

A Friendly Reminder

Fall 2017

To: All Co-Ed Captains

From: NTCSA Board

Dear Captain:

Please remember that everyone plays 7 games and (**usually**) only two teams are involved in the final when a final is necessary for a division.

ALL GAMES WILL START 7:00 PM AND 9:00 PM. EXCEPTION: SINGLE GAMES WILL BE 8:00 PM.

(No fun scrimmages).

REFEREE PAYMENT:

The procedure shall be: **CASH ONLY!**

- Each team pays the Assistant Referee \$35.00
- Each team pays the Center Referee \$30.00

**** In the event an AR is missing, each team pays the referee \$30.00 and pays one AR, \$17.50 of his/her \$35.00 fee.**

- Never give a referee money for the missing AR, that is against NTSSA policy.
- Never agree to a dual system (two referees on the field) of officiating. That is against FIFA Laws of the Game and cannot be done in that manner in any state association within the USSF.

Have a great season and above all, remind your players of sportsmanship within our family environment.

Thanks,

NTCSA Board



Chapter 3

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

I. ELIGIBILITY:

- A. Any person requesting permission to play in this Association may do so provided all State and National requirements have been met.
- B. Any person under suspension from any other Association, league or group must petition the Executive Board for permission to play in this Association.
- C. Any person currently registered as a **professional soccer player** shall be eligible for play in the North Texas Co-Ed Soccer Association.

Exceptions:

1. **Notwithstanding the provisions of C above, it will be permissible for a maximum of two (2) professional players to register on a first division team with the approval of the League Commissioner, and for a maximum of one (1) professional player to register on an Over 30A division team (providing other age requirements are all met) with the approval of the League Commissioner and the "Pro" League Commissioner along with a pro release to do so.**
 2. **Placement of former professional players who have played professionally within the previous five years will be at the discretion of the Executive Board.**
 3. **Any former professional player that has not played in a professional capacity for the prior six (6) years will have no restriction in playing or placement.**
- D. Division 1 shall have no limit on the number of first division players from NTPSA, NTWSA or NTSSA.
Division 2 may have as many as 4 first division players, division 3 may have 3 first division players while division 4 may have 2 first division players. Any divisions below four **MAY NOT HAVE ANY** first division players, without permission of the Executive Board.
- * **A first division player shall also include any U19, high school, college and National Developmental League player.**
 - * **Any youth player (not currently a registered; (an) open or select division player) over the age of 18 as of the start of the first game of the season, can be added to any team within the discretion of the Executive Board.**
- E. All players must turn 18 prior to the start of the current playing season, or they must obtain a Youth Release from NTSSA. A Youth Release from NTSSA will also be necessary to play in any U19 play conducted during any NTCSA season or event.
1. In order to play in the Over 30 Division, all players must be 30 prior to the start of the current playing season

2. **In order to maintain a constant and fair level of competition, the League Commissioner reserves the right to place teams in a division other than the one which was requested.**
 3. If a team in the 030A Division wins that division 2 consecutive times, that team will be placed in an Open Division of Four or Higher. Any requests to play in a different Division must be submitted to the League Commissioner in writing and are subject to Executive Board approval.
- F. Divisions will be set with the first goal being competitiveness within the division. This is an inexact science, but the Association will make its best efforts to have each division relatively balanced. All factors that may affect competitiveness of a team may be considered. It is the responsibility of each team captain to inform the Association of any factor that might impact his/her team's competitiveness.
- Promotion and Relegation has always been the practice of this league. If you come in first, you will go up. If you come in last, for the sake of your team and your players, you will go down. Accordingly, if you make changes to your roster which will effect you're team going down (only), you need to notify the League Commissioner of those changes before teams are placed in divisions and the schedule is completed.
- G. Any team playing an ineligible or illegal player shall forfeit that game and said team shall be suspended from further play until they appear before the NTCSA A&D Committee in order to answer charges.

