

GENERAL RULES OF THE NORTH TEXAS WOMEN'S SOCCER ASSOCIATION

TABLE OF CONTENTS

SECTION I	Eligibility of Players	page 3
SECTION II	Seasonal Soccer Year	page 3
SECTION III	Leagues, Age Eligibility, & Division Placement	page 3
A.	League	page 3
B.	Age Eligibility	page 3
C.	Division Placement	page 3
SECTION IV	Registration	page 3
A.	Team Registration	page 3
B.	Player/Coach Registration	page 4
SECTION V	Rosters/Add/Delete/Transfer	page 4
A.	Roster Size	page 4
B.	Dual Rostering	page 4
C.	Adding Players to the Roster	page 5
D.	Deleting Players from Roster	page 5
E.	Transfer Players	page 5
SECTION VI	Game Officials	page 5
SECTION VII	Responsibility of Team Captains	page 5
A.	NTWSA Captains' Meeting	page 5
B.	Player and Coach Eligibility	page 5
C.	Information and Paperwork Required by NTWSA	page 5
D.	Team Conduct	page 6
E.	Conduct of Spectators	page 6
SECTION VIII	Coaches	page 6
SECTION IX	Games/Team Responsibilities	page 6
A.	NTWSA ID Cards	page 6
B.	Game Sheet	page 6
C.	Reporting Cautions/Ejections	page 7
D.	Number of Players	page 7
E.	Game Length, Late Start, Incomplete Games	page 7
F.	Outcome of Games in Cases of Misconduct and Abandonment	page 7
G.	Nets & Flags	page 7
H.	Substitutions	page 7
I.	Slide Tackling or Slide Tackles	page 8
J.	Game Cancellation	page 8
K.	Rescheduling Games	page 8
L.	Reporting Ineligible, Unregistered, or Suspended Players	page 8
SECTION X	Uniforms	page 8
A.	Field Uniforms	page 8
B.	Color Conflicts	page 8
C.	Numbered Field Jersey	page 8
D.	Goalkeepers	page 9
E.	Hazardous Apparel	page 9
F.	Reporting Noncompliance with Uniform Rules	page 9

SECTION XI Forfeits	page 9
A. Reporting Game Forfeits	page 9
B. Game Forfeitures	page 9
C. Forfeiting 72 Hours Prior to a Game	page 9
D. Multiple Forfeitures in a Season	page 10
SECTION XII Standings	page 10
A. Computation of Points	page 10
B. Points for Forfeited Game	page 10
C. Tie Breakers for Final Standings	page 10
SECTION XII Misconduct	page 11
A. Misconduct Reports	page 11
B. Player and Team Penalty Assessments Under the Cumulative 12-Point System	page 11
C. Penalty Point System and Minimum Sanctions	page 11
D. Ejections	page 12
E. Probations	page 12
F. Suspensions	page 12
G. Protests and Appeals	page 13
SECTION XIV Fines	page 13
SECTION XV Board Review	page 13

SECTION I Eligibility of Players

The North Texas Women's Soccer Association ("NTWSA") will be open to women 18 years of age and above.

SECTION II Seasonal Soccer Year

The seasonal soccer year for NTWSA will be September 1 to August 31 of the following calendar year and may have three seasons: Fall, Spring, and Summer. Each soccer playing season shall begin with the date of registration and end with the final game of the playing season. Each playing season is restricted to a maximum of 10 scheduled games.

SECTION III Leagues, Age Eligibility, & Division Placement

A. Leagues

Leagues will be created each playing season based on interest and field availability. A minimum number of four teams is required to form a division in a league.

Currently the age groupings offered for league play are Open, Over-30, Over-40, and Over-50. Beginning with Over-30, if additional leagues are created, they must be in age groupings of 5-year increments (i.e., Over-35, Over-45, Over-55, Over-60, Over-65, etc.).

B. Age Eligibility

A player must be at least 18 years of age to register in an OPEN league.

For all other leagues, the minimum age requirement of the league must be met on or before the Age Eligibility Cut-Off Date for the playing season in which the player is registering. The Age Eligibility Cut-Off Date, approximately the end of each playing season, will be determined by the Executive Board prior to Team Registration each playing season (i.e., For Over-30, a player must be at least 30 years of age on or before the Age Eligibility Cut-Off Date to register).

