

Chapter 2
Rules
Of the
Greater Longview Soccer Association

2.1 North Texas State Soccer Association

2.1.1 North Texas State Soccer Association

If any rule is not covered in the Greater Longview Soccer Association Rules, the NTSSA Rules and By-Laws will be followed.

2.1.2 Inadvertent Conflict

NTSSA rules specify minimum requirements. If any Association rule conflicts with a NTSSA Rule, then the NTSSA Rule has Precedence.

2.2 General

2.2.1 Individual Fund Raisers

All Fundraising efforts by any individual member (s) of the Association is prohibited without prior approval of the Executive Board.

2.3 Fields and Equipment

2.3.1 Provisions of Field Equipment

A. Nets and Flags

Nets and corner flags are supplied by and are the property of the City of Longview Parks Department

B. Game Balls

The coaches provide game balls. Each coach will present a ball to the Referee prior to the game. The Referee will judge if the balls are acceptable and, if so, will then select one for the game ball.

2.3.2 Preparation of the Fields

A. Field Marking

The City of Longview Parks Department is responsible for properly marking the fields of play.

B. Nets and Flags

The City of Longview Parks Department is responsible for putting up and taking down nets and corner flags.

2.3.3 Cleanup

The Coaches are responsible for helping to keep the fields clean by having their team pick-up around the area after each game.

2.3.4 Practice Games on Fields

Practice and scrimmage games are not allowed on any field at Lear Soccer Complex without written permission from GLSA and Longview PARD.

2.3.5 Coaching Box

A. For all 5U thru 8U Fields:

A line parallel to and one yard from the touchline will be provided. It will extend from the center toward each goal and will stop at the top of the penalty area. Each line will have a vertical line one yard long going away from the touchline. The vertical lines will be connected to form a box. Coaches will be required to stay within this box. Only the Head Coach and one Assistant Coach will be allowed in the coaching box. Players, parents, and other spectators will be required to be behind the Coaches.

B. For 9U thru 19U Fields:

1. A line parallel to and one yard from the touchline will be provided. It will extend from the center toward each goal and will stop at the top of each penalty area. Each line will have a vertical line one yard long going away from the touchline. Coaches will be required to stay within this box. Coaches and players will not be allowed to cross the center stripe when entering and leaving the field. Teams will occupy one side of the field. Home team will be on the right of the centerline facing the field. Only the Coach, one Assistant Coach and Team Manager will be allowed to be with players.
2. Parents and spectators will be required to be located on the opposite side of the field behind a line on their side of the field two yards from the touchline. Players, Coaches, Parents, and Spectators arriving at the field prior to their game, and while a game is still being played will abide by the above rule. No coaching will be allowed on the parents and spectators side. Parents and spectators are not allowed in the penalty area on either side of the sideline.

2.4 Team Organization

2.4.1 Teams and Coach Assignments

- A. A team shall consist of one Head Coach, one Assistant Coach, and the Players. The Head Coach will be approved by the Commissioner and assigned a team by the Executive Committee. The Head Coach and Assistant Coach shall sign the Coach's Code of Ethics.
- B. If a team's Head Coach or Assistant Coach quits or retires during or between soccer seasons, then their child must be re-pooled if the new Head Coach or Assistant Coach comes from outside the team and brings their child on that team.
- C. Any Coach who has not fulfilled his coaching requirements will not be allowed to coach until he has satisfied all requirements. If there are not enough players to fill all teams during the formation process, then the team of the coach who has not filled his coaching requirements would be assigned and the players redistributed.

2.4.2 Players Eligibility

No player may participate in a game without first submitting to the Association a properly completed and signed registration form and proof of age. After submitting the registration form and having been assigned to a team, the player is said to be registered with that team. A player may only be registered with one team at any given time.

