, then the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the ball enters the opponents' goal.
  - b. Allow play to continue if it does not interfere with play and have it removed at the earliest possible opportunity.
4. Unauthorized person enters the field of play.

### 17. Misconduct of teams

The WTPL Board of Directors, through majority vote, may deny membership to any coach, player, assistant coach, or team manager. Requirements for denial of membership include, but are not limited to,

- continued rules violations,
- ethical or moral complaints that are a detriment to the players,
- violent behavior as reported by a referee or WTPL representative,
- questionable or negative results from the background check.

This league will not hesitate to deny teams the privilege of further participation in all or selected soccer activities within the WTPL Academy Program for repeated offenses and/or serious offenses considered to bring the game or league into disrepute. Such offenses include, but are not limited to:

1. A coach pulling his/her team off the field of play before the referee signals the end of the half or the end of the match.
2. Any team affiliated individual who displays a threatening bodily harm attitude and/or an article, which, in its form, may be deemed dangerous to a person or persons.
3. Team Coaches and Managers are responsible for the actions of their players, parents, and team officials. Club Officials may be held liable for the actions of the teams within their club.

#### 18. Discipline and Misconduct

The WTPL Academy Program, in addition to the following, shall follow the guidelines of NTSSA regarding Rule 3.11 - DISCIPLINE, and the misconduct cumulative card system administration thereof.

##### A. DISCIPLINE

The Sit Out Verification Form (used for any player, coach, manager, or spectator sitting out a game due to disciplinary action) **Must Be filled out completely and signed by the referee.** For a player that is due to sit out a game and the opposing team does not show (forfeits) and the game is not played due to the forfeit of the opposing team – that player is considered to have fulfilled his/her obligation for that game.

1. Discipline will be rendered as set forth in Appendix B and NTSSA Rule 3.11 - DISCIPLINE.

2. Cards issued in league play are cumulative during the entire soccer year. When a player transfers to another team, his or her accumulated league play cards count against the cumulative card totals for either his or her old and new teams.

Member Associations, Playing leagues and Tournament Officials may institute for players/coaches and assistant coaches additional sanctions as they see appropriate. Appeals of cards are not allowed except when the referee admits he made an error in the issuance of the card. Sanctions for misconduct will remain within the competition where they are earned unless the violation happens in the last game of that competition and the Member Association/Player League or Tournament Officials deem that it is serious enough to forward to North Texas A & D for consideration of further sanctions.

3. Yellow Cards - A player receiving a second yellow card in a single game is suspended for the balance of that game and the next game within that competition.

4. Red Cards - A player receiving a red card or a coach/assistant coach who is sent off is suspended for the balance of that game and the next game within that

competition, or if in the last game of the competition, may be referred to North Texas for further sanctions.

- One game automatic suspension for the game following an individual's first league play red card. (see section D for additional penalties that may be assessed)
- The WTPL A&D Committee may elect to reduce a red card to a yellow card if it determines that a red card was issued for an infraction that was not an "expulsion" offense in accordance with the IFAB Laws of the Game.

#### B. MISCONDUCT OF SPECTATORS

1. Each team is responsible for the conduct of its spectators. The referee shall have the authority to caution and/or send off the coach or acting coach from the field for the misconduct of the spectators associated with the team.

2. Spectators who are dismissed from the sideline of a game must immediately leave the soccer complex. Under **NO** circumstances may a dismissed spectator return to the game field or have any contact with the team until the team members have dispersed and are returning to their vehicles in the parking lot.

3. Unruly spectators may be or cause:

- a. Suspended from attending future matches.
- b. The offending team to forfeit any games at which the spectator is present on the touchline.
- c. The offending team's registration to be revoked and/or be refused registration in the future.

#### C. MISCONDUCT AND PUNISHMENT OF TEAMS

1. When, during the current soccer year, the players/coaches/assistant coaches of a given team have accumulated a total number of thirty (30), the Member Association and/or Playing League shall notify the team and the State A & D Committee. The team will be fined \$100 payable to NTSSA within thirty (30) days of receiving notice of thirty (30) cards. The coach and the players of said team may also be required to appear before the Member Association and/or Playing League Disciplinary Committee to explain the team's continued misconduct. If desired, the Member Association and/or Playing League may waive the holding of a local hearing and refer the matter to the State A&D Committee. Failure of the Member Association or Playing League to notify the State A&D Committee within fourteen (14) calendar days of a team's cards totaling thirty (30) will result in a fine of \$100 per week for each week such notice is late. Red cards or send-offs assessed against that team's spectators or against that team during tournament play will be reviewed to ascertain team misconduct tendencies

2. Any spectator entering the playing field during league play with the perceived intent of engaging in fighting or retaliation against another player or spectator will be suspended, along with all spectators from that team for a minimum of 2 games.

3. If a game is not complete because of the misconduct clearly traceable to one of the participating teams, its management, or its spectators as determined by the WTPL Appeals and Discipline Committee, the A&D Committee can decide the outcome of the game.