C. Division Team Placement

To maintain a constant and fair level of competition, the NTWSA Executive Board reserves the right to place teams in a division other than the one requested during team registration.

SECTION IV Registration

All players, coaches, and teams officially registered with NTWSA will also be registered with NTSSA and USASA, members of the USSF, for one seasonal soccer year.

Information shall be complete and true to the registrant's knowledge. If any information is knowingly misrepresented, then that team will not be eligible for awards.

A. Team Registration

Registration will be held at specified dates and times before each playing season.

1. Submit required information.
2. The captain and a co-captain must be identified at team registration.
3. Bye requests must be submitted during team registration and are subject to approval by the League Commissioner. A fee determined by the NTWSA Executive Board will apply for each request.

B. Player/Coach Registration

Registration will be held at specified dates and times before each playing season.

1. A player/coach is considered registered with NTWSA upon registering online and submitting payment. They will be considered eligible once all NTWSA requirements to participate are met.
2. The captain and co-captain must register and be rostered as a player on the team.
3. A player may register on one team per league; dual rostering restrictions apply.
4. A coach may register on one team per division. A coach may not register on a different team in the same division in which they are registered as a player.
5. Proof of age is required by all players/coach(s). Valid proof of age will be in the form of one of the following:
 - a. State issued Driver's License
 - b. State issued Identification Card
 - c. Passport
 - d. Government issued Citizen identification Card
 - e. Military Identification
6. Each player/coach is required to complete and sign a USSF Participation Assumption and Acknowledgment of Risks and Release of Liability Agreement before being allowed to participate in NTWSA league activities. The release shall be considered valid and in force each time the player/coach presents their valid NTWSA ID Card to a game official and/or participates in a NTWSA scheduled activity.
7. Registration fees must be paid in full at the time of registration.
 - a. Registration fees will consist of NTWSA, NTSSA, and USASA player fees, insurance fees, referee assignor fees, field rental fees, and other league associated expenses.
 - b. No fees will be refunded to a player/coach withdrawing from a team after they have registered except for in cases of acts of war or terrorism, civil or military disturbances or nuclear catastrophe which prevents NTWSA from performing its normal day to day operations, as determined by the NTWSA Executive Board.

SECTION V Rosters/Add/Delete/Transfer

A player may only be rostered on a team with permission from the captain.

The NTWSA Board or a designated representative has the right to conduct a check of any team to verify the eligibility of its players.

A. Roster Size

(11v11) rosters restricted to a maximum of 25 players and a minimum of 15 players.

(9v9) rosters restricted to a maximum of 25 players and a minimum of 10 players.

Other than those stated above, rosters will be restricted to a maximum of 25 players and the minimum will be determined by the NTWSA Executive Board prior to team registration.

B. Dual Rostering

1. Fall and Spring Seasons

Leagues created to play on the same day, the following restrictions apply:

An Open team is restricted to a maximum of 5 players dual rostered from an Over-30 team.

An Over-30 team is restricted to a maximum of 5 players dual rostered from an Open team.

2. Summer Season

The NTWSA Executive Board will determine if dual rostering is allowed prior to team registration.

C. Adding Players to Roster

1. Each playing season the Executive Board will determine a "Roster Freeze Date". No changes to the roster will be allowed after this date.
2. Roster Freeze Date will be established prior to team registration.
3. Players must register at least 72-hours prior to the game in which they will participate.

D. Deleting Players from Roster

Any team deleting a player from the roster after registration must follow the required deletion procedures before the team will be allowed to add new players.

E. Transfer Players

A player may transfer to another team after registration, providing the required transfer procedure is completed. The transfer player must sit out a one-game waiting period after transferring teams.

SECTION VI Game Officials

- A. Team captains are responsible for collecting and maintaining monies used to pay game officials each playing season. Each team pays for a maximum of ten (10) games per playing season.
- B. Payment of game officials will be done by each team prior to the start of the game. Both teams are responsible for paying one-half of the total fees in **cash** due to the referees present at the game. The amount of the game official fees will be relayed at the beginning of each soccer playing season.
- C. Failure of a team(s) to pay game officials will result in forfeiture of the game, an appearance before the Appeals & Disciplinary Committee, and the posting of bond money to insure against future problems of payment to game officials.
- D. Failure to pay game officials includes lack of monies within 15-minutes into the scheduled game time.
- E. Should a team fail to pay the game officials, payment **MUST** be received by NTWSA prior to any further participation in league play.
- F. Under no circumstances will a dual center referee system of officiating be utilized for any NTSSA sanctioned games (which include all NTSSA Member Associations league games, cup matches, and tournaments).