II. REGISTRATION:

- A. All required fees, registration forms, liability release, identification cards and other forms of information must be fully completed, typed, and submitted to the Association on the designated Association date(s) for each season. A maximum team roster shall be **24** players (no less than 12 players), all USASA/USSF registered. A minimum team roster shall consist of 7 male players, 7 female players and a keeper.
1. All fees are due on the designated registration date(s). To register, all fees must be paid by the first game. A \$250 nonrefundable deposit is due at the time of registration. Any team that is not current on their fees (i.e.; bad check, etc.) will not be allowed to continue in League play until all fees have been paid. Their opponent will receive a forfeit win without a bonus point. NTCSA shall charge and collect a bank charge, at current bank rates, for all returned checks, in addition but not limited to, an additional fee payable to NTCSA of \$35.00 per NSF check presented to the League.
 - a) Any team requesting to withdraw from registration **BEFORE** the two week holding period, shall be allowed to do so with a full refund of all fees paid. Any team requesting to withdraw from registration **AFTER** the two week holding period and/or after schedules have been completed, shall be allowed to do so with a penalty of \$250.00. This penalty is to cover the time taken for the planning of divisions and schedules before the current season of play. **NO TEAM WILL BE ALLOWED TO WITHDRAW AFTER THE FIRST GAME OF THE SEASON HAS BEEN PLAYED. NO REFUNDS, WITH OR WITHOUT PENALTY AFTER THE FIRST GAME OF THE SEASON HAS BEEN PLAYED.**
- B. Only with good cause and approval of the League Commissioner can a team register after the designated registration date(s) each season.
- C. Each player must have a signed liability release on file with this Association for the current year before being allowed to play.

- D. Any player may be registered with one (1) USSF registered men's or women's team per association and still be allowed to register with one Co-Ed team concurrently. He/She must be registered with the Association prior to participation in any league game.
- E. A team that knowingly plays an unregistered, ineligible or suspended player shall forfeit all of the games in which the player participated. A coach, assistant coach and/or manager of the team playing such player shall be suspended pending NTSSA hearing.

III. ADD/DELETE/TRANSFER

After registration a team may add a player with permission of the league commissioner. A proper add/delete/transfer form must be completed and submitted to the league along with \$5 per player fee payable to NTCSA no later than 72 hours prior to the game time for which the player was added. All roster changes must be made no later than 11 days after the scheduled first game of each season and under no circumstances shall a team exchange players on a roster without written consent of the League Commissioner.

- 1. NTCSA reserves the right to refuse the transfer or registration of any player who has not paid their team fee to any team for which they have played in the past.
- 2. Any team deleting players after registration must turn in those player's (Co-Ed) ID cards before being allowed to add new players.
- 3. A player may transfer to any other team with permission of the League Commissioner and a release from his/her present team, during any playing season in accordance with the deadlines defined in (paragraph 3.A) above.

IV. TEAM RESPONSIBILITY:

- A. Provide and install (1) **net** and (2) corner flags before game time as designated by this rule
 - 1. Failure to provide nets will result in forfeit.
 - 2. Failure to provide corner flags will result in a one (1) point deduction from the team's standing for each missing corner flag.
- B. Furnish a suitable game ball. (See Rule VI, sec. C)
- C. Responsible for paying the referee and assistant referees before the start of the game. Failure to do so by both teams will result in a double forfeit. **If the game is forfeited for any reason within 72 hours prior to game time, this fee must be paid at the field at game time or will be ruled a no-show-forfeit. Failure to pay the Referees at the scheduled game time will result in a fine of \$150.00, separate of any other fines that may be associated with the forfeit.**

V. TEAM CAPTAIN/REPRESENTATIVE RESPONSIBILITY:

- A. Responsible for his/her teams **conduct** on and off the field of play, this includes **litter control** and **alcoholic beverage** consumption which is not allowed on any field.
- B. Responsible for his/her teams' spectator conduct.
- C. Keep coaches, spectators and players within **ten (10) yards** either side of mid-field on your team's sidelines.
- D. Exchange games sheets with the opposing team.
 - 1. Game sheets must be completely **filled out with players' names and jersey numbers prior to the game.**
 - 2. If the opposing team plays with an illegal jersey number or in an illegal jersey, the game may be played under protest. Write all the information on your game sheet and have the referee initial it.
- E. Game sheet must be received in the league office no later than; Tuesday, 12:00 (noon) following each game, or a 5:00 P.M. posting. If the game sheet is not properly completed and mailed,

emailed or faxed in, the team is subject to disciplinary action of a (1) point deduction from a team's total points in the division standings for each week that a game sheet is delinquent or not received. **Hand written names will result in an automatic forfeit unless written prior to the game with written consent granted by the League Commissioner.**

- F. Any red carded player refusing to leave the field of play, can be immediately dropped from the team roster by the captain and said player will also be subject to an A&D Committee review in order to be reinstated. Any captain that does not enforce the rule of getting the player away from the field will also be sent to A&D. The captain may also be subject to suspension and/or fined.
- G. Team Captain or Team Representative is responsible for all sit out verification forms for any player under suspension of NTCSA. The form must be given to the referee for the referee's signature and faxed into the league office prior to the suspended player(s) being released for play.