2.4.3 Assignment of Players

- A. To the best of our ability, 5U through 6U players will be assigned to a team by an age group coordinating committee of more than one member on a neighborhood public school zone basis when numbers allow.
- B. To the best of our ability, 7U through 19U players will be assigned to a team by random draw from a player pool based on the school they attend. If a team cannot be formed by using a single school district, then the boundaries of adjoining school districts can be used to form a playing zone to meet the minimum requirement. If a team cannot be formed by using a single zone, then the boundaries of adjoining zones can be used to form an association-wide sector to meet the minimum requirements. School district boundaries will be used as a guideline for determining playing zones.
- C. Once a player is assigned to a team, he/she will be assigned to same team as long as the player remains a member of the Association and is within the 5U through U9 age divisions, unless a re-pool is requested by the player. All players will be re-pooled when moving into the 9U age division.
- D. A team shall be formed with the Head Coach's children only.
- E. Should it be necessary to add a player to a team roster after team assignments have been completed, first choice would go to a player maintained on a waiting list by the Age Commissioner. Second choice would be to recruit a new player with Age Commissioner and respective Director's approval. Any and all new players added must be reassigned via blind re-pool before subsequent season. The Director and Commissioner shall mark the new player application for such re-pooling.
- F. Players of the same Family may play on the same team if of the same age or age group. A player may also play on a team their parent coaches, provided the team size does not exceed maximum limits.
- G. Playing Up and Playing Down
 - 1. A younger player may play up on an older age division. Players 8U and below will only be allowed to play one year above his/her nominal age division. Players 9U and above will be allowed to play above their own age division. Parents must sign a release for a

child to play in an older division. A player participating in an older division may return to a younger division the following season provided the age requirement for the younger age division is satisfied.

2. Only in very unusual circumstances will a player be allowed to play in a younger division than their age dictates. If allowed by the Executive Board, this player is ineligible for any post-season play. The coach must secure written permission from the Executive Board before allowing an older player to play in a younger age division.

H. Transfer and Re-Pool

1. A player must stay with their assigned team for the entire soccer season. No transfers are allowed during the season. If a player drops off a team during the soccer season, he will not be allowed to play for any other team that season.
2. Players may request a transfer or re-pool between soccer seasons. A player who chooses to transfer teams will be placed in the citywide draft if there is only one other team within that same zone. This will apply only to the 13U through 19U age groups.
3. If a player misses the Spring Season due to High School Varsity Soccer Play, he will be allowed to rejoin the team he last played on, subject to the Commissioners approval.
4. A team might be subject to re-pool if less than 50% of the eligible players fail to return to the team in a season.

Example: A team ends a season with 10 players on it. The next season, all 10 are eligible to return to the team. For the team to stay as a team at least 5 players must return. If only 4 return, then the returning players might be re-pooled.

I. Dropped Players

The coach must report players dropping off a team to the appropriate Commissioner within 48 hours, excluding weekends. If a player for any reason of his own does not regularly attend practice and games, he must be reported as dropped from the team.

2.4.4 Adult League

Adult teams are allowed to establish their own rosters as allowed by North Texas amateur rules.

2.5 Uniforms

Each team is responsible for providing their own uniforms and approved shin guards.

- A. Each team is responsible for providing their own uniforms and approved shin guards.
- B. Teams are not allowed Alcohol or Tobacco Company logos and/or names as advertisement on uniforms. Any team showing up with non-regulation jerseys will forfeit the game. Out of town teams playing in

our Tournaments will be exempt from this rule. Out of town teams playing in our league will have to abide by this rule.

- C. No names will be allowed on jerseys in age groups 10U and below. Any team showing up with names on their jerseys will forfeit the game.

2.6 Practices and Playing Time

2.6.1 Practice sessions for recreational teams are limited to 1-1½ hours maximum. Scrimmage games count as practice.

2.6.2 5U through 12U age divisions may practice twice per week.

2.6.3 13U through 19U age divisions may practice three days per week.

2.6.4 Playing Time per Player

We conform to NTSSA 3.14.3.3

“Each recreational player, when present at a game, shall be required to play the minimum of 50% of the time, unless the player’s time has been reduced for medical or disciplinary reasons, in which case the coach must notify the player, and the opposing coach prior to the beginning of the game that the minimum time has been reduced (non-attendance at practice and non-payment of fees may cause for disciplinary action.)

2.7 Age Groups

2.7.1 Official age

Method of registering players during a season under GLSA Rule 2.7. The divisions are set in one- or two-year increments. Teams/divisions may be formed in a single birth year age group. The age division of a team is determined by the birth date of the oldest player on the team as of December 31 of the current soccer year.

2.7.2 Age Groups

The following age groups will be offered for both Boys and Girls.