SECTION VII Responsibility of Team Captains

A. NTWSA Captains' Meetings

Team captains will attend all scheduled NTWSA Captains' meetings. If a captain is unable to attend, a voting representative from her team's roster shall attend in her place. Failure to comply as required will result in a fine of \$20 per offense. If a team captain is fined, she is ineligible to play until the fine is paid.

B. Player and Coach Eligibility

Team captains and coaches are responsible for the eligibility of their players and coaches. Any team found to have knowingly played and/or attempted to play an unregistered, ineligible, or suspended player or allows a suspended or ineligible coach to participate shall forfeit all games in which such infractions occur. The team captain, and/or co-captain, and/or offending coach, and the offending player will be suspended for up to one year as determined by the NTWSA A&D Committee; this could include suspension from all NTSSA soccer activities.

C. Information and Paperwork Required by NTWSA

Team captains are responsible for the submission of any information and paperwork, including online or

electronically, required by NTWSA.

D. Team Conduct

Team captains are responsible for their team's conduct on and off the field of play. Any team whose conduct (e.g., alcohol consumption by anyone on the team or anyone associated with the team, failure to remove trash, etc.) results in the loss of a field available to NTWSA will be ejected from NTWSA immediately and will forfeit the right to play any further games. The team must appear before the Executive Board before being allowed to participate in NTWSA in the future.

E. Conduct of Spectators

The team captain and coach are jointly responsible for the conduct of their spectators. The referee has the authority to caution and/or send-off the captain and/or coach or acting coach from the field for the misconduct of the spectators associated with the team. If the captain and/or coach is unable to control the spectator(s), NTWSA will take appropriate action towards the identifiable unruly spectator(s), or if unidentifiable, towards the team itself. NTWSA has the option of causing a team to forfeit games if unruly spectators continually cause problems.

SECTION VIII Coaches

- A. All coaches are members of NTWSA and subject to all Bylaws and Rules.
- B. All coaches are required to have an official NTWSA ID card. The card must be submitted to the game official prior to each game before the coach is eligible to participate.

SECTION IX Games/Team Responsibilities

A. NTWSA ID Card

An official NTWSA ID is a card (printed or digital) that has been certified and issued by the NTWSA Executive Board.

- 1. Only an official NTWSA ID is acceptable for participation in league play. No other form of identification is allowed in lieu of an official NTWSA ID to participate in league play (e.g., Drivers' License, State issued ID Card, out of season NTWSA ID, or other league ID cards, etc.).
- 2. Only valid for the playing season stated on the ID Card.
- 3. Only valid for the player/coach and team stated on the ID Card.
- 4. Only valid if the player/coach is rostered on the team stated on the ID Card.
- 5. Must submit to the game official each game before allowed to play and/or participate.

B. Game Sheet

If a game sheet is not completed and submitted as required, the team is subject to disciplinary action by the League Commissioner.

- 1. Prior to a game at team check-in, each team captain is responsible for providing the game official with a game sheet that has all the pre-game information legibly completed.
- 2. The game sheet must be the most current form. The first name, last name, and assigned jersey number of each player must be listed on the game sheet.
- 3. If a player is required to sit-out the game due to suspension, then the Sit-Out section of the game sheet must be filled out pre-game and then verified and signed by the game official post-game.
- 4. At the completion of the game, game sheets will be completed with all post-game information and then signed and verified by the game officials, the team captain, and the opposing team captain.

5. The team captain is responsible for submitting their fully completed game sheet to NTWSA within 48 hours of the completed game or a \$10 fine will be assessed per offense.

C. Reporting Cautions/Ejections

Both team captains are responsible for reporting ALL cards to the Vice-President and League Commissioner via text or email on the date they were issued. If a player/coach was ejected from a game and it is not reported as required, then a \$10 fine will be assessed to the non-reporting captain(s).

D. Number of Players

1. (11v11) teams: A maximum of 11 players on the field of play; one must be the goalkeeper.
A game may not start or continue if either team has fewer than 7 players on the field of play.

(9v9) teams: A maximum of 9 players on the field of play; one must be the goalkeeper.
A game may not start or continue if either team has fewer than 6 players on the field of play.