VI. EQUIPMENT:

- A. All teams must wear matching shirts with minimum 6" numerals (unique and different with no duplications), **PERMANENTLY AFFIXED** to the back in order for a player to be eligible for league games.
Numbers must be sewn, stenciled by heat process, or heat transferred. If there is a color conflict, the HOME team must change jerseys (no pennies allowed) and the number rule DOES apply. The first team listed on the schedule is the home team. Home team must change jersey color in case of a color conflict. If your team color is changed after the schedule is published and causes an unplanned color conflict, the team making the jersey color change must switch to another color. In the case of both teams changing colors causing a conflict – it falls back on the home team to switch to another color. All numbers worn must match the number on the game sheet for that specific player. **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.** No taped or hand written numbers shall be allowed. Any player in violation of this rule shall be considered ineligible and the game shall be a **forfeit** win for the opponent.
 - 1. Shin guards are mandatory and socks must be pulled up over the guards. Shin guards must be those manufactured for specific use as shin guards and approved by FIFA.
 - 2. A player will be allowed to wear slider shorts, however, the color of the sliders must match the predominant color of the player's shorts and may not go below the knee.
- B. Playing shoes must meet FIFA standards and be in safe repair.
- C. Game ball shall be size 5 and conform to FIFA standards.

VII. PLAYING RULES:

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

- A. Game Suspension
 - 1. If a game should be suspended before the second half begins, it shall be replayed.
 - 2. If a game should be suspended once the second half begins, it shall be considered a full game.
*See: XII PLAY-OFF GAMES
 - 3. If a game is rained out or suspended as in 1 above, it shall be re-scheduled.
- B. Number of Players
 - 1. A team shall consist of male and female field players. A keeper may be either male or female. There shall never be more than five male field players. There may be up to ten (10) female field players provided the goalie is a male (one male and one female player is

required at all times).

2. In the event a male field player is sent off (red carded), the offending team will be limited to a maximum of four (4) male field players (a total of nine field players). Should a second male field player be sent off (red carded), the offending team shall be limited to a maximum of three (3) male field players, and so on, including a keeper being suspended from the game.
3. A minimum of seven (7) players is required to play a game (maximum of five (5) male field players and one (1) goalie--see VII B 1). If a team has only seven (7) players at the scheduled game time, they must start the game with those seven players or forfeit. **If for ANY reason a team falls below the 7 player minimum, that team will forfeit the game at that time. The game will be abandoned and a forfeit win awarded to the opposing team.**

C. Substitution

1. Free substitution shall be allowed for either team at any stoppage of play at the discretion and consent of the referee.
2. Any player bleeding from a wound must leave the field and get permission from the referee before returning to the field of play.

D. Misconduct / Discipline

1. All misconduct shall be reported, in writing, to the Vice President, by the game official.
2. The NTCSA Appeals & Disciplinary Committee, shall have the authority to suspend or remove players or team officials guilty of misconduct.
3. Serious misconduct will be reported, if necessary, to the North Texas State Soccer Association for further disposition.
4. An ejection (being sent-off) during a game is an automatic suspension for the next scheduled game, accordingly, any red card (ejection) issued shall be a minimum 1 game suspension and a \$20.00 fine. Any red card issued during a final game shall be carried over to the first game in the following season.
 - a. All suspensions carry a **minimum \$20.00** fine per game suspended.
 - b. Any involvement in fighting shall be a minimum three (3) game suspension and a \$60.00 fine, while joining in to a fight shall be a **MINIMUM** four (4) game suspension and an \$80.00 fine.
 1. The use of offensive, insulting or abusive language directed at an opponent, official and/or spectator shall be a minimum two game suspension and a \$40.00 fine. Foul language not directed at an opponent, official and/or spectator shall be left to the discretion of the referee.
 - c. A send-off (2nd caution) received for dissent toward the referee, can carry up to a maximum three (3) game suspension and a minimum \$60.00 fine.
 - d. A team that accumulates twenty-eight (28) penalty points in one (1) regular playing season will have nine (9) points deducted from their team standings. When the thirty-five (35) penalty point level is reached, that team will be suspended from all play until the team appears before the NTCSA A&D Committee. Any team which accumulates the forty-eight (48) penalty point level, they shall be suspended from the remainder of their games and those games be declared a forfeit. Said team will then be required to appear before the NTSSA State A&D Committee. A forfeited game by an opponent does not count toward game suspensions for discipline.
5. **ACCUMULATED CAUTION POINTS SANCTIONS (NTSSA RULE)**

