

TEXOMA SOCCER ASSOCIATION

ADULT LEAGUE RULES



1. Rules and Regulations

- a. All Adult League rules and regulations will be in accordance with Texoma Soccer Association By-Laws and Procedures, NTSSA By-Laws and USSF rules and regulations and IFAB Laws of the Game
- b. The following rules govern the TSA Adult Soccer League
- c. These rules are adjustments to the FIFA Laws of the Game and except for situations where these local association adjustments apply, the FIFA Laws of the Game will be used
- d. These rules are subject to change without notice, but we will make every effort to publish and notify the coaches and players immediately when a change occurs

2. Divisions

- a. 11v11 - Open
- b. 7v7 - Coed
- c. 7v7 - Women

3. Registration:

- a. Registration fee = \$90
 - i. Add on fee = \$50
 1. Players may pay an add on fee to register in multiple divisions
 2. Each additional division will be a separate add on fee
 - ii. Paying online will incur a fee
- b. All players must register using gotSPORT and be rostered to play
- c. All players must have a picture uploaded to their GotSoccer account
- d. Teams may be formed outside of TSA
 - i. However, all players must individually register
 - ii. If you want to form your own team please contact adultsoccer@texomasoccer.org

4. Eligibility

- a. All Adult League players must be 18 years of age or older at the time of registration
 - i. Unless otherwise noted for a specific division
 1. 11v11 is an open age division with no gender restrictions
 2. 7v7 Coed:
 - a. Men players must be 30 years of age or older at the time of registration
 - b. Women players must be 18 years of age or older at the time of registration
 3. 7v7 Women:
 - a. Open age division for women players only
 - b. Men may be registered as a coach or manager

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- ii. A Youth Player after receiving the proper clearance from the appropriate Adult Commissioner then may register as an Adult Player
- b. Playing an unregistered or otherwise ineligible player will incur a fine and team suspension until fine is paid. (See Team Fines)

5. Equipment:

- a. All teams must wear matching shirts with minimum 4-inch numerals, unique and different with no duplications permanently fixed to the back in order for a player to be eligible for league games.
- b. Numbers must be sewn, stenciled by heat process, or heat transferred.
- c. No taped, permanent marker or handwritten numbers shall be allowed.
- d. All numbers worn must match the number on the game sheet for that specific player.
 - i. A goalkeeper is not required to have a number unless that player plays on the field as a field player, then a proper uniform with a number not listed to another player is required.
 - ii. Any player in violation of this rule shall be considered ineligible and the game shall be a forfeit, and shall be declared a win for the opponent.
- e. Jersey colors must be approved by the league commissioner.
 - i. If there is a color conflict, the home team must change jerseys or wear pennies, and the number rule does apply.
 - ii. The first team listed on the schedule is the visitor team.
 - iii. In the case where both teams have similar colors, i.e.: black vs purple or dark blue vs dark green, etc., the referee may request the home team to change jersey color or wear pennies.
 - iv. Teams must order enough jerseys for the entire roster
- f. Shin guards are mandatory, and socks must be pulled up over the guards.
 - i. Shin guards must be those manufactured for specific use as shin guards and approved by FIFA.
- g. The game ball shall be size 5 and conform to FIFA standards and must be approved by the referee.
 - i. Each team must provide at least 1 game ball.

6. Playing Rules:

- a. Pre-Game check-in:
 - i. All players, coaches, and managers will be checked by the referee crew.
 - 1. Teams are checked in on the printed game report and using virtual id cards
 - 2. Players are expected to be 100% ready to play at check-in
 - a. Wearing proper uniform, shin guards, and proper shoes
 - 3. Any persons not included on the roster or noted as suspended is not permitted to be on the field or in the technical areas
 - 4. Late check-in:
 - a. Any player that arrives after the start of a game will be checked in at halftime and will not be permitted to play until after the player has been checked in