Other than those stated above, the NTWSA Executive Board will determine the minimum and maximum number of players fielded prior to team registration.

2. A team will have a maximum of fifteen (15) minutes after the scheduled game time to field the minimum number of eligible players or the game will be declared a forfeit. As soon as the minimum number of eligible players are present within 15-minutes after the scheduled game time, the game will start. Exception, there is no 15-minute grace period in the Summer Season.
3. If neither team can field the minimum number of eligible players within 15-minutes after the scheduled game time, the game will be declared a double forfeit with no points awarded to either team.

E. Game Length, Late Start, Incomplete Games

1. Halves may be reduced if both team captains agree to this condition prior to the start of the game.
2. If a game starts late, the game will still be played in its entirety, unless it was declared a forfeit.
3. If a game has played *less than 5 minutes* into the second half and is terminated for any reason other than misconduct or abandonment, the game will be rescheduled to be replayed in its entirety. If *at least 5 minutes* of the second half has been played and the game is terminated for any reason other than misconduct or abandonment, the game will be considered a completed game.

F. Outcome of Game in Cases of Misconduct or Abandonment

1. If a game is terminated because of misconduct on the part of one or both teams, the NTWSA A & D Committee will decide the outcome of the game and disciplinary sanctions.
2. Any time a game is abandoned, both teams will have 48 hours to file a written report with the NTWSA A & D Committee and submit it to the NTWSA Vice President. The NTWSA A & D Committee will decide the outcome of the game and disciplinary sanctions if necessary.

G. Nets & Flags

Each team will provide and install one (1) net and two (2) corner flags before the scheduled game time. Teams will have a maximum of 15-minutes after the scheduled game time to install their net and flags (i.e., if a game is scheduled for 3 PM, then the net and flags must be installed by 3:15 PM).

1. Failure to provide and install a net will result in a forfeit.
2. Failure of both teams to provide and install a net will result in a double forfeit.
3. Failure to provide and install corner flags will result in the captain assessed a \$10 fine. The missing corner flag(s) must be noted on the game sheet and initialed by the referee.

H. Substitutions

Substitutions may be made at any stoppage of play with the consent of the referee. The number of substitutions shall be unlimited. A player is not restricted from participating further in the game once she is replaced.

I. Slide Tackling or Slide Tackles

Slide tackling or slide tackles are prohibited in all Leagues, except OPEN. Goalkeepers are allowed to slide tackle within their team's designated 18-yard box.

J. Game Cancellation

1. City officials associated with the playing field make the final decision as to whether a field is playable. As soon as the information becomes available, the Rainout Hotline and the NTWSA website will be updated with the field status. Whenever possible, games may be reassigned to a playable field.
2. Once the referee arrives at the field, they have the authority to cancel a game because of weather, dangerous playing conditions, or possible damage to the field or equipment.

K. Rescheduling Games

NTWSA games are only rescheduled for a rainout, inclement weather, cancellation by city officials, referee declared a field safety issue, failure of field lights (please call NTWSA Field Coordinator immediately), and failure of game officials to appear within 15-minutes after the scheduled game time. Special circumstances will be dealt with on a case-by-case basis. *Games will not be rescheduled due to lack of players.* Rescheduling of games will be based on field availability and time. Captains will be personally contacted by the NTWSA Field Coordinator if a game is rescheduled with less than a week's notice.

L. Reporting Ineligibility, Unregistered, or Suspended Players

If a team suspects their opponent is playing with an ineligible, unregistered, or suspended player, the captain must write all information available on the game card and have the referee initial the notation. The Subdivision Commissioner will notify the League Commissioner and the Vice President to assess possible sanctions.

SECTION X Uniforms

A. Field Uniforms

A team's uniform consists of shorts, socks, FIFA standard playing shoes, manufactured shin guards, and jerseys of same color. A player's jersey must be the top layer of clothing worn. Shin guards are mandatory and must be covered entirely by socks. Vests/bibs/sports bras are not allowed to be used as a jersey. Multi-colored jerseys (i.e., tie-dye, wide striped jerseys) must be identical and worn by all field players on the team.

B. Color Conflicts

Where the *primary* jerseys of competing teams are so similar as to create possible player identification problems on the field, as determined by the referee, the **home** team will change to their alternate jerseys of a different color. If a team's primary jersey color changes after the schedules are published and cause an unplanned color conflict, the team that changed their jersey color must change to alternate jerseys of a different color. If a team wears a multi-colored jersey and it creates a color conflict with the opposing teams primary and alternate jersey, then the team with the multi-colored jersey must change. Player jersey number rules apply to alternate jerseys.