- a. Twelve (12) Accumulated Caution Points - One Game Suspension
 - b. Six (6) additional Points (18 Total) – Two Game Suspension
 - c. Six (6) additional Points (24 Total) – Suspension pending NTCSA A&D Committee Inquiry
6. SEND-OFF
- a. One Send-off - One Game Suspension
 - b. Second Send-off - Two Game Suspension
 - c. Third Send-off - Suspension pending A&D Committee Inquiry
7. FINES
- a. Teams Exceeding the Accumulated Point Limit - \$50.00
 - b. Teams Exceeding the Accumulated Point Limit Second Time in Soccer Year - \$100.00

**All fines must be paid within thirty (30) days of infraction to the North Texas State Soccer Association.

**This is the minimum disciplinary punishment taken by all Member Associations on ejections. Nothing herein prevents a Member Association from enacting more severe sanctions. Each case should be judged on its own set of circumstances and degree of misconduct or violence, the latter of which must be dealt with swiftly and severely.

8. In the event of an abandoned game, the teams involved will be heard by the NTCSA A & D Committee, before their season can continue. Action could take the form of awarding a forfeit win, declaring that the game may be replayed or that the game stands with the score at the time of abandonment.

9. Player penalty point assessments under cumulative 12-point system:

12 points -Sent off for:

- Serious foul play
- Violent conduct
- Spits at an opponent/person
- Denies goal by handling ball
- Denies goal scoring opportunity
- Offensive, insulting or abusive language
- A red card (send off) may be issued off the field
- A red card (send off) may be issued before or after the game

4 points -Deliberate tripping

- Severe foul play
- Foul tackle from behind
- Dissent, voicing objections to the referee
- Interference by others when the referee is speaking to a player after an offence has been committed

3 points -Deliberate obstruction

- Persistent infringement of the laws
- Shirt pulling or other similar tactics
- Fails to respect the required distance on a free-kick

2 points -Deliberate handball (i.e. overhead)

- Delays restart, including the goalkeeper
- Moving arms to obstruct an opponent
- Gesticulating in front of a player taking a free-kick or a throw-in
- Slide-tackle
- Other unsporting behavior

- 1 point** -Enter/re-enters the field without permission
- Deliberately leaves the field without permission
- Player leaning on a teammate to gain extra height

a. All referee calls are final and shall not be protested.

10. Slide tackling is defined as a play where any player intentionally tackles an opponent who has control of the ball and comes in contact with the playing surface with any part of their body other than the soles of their feet. Slide tackling without any contact with either the opponent or the ball is a Foul. Any player that is persistently called for this infraction may be issued a Caution (yellow card) for Persistent Infringement. Slide tackling where any contact is made on the opponent or the ball will be considered Unsporting Behavior and a Caution (yellow card) will be issued to the offender. Any Slide Tackle that the Referee feels is made using excessive force 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.

The restart for all Slide Tackling offences except where Serious Foul Play was determined is an Indirect Free Kick awarded to the opposing team. A Direct Free Kick will be awarded to the opposing team on all offences that were deemed by the Referee as Serious Foul Play.

FOR CLARIFICATION PURPOSES: Sliding to control a free ball, with no other player in the vicinity is not considered a slide tackle. The goalkeeper may slide tackle as long as the slide begins within the penalty area and that, in the opinion of the referee, the slide tackle does not put an opponent in danger of being injured.

11. Probation can be established by the North Texas Co-Ed Soccer Association Appeals & Disciplinary Committee or Executive Board.
 - a. Any team **on probation** shall have an automatic **eight (8) penalty points** assessed to them for the next season.
 - b. Any player or coach on probation who receives a caution shall be suspended from the next scheduled league game. A send-off shall carry an automatic two (2) game suspension.
 - c. Any team that has been placed on probation or suspension by this Association shall still be considered on probation or suspension if that team registers with **five (5) or more players** from the probated or suspended team, regardless of team name change, etc.
12. Any team whose conduct results in a loss of a field available to the Association, shall be ejected from the Association immediately and will forfeit the right to play any further games. Such team must appear before the Executive Board before being entitled to participate in the future of the Association.