- A. 5U
- B. 6U
- C. 7U
- D. 8U
- E. 9U
- F. 10U
- G. 11U
- H. 12U
- I. 13U
- J. 14U
- K. 15U
- L. 16U
- M. 17U
- N. 19U
- O. Adults- age 19 and above

The age of a player for the purpose of league play shall be the player's age on December 31 of the current soccer year. The current soccer year begins on September 1 and ends on August 31. The player is registered from the moment the player or player's agent signs the registration form and pays the appropriate fees.

2.8 Playing Schedule

2.8.1 Seasons

The playing schedule will consist of a Fall and a Spring Season. The Referee Assignor shall coordinate field assignments for non-league games.

2.8.2 City Championship

- A. The City Championship shall be decided in the Fall Season. The Teams who are declared first place winner in age groups 9U and above, boys and girls, will be declared City Champions. The City Champion will qualify for the Tournament of Champions.
- B. The Adult League will decide their City Championship each Season.

2.8.3 Home/Visiting Team

The home team is the first team listed on the schedule. The home team has its choice of the side of the field from which to coach (except in 9U through 19U). The home team is responsible for Jersey change in the event of a color conflict.

2.9 Foul Weather Procedure

2.9.1 Field Playability

It is the responsibility of the President to determine playability of the fields. He may cancel games on a half-day basis or for the entire day, as deemed Necessary.

2.9.2 Game in Progress

It is the Referee's responsibility to call off a game in progress whenever he feels conditions are unsafe.

2.10 Records of the Game

Both coaches will be responsible for getting their score sheet from the Referee after each game and deposit them in the score box after each game. The official score sheets will be retained by the Association for season records, publicity, protest, playoffs, referee and linesman pay, and regional or state records.

2.11 Team Standings

2.11.1 Point System

League standings will be determined by a point system to be kept current during a playing season. The point system will be:

- A. Win=6 Points
- B. Tie=3 Points

- C. Loss=0 Points
- D. 1 point per goal scored per game (Maximum of 3)
- E. 1 point for shutout
- F. A forfeit will be scored 3-0

2.11.2 Tiebreakers

At the end of a playing season, should a tie exist that must be broken, then the following tiebreaker will be applied in order:

A. Tiebreaker 1

The results of a head-to-head season competition between the teams involved will decide the winner. Example: Two teams are tied with 45 points at the end of the season. If the teams played each other during the season and Team A defeated Team B, then Team A would be declared the winner. If still tied, then proceed to Tiebreaker 2.

B. Tiebreaker 2

A round robin tournament will be held including overtime and FIFA kicks from the penalty spot. If still tied, then NTSSA Tournament tiebreaker rules will be used to settle the tie. The Referee Assignor will coordinate the schedule with the appropriate Commissioner and the Referee Association.

C. Tiebreaker 3

There may be certain situations (rainouts, City of Longview closing Lear Park, etc.) when Tiebreaker 2 is unable to be played. When that happens, the tiebreaker rules for 15U through 19U will replace Tiebreaker 2.

D. Tiebreaker for 15U through 19U only

If time does not allow playoffs, then the following tiebreaker(s) will be used to determine team standings.

1. Goal differential- team with the highest goal differential in league play against opponents would finish first. Only the first five (5) goals scored by any team in league games will be counted when calculating winning points for advancement.
2. Most number of “shutouts” in league play. Team with the most “shutouts” would finish first.
3. Fewest goals allowed- team with the fewest goals allowed would finish first.
4. Fewest accumulation of caution points in league games: one (1) point for yellow and two (2) points for red. Team with the fewest caution points would finish first.
5. Kicks from the mark.

2.12 Game Forfeits

2.12.1 Forfeits

The Executive Board will make decisions as to forfeits. Any of the following violations may result.

A. Illegal Player

An illegal player is one not properly registered or ineligible, for example, *a player outside the age limit, a player for whom the GLSA holds no release or proof of birth, or a suspended player.* Playing an illegal player

will result in forfeiture of all games in which the offending player participated.

B. Suspended Coach

A suspended coach appearing at the game will result in forfeiture.

C. No Team

Failure to field a team with a minimum of seven players at game time will result in a forfeit. If both teams fail to show up for a scheduled game, both teams shall forfeit, not tie. The minimum number changes to three players for 5U-8U and five players for 9U-10U. The Adult League will play 7 v 7; therefore, the minimum number of players at game time will be five, one of which must be a female.