C. Numbered Field Jersey

1. All field players' jerseys (including alternates) will be numbered with at least 6-inch permanently affixed numerals on the back of the jersey. The numbers must be of contrasting color with the jersey.
2. Taped numbers, handwritten or drawn on numbers, and numbers applied with marker or paint are not allowed.
3. No jersey number can be duplicated (i.e., each player on the same team must have a unique number).
4. Field players jersey numbers must match their assigned number on the game sheet for the game.
5. If a jersey becomes unusable during the course of play, the player will be allowed to change jerseys; all jersey rules apply. If the replacement jersey has a different number from the one assigned to the player on the game sheet, the game sheet must be changed to reflect the new number and the number must be a

different number from one that was already assigned to a player on the game sheet.

6. Players are not allowed to exchange **field** jerseys with another player on their team during a game.

D. Goalkeepers

1. All goalkeepers must have an assigned **field** jersey number on the game sheet but are not required to have a number on the goalkeeper jersey.
2. If the goalkeeper plays as a field player during the game, her field jersey must reflect the number assigned on the game sheet.
3. All goalkeepers must wear a jersey which contrasts with both team uniforms.
4. Goalkeepers may wear approved goalkeeper gloves.

E. Hazardous Apparel

All items of jewelry, casts, metal cleats, hazardous apparel (e.g., visors/caps with a bill), protruding metal (e.g., zippers), and cut-off shorts are prohibited. Goalkeepers, at the referee's discretion, may wear a soft bill visor/cap and/or prescription sunglasses.

F. Reporting Noncompliance with Uniform Rules

Any noncompliance with these said uniform rules should be immediately brought to the attention of the referee and the opposing team captain. At the next stoppage of play, the offending player should be removed from the field of play. If the opposing team captain and/or referee does not remove said player from the field, the game will continue at the referee's discretion. The non-offending team captain should then report the noncompliance of the uniform rules on the game card and have it initialed by the referee. The offending team is subject to losing all game points that they earned for that game. The non-offending team does not gain any game points outside of those earned from the game.

SECTION XI Forfeits

A. Reporting Game Forfeits

For any game forfeited, the captain of the forfeiting team must complete the game forfeit form on the NTWSA website prior to further participation in league play.

B. Game Forfeitures

Games will be forfeited according to, but not limited to, the following infractions:

1. Failure of a team to appear at a game.
2. Failure to field a team with the minimum number of players within 15-minutes after the scheduled game time.
3. Failure to submit valid NTWSA ID cards within 15-minutes after the scheduled game time.
4. Failure of a team to pay the game officials.
5. Failure of a team to field a team in the required jerseys for the game. Failure of the home team to change to alternate jerseys in the case of a primary jersey color conflict.
6. If neither team can provide a suitable game ball, then the game shall be declared a double forfeiture.
7. Failure of a team to provide and install a suitable net within 15-minutes after the scheduled game time.
8. Fielding or attempting to field an ineligible player.
9. Fielding or attempting to field a player under suspension (or that player appearing at their game in uniform).
10. A suspended coach appearing at their team's game.
11. Failure to pay any other fees owed to NTWSA (e.g., missed meeting fines, non-clearance of payments (returned checks/chargebacks), rule violation fines, etc.).

C. Forfeit Fees & Fines

NTWSA must receive payment from the team(s) prior to further participation in league play.

1. Any team forfeiting 72 hours or more prior to a game will be assessed a fine equal to their referee fees for that game.
2. Any team forfeiting less than 72 hours prior to a game is responsible for *all* expenses incurred by NTWSA for the forfeited game (e.g., all referee fees, plus a \$20 administrative fee).
3. In the case of a double forfeit, both teams will split the fees incurred equally.
4. Forfeit rules still apply to rescheduled games.

D. Multiple Forfeitures in a Playing Season

On a team's third forfeited game in a playing season, each player rostered on that team will be assessed a \$25 fine. Each game forfeited thereafter will result in a \$25 fine per forfeited game assessed to each player rostered on that team. If a team forfeits five games in a playing season, the rostered players are also subject to disciplinary action by the NTWSA League Commissioner which could result in player suspensions.