E. Valid Identification

Each player is required to have a current player's card (ID) from North Texas Co-Ed Soccer Association or a temporary pass signed by a league official, and present that card or pass to the game official or they shall not play.

F. Length of game

1. Games shall be two 45-minute halves. In the event of extreme heat, the referee may wish to break the game in to four periods.
 - a. All games must start at the scheduled time. If a team not present with a **minimum of 7 players as described above** (maximum 5 male players plus the keeper), the game shall be declared a forfeit and a 3-0 score shall be awarded to the opposing

team. A maximum 15-minute grace may be allowed when a team has 7 players, at referee discretion. **NO SHUTOUT BONUS** will be awarded for any game which is a forfeit. If neither team has a minimum of 7 players at the scheduled game time, the game will be declared a double forfeit and no points shall be awarded and each team shall share the referee expenses and lose one (1) point in their total standings

1. **GAME START TIME** shall be: The clock must start at the scheduled game time. The referee at his/her discretion may allow a 15 minute grace period. If your game does not start within the 15 minute allotted grace period the game will be listed as a forfeit by the team.
- b. Any **team forfeiting** a game shall also **lose one (1) point** in their total point standings for the season, while the other team is awarded a 3-0 win without a bonus point.

See VIII.C. below.

VIII. FORFEITS:

- A. A team may request a forfeit, but must notify the League Commissioner at least 72 hours prior to the regular scheduled game in which they are forfeiting.
- B.
 1. Any team that forfeits less than 72 hours prior to the regular scheduled game in which they are forfeiting, will be fined the entire referee fees (\$110) plus field usage fee (\$100) for a total fine of \$210.
 2. The team forfeiting the game shall lose one (1) point in their point standings while the other team is awarded a three (3) goal win, without the bonus point for a shut-out.
 3. A team that does not timely advise the league or show at the field at the scheduled game time, will be considered a “no show” forfeit and they will incur an additional \$90 fine (a penalty plus referee fees and field fees) for a total fee of \$300.00.
 4. Any team that forfeits a positioning round game or semi-final, regardless of point standings, will not be allowed to participate in the division final or named division champion. The team with the next greatest point total will replace the offending team in the final or as champion. No awards will be issued to the team being replaced.
- C. If a team has two (2) forfeits or one (1) no show forfeit within a season, they will be required to complete and submit to the League Commissioner, the Forfeit Documentation and Explanation Form, prior to participating in any future NTCSA events. Additionally, they may be required to post a \$100.00 performance bond for the remainder of the current season and a \$200.00 Performance Bond to be eligible to register and play the following season.
- D. The League Commissioner will declare a game a forfeit for any of the following reasons:
 1. Nets must be in place no later than the published game start time unless a grace period has been approved by the referee.
 2. Failure to pay required amount to referee and assistant referees.
 3. Use of illegal or ineligible players.
 4. ID cards must be presented to the referee for inspection, no later than the published game start time and before the end of the 15 minute grace period.
 5. Lack of the minimum required number of players (as set forth in section VII). (unless referee allows a grace period)
 6. Non-compliance with league uniform standards. This includes but is not limited to improper numbering, pennies, and home teams unable to provide alternate jerseys.

- E. For the purpose of this rule, a "team" shall be defined as any team registered by the same offending captain, or a team consisting of any five (5) or more players from the prior team who register together as members of the same team, regardless of any change in team name or roster. The only exception to this definition is when five (5) or more players join an existing team that has no negative forfeit history with prior approval from the League Commissioner.

IX. TEAM STANDINGS (Regular Season):

- A. A Division Champion shall be established by using the following point system: 6 points for a win and 1 point for each goal up to 3
3 points for a tie and 1 point for each goal up to 3
0 points for a loss and 1 point for each goal up to 3
1 point for a shutout (not awarded for forfeit win)

X. SCORING:

- A. A woman's goal will count as two (2) goals. A man's goal will always count as one (1) goal. In the event of a deflection by the defense, the last offensive player touching the ball will determine the number of points awarded. **ANY GOAL SCORED DIRECTLY BY A DEFENDER shall count as one goal.**
1. Penalty kicks may be taken by either male or female, but, a PK shall always count as **one** goal.
 2. No individual male player shall be allowed to score more than **three (3)** points in any game (**including overtime**).