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- b. Number of players:
 - i. 11v11
 - 1. Each roster may contain a maximum of 25 players
 - 2. Each team plays 11v11
 - 3. Minimum number of players of 7 required to start
 - ii. 7v7
 - 1. Each roster may contain a maximum of 16 players
 - 2. Each team plays 7v7
 - 3. Minimum number of 5 players required to play
 - 4. Coed will allow a maximum of 5 male players for each team may play at a time
 - 5. Men are not permitted as players in women's divisions
- c. Length of game
 - i. All games may start at the scheduled time
 - 1. Grace Period
 - a. A maximum 10-minute grace period may be allowed until both teams have the minimum required number of players
 - b. Once both teams have the minimum number of players, teams must enter the field and start the game
 - i. If a team refuses to start the game once they have the minimum number of players, the highest ranking team official will be Cautioned for Unsporting Behavior
 - c. If a team is not present with a minimum number of players as described above, the game may be declared a forfeit, and a 3-0 score shall be awarded to the opposing team.
 - d. If neither team has a minimum of 7 players after 10-minute grace period, the game will be declared a double forfeit and no points shall be awarded
 - e. If a game is not played due to a forfeit, the field will be considered closed until the next scheduled game
 - i. Scrimmages or Pick-up games are not allowed on fields scheduled for league sanctioned games
 - 2. 11v11 - Games shall consist of two equal 40-minute halves
 - 3. 7v7 - Games shall consist of two equal 25-minute halves
 - 4. Halftimes shall be a maximum of 10 minutes

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- d. Substitutions
 - i. Free substitution shall be allowed for either team at any stoppage of play at the discretion and consent of the referee
 - ii. Any player bleeding from a wound must leave the field and get permission from the referee before returning to the field of play
- e. Scoring
 - i. 11v11 - All goals will be scored as one
 - ii. 7v7 Womens - All goals will be scored as one
 - iii. 7v7 Coed
 - 1. A woman's goal will be scored as two.
 - 2. A man's goal will be scored as one
 - 3. A deflection by a defender will be scored by the last offensive player to have touched the ball
 - 4. Any goal scored directly by a defender (own goal) will be scored as one
 - 5. Penalty kicks will be scored as one, regardless of the gender of the shooter
- f. No punting or drop kicks are allowed in 7v7 divisions
- g. Slide tackling is not permitted
 - i. Slide tackling is defined as a play where any player deliberately slides to remove possession from an opponent who has control of the ball
 - ii. Slide tackling without any contact with either the opponent or the ball is considered an indirect free kick offense for dangerous play
 - 1. Any player that is persistently called for this infraction may be issued a Caution (yellow card) for Persistent Infringement
 - iii. A minimum of a Caution for Unsporting Behavior will be issued to the offender if, during the slide tackle, there is contact with either the ball or an opponent
 - iv. Any slide tackle that the Referee recognizes as made using excessive force or brutality will be considered as Serious Foul Play and will result in the offending player being shown a Red Card and that player will be dismissed from the game.
 - v. FOR CLARIFICATION PURPOSES:
 - 1. Sliding to control a free ball, with no other player in the vicinity is not considered a slide tackle.
 - 2. Goalkeepers are allowed to slide and play the ball within their penalty area if, in the opinion of the referee, the slide tackle does not endanger the safety of an opponent. Outside their penalty area, goalkeepers must adhere to the same slide tackle rule as all field players and that

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7. Misconduct/Discipline

- a. All misconduct shall be reported by the game official through the website misconduct report within 48 hours of the offense
- b. The TSA Appeals & Disciplinary Committee shall have the authority to suspend or remove players or team officials guilty of misconduct
- c. Serious misconduct will be reported, if necessary, to the North Texas State Soccer Association for further disposition
- d. Any red card (ejection) issued shall be a minimum 1 game suspension and a \$50.00 fine
- e. Any red card issued during a final game shall be carried over to the first game in the following season
- f. Any Misconduct will be assessed under the Texoma Soccer Association "Card Penalty Point Accumulation and Suspension per Season" policy
- g. Any adult player found guilty of fighting by the reviewing A&D committee will be subject to a fine of no less than \$100 not to exceed \$500 and a minimum 3 game suspension. As well as being subject to a disciplinary hearing and possible suspension from the league.
- h. Team Fines:
 - i. Playing an unregistered or otherwise ineligible player = \$100 including team suspension until fine is paid
 - ii. All player and team fine payments will go toward trophies, any remaining amount will go to TSA's financial aid fund
 - iii. Any Team found guilty of Benchclearing, Fighting, or Mob behavior in an physical altercation will be subject to a fine, per player, of a minimum of \$100 not exceeding \$500. As well as being subject to a disciplinary hearing and possible suspension from the league.