**SECTION XII
Standings**

A. Computation of Points

Points to determine division and conference standings are to be computed as follows according to FIFA Rules.

Win	3 points
Tie	1 point
Loss	0 points

B. Points for Forfeited Game

1. If it is a "game-time" forfeit, the non-forfeiting team must officially check-in with the game officials.
2. The non-forfeiting team will receive a final game score of 3-0. The forfeiting team will receive zero standing points.
3. If a game is declared a double forfeit, then each team receives zero standing points.

C. Tie Breakers for Final Standings

Should a tie result in the final standings to determine first or second place, the Subdivision Commissioner will determine places by using the following system:

1. The winner of head-to-head competition during league play will finish in the higher position.
2. The winner of head-to-head goal differential. Goal differential is calculated as the number of goals scored between the two teams in their games minus the number of goals against between the two teams.
3. The team with the fewest number of goals against during all league games.
4. The winner of goal differential. Goal differential is calculated as the number of goals scored in all league games minus the number of goals against.
5. The team with the highest number of goals scored during all league games.
6. If still tied, the winner of a playoff game.
 - a. The league incurs the expense of the playoff game.
 - b. Two 15-minute overtime periods, if tied at the end of regulation.
 - c. No "golden goal" during overtime period.
 - d. If still tied after the two 15-minute overtime periods, then penalty kicks will be used to determine the winner.

SECTION XIII Misconduct

A. Misconduct Reports

All misconduct, including cautions and ejections, will be reported and submitted by the referee to NTWSA through the online misconduct link within 48 hours of the offense.

The Subdivision Commissioner is responsible for reporting caution(s) and/or ejection(s) as noted on the game sheet to the Vice President of NTWSA and to the NTWSA League Commissioner. In the event a caution and/or ejection was issued to a member of the Executive Board or a Subdivision Commissioner, then the card(s) must be reported to all members of the NTWSA Executive Board.

Information on the status of a misconduct report and any withheld ID cards will be directed to the Vice President of NTWSA. Information on the status of a misconduct report and any withheld ID cards involving the Vice President of NTWSA and/or their team will be directed to the President and League Commissioner of NTWSA.

B. Player and Team Penalty Assessments Under the Cumulative 12-Point System

Points will be allocated as follows as determined by the Caution and Ejection Sanctions Committee and/or A & D Committee. Report of these disciplinary actions must be sent to the NTSSA Appeals and Disciplinary Committee by the Vice President.

1. Caution (yellow cards) points:

Points are assessed according to their seriousness ranging from one to four points minimum. When a given player, coach, or assistant coach accumulates twelve caution points or more, sanctions are applied as described below in C. Suspensions and Minimum Sanctions Under the Cumulative 12-Point System.

In the event the referee did not specify the offense on the game card (ex: C1), then zero points will be given to the player/coach for the caution, unless a misconduct form was submitted explaining the caution.

a. C-1 Unsporting Behavior Non-Physical Player Contact	2 points
b. C-2 Unsporting Behavior Physical Player Contact	4 points
c. C-3 Dissent	4 points
d. C-4 Persistent Infringement of the Laws of the Game	3 points
e. C-5 Delays restart	2 points
f. C-6 Fails to respect proper distance	3 points
g. C-7 Entering or leaving the field of play without permission	1 point

2. Ejection (red card) points:

Sanctions for ejections are described below in C. Suspensions and Minimum Sanctions Under the Cumulative 12-Point System. The lack of a hearing or referee report on the ejection does not nullify said individual's suspension (to sit out) of the next game.

a. E-1 Serious foul play	12 points
b. E-2 Violent conduct	12 points
c. E-3 Spits at opponent/person	12 points
d. E-4 Denies goal scoring opportunity	12 points
e. E-5 Offensive, insulting or abusive language	12 points
f. E-6 Receives 2 nd caution in the same game	12 points

C. Suspensions and Minimum Sanctions Under the Cumulative 12-Point System

The caution and ejection penalty point systems run concurrently as two separate systems that possess their own sanctions with regards to point accumulation for an individual. They accumulate within each individual system and are only combined to determine an individual's sanction points and team excess penalty points.

For ejection from a game for receiving two yellow card cautions, penalty points will be based on the two cautions.

In cases where during a single game, an individual receives a caution followed by a “straight red card”, both cards will be added to said individual’s penalty points.