#### D. GAME SUSPENSION

1. Sanctions for misconduct will remain within the competition where they are earned unless the violation happens in the last game of that competition and the Member Association/Player League or Tournament Officials deem that it is serious enough to forward to North Texas A & D for consideration of further sanctions. A suspension

imposed by these rules shall be recognized by all affiliated organizations after proper notification. The lack of a hearing or referee report on the offense shall not affect such individual's suspension. All suspensions served must have signed Sit Out Verification Forms on record at the WTPL Administrator as proof of sit out. If a coach receives one or more game suspensions, that coach may not attend those games.

a. Coaches - Coaches who receive an ejection or are dismissed from the sideline of a game must immediately leave the soccer complex. Under **NO** circumstances may the coach return to the game field or have any contact with the team until the team members have dispersed and are returning to their vehicles in the parking lot. Additionally, the coach may be required to appear before the A&D Committee, which may assess additional penalties.

b. Ejection: An ejection shall require a **minimum** one game suspension.

2. Players - When ejected from a game, players must immediately leave the soccer complex. Players who receive an ejection may be required to appear before the A&D Committee, which may assess additional penalties.

3. The punishment for **VIOLENT CONDUCT** can be assessed up a two (2) game suspension. **EXTREME VIOLENT CONDUCT** is a minimum three (3) game suspension and an automatic A&D review to determine potential additional disciplinary action. **EXTREME VIOLENT CONDUCT** includes but is not limited to fighting.

#### 4. Misconduct Penalties

A coach, manager, or spectator, who is serving a sit out may not be at the soccer complex at which the game being missed is being played, immediately prior to or following the game they are sitting out. Exception: A coach who is serving a sit out for one team may be at the complex to coach a different team of which he/she is coach of record but may have **NO** contact with the team for which the sit out is being served. The use of electronic devices (cell phones, walkie-talkies, etc.) to communicate coaching information during the game would be considered a violation of the sit out and result in additional sit out time being assessed.

Any coach, manager, or spectator who owes a sit out but does not sit out the NEXT game scheduled for his/her team, will automatically receive an additional game sit out. They may also be required to attend a hearing of the A&D Committee, at which time additional sanctions could be assessed including, but not limited to, more missed games and/or games they attended being declared forfeits.

Players who participate in a game that they were to be serving a sit out, will automatically receive an additional game sit out. They may also be required to attend a hearing of the A&D Committee, at which time additional sanctions could be assessed including, but not limited to, more missed games and/or games in which they participated being declared forfeits. To receive credit for their sit out players **MUST turn in a completed "Sit Out Verification Form" with all signatures.** A form without all the appropriate signatures will not be considered valid.

5. COACHES/MANAGERS ARE RESPONSIBLE FOR MAKING SURE ALL GAME SUSPENSIONS ARE SERVED IMMEDIATELY AT TEAM'S NEXT SCHEDULED GAME(S). ANY PLAYER FOUND TO HAVE PLAYED WITHOUT SERVING REQUIRED SITOUTS COULD SUFFER SEVERE PENALTIES, AS COULD THEIR TEAM. THESE PENALTIES COULD INCLUDE ADDITIONAL GAMES TO SIT-OUT OR SUSPENSION FROM THE LEAGUE. TEAM PENALTIES COULD INCLUDE COACH OR MANAGER SUSPENSIONS OR EVEN ALL GAMES SAID PLAYER PARTICIPATED IN BEING DECLARED A FORFEIT. IF YOU HAVE ANY

QUESTIONS ABOUT YOUR TEAM'S MISCONDUCT INFORMATION, CALL THE WTPL ADMINISTRATOR OR DIRECTOR.

6. Any Spectator or Coach sent off during a league game will cause their team to have a \$25.00 dollar fine assessed to their team.

**Any team that owes any type of fine to the league must pay the money owed before their next scheduled game unless the next game is within a 72-hour period of the establishment of the fee/fine. Teams owing will have to forfeit all games until the fee/fine is paid. Games will be forfeited 72 hours prior to game time Make checks payable to West Texas Premier League.**

E. COMPLAINTS AGAINST COACHES, PLAYERS, AND/OR SPECTATORS: Coaches, players, and/or spectators receiving any complaints against them will be reviewed and could be required to go before the A&D Committee or the Ethics Committee. Only signed written complaints will be considered. It will be the prerogative of the A&D Committee to take whatever action they deem appropriate.

F. COACHES AND SPECTATORS.

1. WTPL Academy Program coaches, whether rostered or not, are responsible to good sportsmanship, ethical demeanor, and gentlemanly behavior. Any person wishing to be on the players sideline needs to be rostered to that team or club and must have passed a NTSSA background check. In extreme circumstances with permission from the league if the above is not available a player parent may be allowed to represent the team on the player sideline.

2. Actions which are deemed to bring the league and/or game into disrepute shall be just cause for a disciplinary hearing.

3. If a coach is unable to maintain the decorum expected of the sidelines, he/she is to report the difficulty to the League. Otherwise, the coach may suffer the inconvenience of appearing before the A&D Committee to answer for the unruly behavior of his/her sidelines.

4. Any unruly spectator, the coach, and/or team may be subject to disciplinary action as set forth under NTSSA Rule 3.11.4 - "Misconduct of Spectators".

G. PLAYERS--Misconduct of players shall be dealt with only when written reports are submitted to the WTPL Administrator. The report is usually a referee report, but need not be, nor is misconduct confined only to the field of play.

H. Any person found guilty of physical violence of personal attack towards an WTPL official, or employee may be suspended from all soccer activities for a minimum of one year. Note: Stiffer penalties may be imposed by the WTPL, Lubbock Soccer Association or North Texas Soccer Association.