8. Forfeits

- a. A team may request a forfeit by notification of the League Commissioner
- b. The League Commissioner will declare a forfeit for any of the following reasons:
 - i. Use of illegal or ineligible players
 - ii. Lacking the minimum required number of players before the grace period expires
 - iii. Non-Compliance with league uniform standards
 - iv. Failure to pay team fines

9. Team Standings (Regular Season)

- a. Game points shall be established by using the following 3-point system:
 - i. 3 Points for a win
 - ii. 1 Point for a draw
 - iii. 0 Points for a loss
- b. In the event of a tie at the end of regular season play, tie breakers shall be:

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- i. Head-to-head competition (if applicable)
- ii. The fewest number of goals allowed
- iii. The greatest number of goals forced
- iv. An arranged meeting for FIFA penalty kicks or a coin toss if both teams prefer

10. Play-off Games

- a. In the event of a tie at the end of regulation time, the following will be the guidelines unless otherwise directed:
 - i. For knock-out stage playoff games (non-championship finals):
 - 1. No overtime will be played
 - 2. Games will be decided by FIFA penalty kicks
 - ii. For Championship games, over-time shall be:
 - 1. For 11v11: two ten (10) minute halves
 - 2. For 7v7: two five (5) minute halves
 - 3. Over-time periods will be played in their entirety (NO Golden Goal).
 - 4. If the game is still tied, the game will be decided by FIFA penalty kicks
 - iii. In the event the game is suspended due to weather, lights or any other unforeseen event, or human error (mechanical problems with lights) regardless of the score, the game will be replayed in its entirety by reverting to a 0-0 at the start of the rescheduled game unless the game is into OT or kicks from the mark and then only the OT or kicks will be replayed

11. Protest and Appeals

- a. All referee calls are final and shall not be protested
- b. A protest or appeal shall be submitted to the TSA Office Appeals and Discipline within five calendar days of the game being played and shall be heard within 10 business days
- c. Appeals of an A&D Committee's ruling, shall be in writing to TSA Executive Board
- d. Appeals of an TSA Executive Board ruling, shall be made in writing to NTSSA with the appropriate fee. And that ruling will be Final
- e. Any individual and/or team always retains the right to appeal/protest any decision in accordance with these rules. All decisions at any level of the appeals process shall stand in full force and effect until changed by a higher authority

12. Rule disputes

- a. If a conflict of interest exists on any playing rule, that situation must be referred to the TSA Executive Board for review
- b. Laws of the Game are not disputable
- c. Rule disputes shall be arbitrated by the TSA president, League Commissioner, and Referee Liaison.
 - i. If any of these positions are also players, then another person shall be appointed to hear the dispute that is NOT a player but is a board member, coach, or referee

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13. Awards

- a. Trophies and awards are decided by the adult commissioner each season

14. Spectators

- a. TSA reserves the right to ask any spectator deemed abusive, disruptive or disorderly, by the referees, commissioner, field marshal, or managers to leave the playing area
- b. Spectators must remain on the opposite sideline of the field from the team benches
 - i. No spectators permitted behind the goal line
 - ii. No spectators permitted in the team technical area or on the field

15. Respect the Referees

- a. Referees may implement the “Only the Captain” rule as described by IFAB
- b. Any player, coach, or manager that follows a referee off the field or to their vehicle to continue a conversation will be issued a minimum one game suspension and will be subject to an A&D hearing
- c. The only persons permitted to enter designated referee areas are referees, referee mentors, referee liaison, referee assigner, league commissioners, and TSA Executive Board members
- d. If you feel attention needs to be called to your field during a game, please find a field marshal, call or message the Adult Commissioner
- e. TSA WILL NOT TOLERATE ANY BAD BEHAVIOR/DISRUPTIVE AT THE FIELD TOWARD OUR REFEREES, LEAGUE OFFICIALS, COACHES, OR PLAYERS. ALL REPORTS OF ABUSE CAN RESULT IN SUSPENSION

16. SPECIAL CIRCUMSTANCES

- a. The Association reserves the right to act on these Rules and Regulations or any event of circumstances not covered by these Rules and Regulations where an unexpected or unforeseen event occurs that may cause undue hardship, if strict interpretation of these Rules and Regulations are applied, however, it will require an official TSA Executive Board action to implement such a change
- b. The League Commissioner, with the approval of the TSA Executive Board, may alter a specific rule such as number of players, number of male vs. female players, location of fields for specific divisions play, etc., in order to sanction existing suburban area, play within TSA