XI. PLAY-OFF FORMAT:

- A. In the event of a tie at the end of regular season play (7 guaranteed games), tie breakers shall be:
1. Head-to-head competition (if applicable)
 2. The fewest number of goals allowed,
 3. The greatest number of goals scored
 4. An arranged meeting for FIFA penalty kicks
 5. A coin toss if both teams prefer
- B. Positioning round one (if applicable) will be 1st v 6th, 2nd v 5th and 3rd v 4th. Round two will be 1st v 4th, 2nd v 3rd and 5th v 6th. The two teams with the greatest number of points will play the final.
- C. If the division goes directly into a semi-final (4 team division), 1st will play 4th and 2nd will play 3rd, with the two winners going to the final. Semi-finals must have a winner. 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.
- D. A division of 8 teams will go directly into a final, without playoff rounds. The two teams with the greatest number of points will play.
- E. The championship game shall determine the final position of first and second place.
- F. Any team who forfeits either a positioning round or semi-final game shall receive a forfeit loss and be eliminated from the final game and lose all points received during the current season.

XII. 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:

1. Over-time shall be fifteen (15) minutes, divided into two (2) periods of seven and one-half (7 ½) minutes each. Over-time periods will be played in their entirety (NO Golden Goal).
2. If the game is still tied, the game will be decided by FIFA penalty kicks. The kickers must rotate **male, female, male, female, male, if five kicks are necessary. If sudden death (more than 5 kickers) is necessary, the sixth kicker must be female.**
3. In the event the game is suspended in OT due to weather, lights or any other unforeseen event, only the OT and/or kicks from the mark will be replayed.
4. In the event of pending filed condition(s) i.e.: darkness, inclement weather, etc., both captains, prior to overtime may elect to modify the length of overtime or go directly to FIFA kicks. (Must be notated on both game sheets by referee)
5. **Positioning rounds may end in a tie**, as they are not in the “finals” category. Semi-finals must have a winner. In the event the game is suspended due to weather, lights or any other unforeseen event, 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.

XIII. Championship Games:

Final game cannot end in a tie.

- A. Over-time shall be fifteen (15) minutes, divided into two (2) periods of seven and one-half (7 ½) minutes each. Over-time periods will be played in their entirety (NO Golden Goal).
- B. If the game is still tied, the game will be decided by FIFA penalty kicks. The kickers must rotate male, female, male, female, male if five kicks are necessary. If sudden death (more than 5 kickers) is necessary, the sixth kicker must be female.
- C. In the event of pending filed condition(s) i.e.: darkness, inclement weather, etc., both captains, prior to overtime may elect to modify the length of overtime or go directly to FIFA kicks. (Must be notated on both game sheets by referee).
- D. In the event the game is suspended due to weather, lights or any other unforeseen event, 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.
- E. Any team that forfeits a championship (final) game, regardless of point standings going into the final, will be replaced by the team with the next greatest point total prior to the final. No awards will be issued to the team being replaced.

XIV. PROTEST AND APPEALS:

- A. A protest or appeal shall be in writing, and delivered to the NTCSA Office within five calendar days of the game being protested. Any protest or appeal must be accompanied by the appropriate fee (cash or cashier's check), **and shall be heard within the following week.**
 Regular season game or positioning round.....\$25.00
 All other matters, including play-offs and tournament games\$50.00
- B. Appeals of an A&D Committee’s ruling, shall be in writing to NTCSA Executive Board with the appropriate fee.
- C. Appeals of an NTCSA Executive Board ruling, shall be made in writing to NTSSA with the appropriate fee.
- D. Any individual and/or team always retain 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.

XV. CONFLICT OF INTEREST:

If a conflict of interest exists on any playing rule, that situation must be referred to the Executive Board for review.

XV. 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 Executive Board action to implement such a change.
- B. All drop balls **MUST** be taken by **TWO (2) female** players.
- C. **All games must be completed**, but may be played under protest (see Rule V.D.2.), with the exception of a team or player(s) without proper ID. Games may not be started without individual cards or temporary passes.
- D. The League Commissioner, with the approval of the Executive Board, may alter a specific rule such as number of players, number of male vs. female players, location of fields for a specific divisions play, etc., in order to sanction existing suburban area play within NTCSA.

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

Promotion and Relegation has always been the practice of this league. If you come in first, you will go up. If you come in last, for the sake of your team and your players, you will go down. Accordingly, if you make changes to your roster which will affect your going down (only), you need to notify the League Commissioner of those changes before teams are placed in divisions and the schedule is completed.