D. Playing Time

Failure to play an eligible player the minimum time will result in forfeiture.

E. Refusing to Play

A team refusing to continue a game after being instructed to do so by the Referee will forfeit the game. The team should continue play “under protest” and should so inform the Referee.

2.12.2 Forfeit Score

If a team forfeits a game, the official score will be 3-0 against the forfeiting team.

2.13 Protest and Appeal Procedure

2.13.1 Time and Fee

All protests and appeals must be filed in writing with the appropriate Commissioner within 48 hours of the incident, excluding Sunday. The written protest should clearly state the incident involved and the actions of each Coach and team Referee to extent that they involved in the protest. A fee of \$25.00 must accompany all protests and appeals. If the RA&D Committee upholds the protest or appeal, the fee will be returned. If it is denied, the fee will be forfeited to the Association Treasurer.

2.13.2 Time Limit Waiver for Appeals

The RA&D Committee at its discretion may when requested in writing to do so, extend the time limit for filing appeals for up to ten days. In case a question as to time or receipt, the postmark shall determine the date; postage meter is not acceptable.

2.13.3 RA&D Committee Review

The RA&D Committee will meet to hear the protest as soon as practicable following its receipt of the protest. The Committee Secretary shall notify all involved parties of the protest and hearing and shall be requested to be present.

2.13.4 Appeal of RA&D

Decisions of the RA&D Committee may be appealed to the Executive Board of the Association. Procedure for filing shall be the same with the President accepting the appeal. The Executive Board has the authority to confirm or veto the decisions of the RA&D Committee.

2.14 Penalties for Coach's Misconduct

2.14.1 Ejection

A coach receiving an ejection from a Referee during a regular, playoff, Tournament, or Championship game will be suspended from being within sight or sound or from participating in his team's next regular, playoff, Tournament, or Championship games.

2.14.2 Rule Violations

Violation of the following Association Rules and By-Laws by coaches or teams will result in assessment of the described penalties by the RA&D Committee.

A. Illegal Player

Any coach who knowingly allowing an unregistered or ineligible player to participate with his team, in a game of any type, will result in the coach's suspension from coaching for one year in the Association.

B. Illegal Recruiting

Any coach found guilty of illegally recruiting players as defined in the GLSA Coaching Code of Ethics will be suspended for one year from coaching in the Association.

C. Practice Games on GLSA and Lear Park Fields

Violation is a coach of Rule 2.3.4, practice games on Soccer Complex, will result in the Coach being suspended from the next game following an RA&D determination.

D. Practice Time Limit

Violation by a Coach of Rule 2.6.1, Practice Time, will result in that coach receiving a formal caution from the Association. Subsequent violations will result in suspensions from the next game following the Association decision.

E. Playing Time per Player

Violation by a coach of NTSSA Rules concerning playing time per player will result in the coach being formally cautioned by the Association. The second such violation will result in the coach's suspension from the next game following a RA&D decision based on a review and hearing. The third violation will result in a one-year suspension from coaching in the Association.

2.14.3 Amendments to Penalties

These penalties for misconduct may only be amended by Executive Board action based on findings and decisions involving extenuating circumstances.

2.15 [Reserved]

2.16 The Rescheduling of Games

2.16.1 The rescheduling of any game must be done two (2) weeks (fourteen days) prior to the scheduled game date. The following procedure must be made to reschedule a game:

A. The Coach desiring to reschedule a game must call the Office Administrator. *Failure to comply will result in a forfeit.*

2.16.2 The Office Administrator will call the Referee Assignor, the Scheduler, and the commissioner to reschedule the game.

A. Rescheduling will be limited to teams being in soccer Tournament play. *Only two (2) games per season will be allowed.*

B. All team-initiated rescheduled games must be played on the next available date.

2.17 Adult Criminal Background Checks

2.17.1 Every person over the age of seventeen (17), who at any time could be expected in the performance of their duties to be alone with any registered youth player, must have on file with NTSSA a completed Application and Consent for Criminal Background Check (NTSSA Adult Applicant).

2.17.2 For purposes of this procedure, at a minimum, all coaches, assistant coaches, managers, trainers, referees, volunteer administrators, board members, and staff/employees are included. Others may be included if they may be alone with registered youth players.

NOTE: Procedures for Adult Criminal background checks can be found in NTSSA Rules and Regulations, section 3.6.2.