1. Individual Point Accumulation and Minimum Sanctions

a. Individual Accumulated Caution Points Per Season

1. 12 accumulated points – Suspended 1 game
2. 6 additional points (18 accumulated points) – Suspended 1 additional game
3. 24 accumulated points – Suspension pending Appeal & Disciplinary Inquiry

b. Individual Accumulated Ejections Points Per Season

1. 1st Ejection – Suspended 1 game
2. 2nd Ejection – Suspended 2 games
3. 3rd Ejection – Suspension pending Appeal & Disciplinary Inquiry

a. Excess Individual Penalty Points

Individual penalty points are a combined total of caution and ejection points of said individual. Any player or coach that accumulates **36 or more** individual penalty points from August 1st – July 31st through NTWSA will be suspended pending a NTWSA Appeals and Disciplinary Committee inquiry.

2. Excess Team Penalty Points--NTWSA

Team penalty points are a combined total of caution and ejection points of all players, coaches, spectators, and managers on the same team each season. A player or coach transferring to another team will carry their points to their new team. If a team deletes a player from their roster and that player does not transfer to another team, the cumulative cards points remain with the team. **Team excess penalty points are established at 40, 50, and 60 points.**

- a. Any team that accumulates 40 or more penalty points in one season will have three points deducted from the team standings at the time the 40-point level is reached.
- b. Any team that accumulates 50 or more penalty points in one season, the captain and/or coach shall come before the NTWSA Appeals & Disciplinary Committee to discuss their team’s conduct and disciplinary action. The team may continue to participate in regular season play provided the team does not accumulate an additional 10 penalty points.
- c. Any team that accumulates 60 or more penalty points in one season will be suspended from further play and the captain and/or coach shall come before the NTWSA Appeals & Disciplinary Committee to discuss their team’s conduct and possible disciplinary action. In addition, NTWSA may send the matter to NTSSA for further disciplinary action.

D. Ejections

1. An ejected player or coach must leave the playing field immediately for the duration of that game.
2. Any player ejected for fighting will automatically be suspended for a minimum of two games and may be called before the A & D Committee which could result in additional penalties consisting of further game suspensions, probation, or a combination of suspension and probation.

E. Probations

A player or coach on probation who receives a caution will be suspended from their next NTWSA league game. This includes probation that was issued by NTSSA regarding NTWSA.

F. Suspensions

The lack of a hearing or referee report on the suspension/expulsion of the offender shall not nullify their suspension (to sit out) the next game.

1. Suspensions received in this league will be served in this league. If a suspension is issued at the end of a

playing season, the suspension will carry over to the next NTWSA season in which the player participates.

2. Suspension received in tournaments or events will be served during participation in those events. However, in the case of serious misconduct, the NTSSA A & D Committee may review the violation for consideration of further sanctions.
3. NTWSA reserves the right to forward cases of serious misconduct to the NTSSA A & D Committee for consideration of further sanctions.
4. NTWSA must honor all orders of suspension of persons issued by NTWSA or its affiliates, if the suspension indicates "suspended from all NTSSA activities."
5. A coach who fails to appear for a disciplinary hearing without the consent of the Vice President will be suspended for the next two (2) games of NTWSA league play in addition to the penalty for the card.

G. Protests and Appeals

For information and procedures on how to protest or appeal please reference the NTWSA Bylaws, Section IX, Protests and Appeal Procedure.

SECTION XIV Fines

Fines shall be assessed for the following:

1. Non-attendance at NTWSA required meetings (captains) \$20
2. Ejection from a game \$50
3. Non-clearance of payment:
 - a. Any checks received for payment to NTWSA returned by the bank for non-payment will incur a \$35 fee. If the non-clearance of payment was for a team fee/fine, the captain will not be considered in good standing for voting purposes, nor will the team be allowed to play until all monies are collected. If the non-clearance of payment was for a player/coach fee/fine, then the player/coach is ineligible to play until all monies are received.
 - b. Any fees NTWSA incurred resulting from insufficient funds or declined payment will be charged back to the team or said player issuing the transaction. If the payment was for a team fee/fine, the captain will not be considered in good standing for voting purposes, nor will the team be allowed to play until all monies are collected. If the payment was for a player/coach fee/fine, then the player/coach is ineligible to play until all monies are received.

SECTION XV Board Review

The NTWSA Board may request a review by the Appeal and Disciplinary Committee of a team, coach, or player, which has been called to the Board's attention due to consistent misconduct.