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FAIRFAX WOMEN'S SOCCER ASSOCIATION

# RULES

*May 2018*

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# FAIRFAX WOMEN'S SOCCER ASSOCIATION RULES

## 1. MEMBERSHIP

- a. Open Division: Women 19 years of age or older (18 year olds may play with approval by the Board) who are not concurrently playing on college, WAGS, or similar junior-level teams.
- b. Masters Division: Women 30 years of age or older (or who will turn 30 years of age at any time during the season for which registering).
- c. Grand Masters Division: Women 40 years of age or older (or who will turn 40 years of age at any time during the season for which registering).
- d. GGM Division: Women 50 years of age or older (or who will turn 50 years of age at any time during the season for which registering).
- e. Over 60 Division: Women 60 years of age or older (or who will turn 60 years of age at any time during the season for which registering).
- f. Only FWSA members will be allowed to play in FWSA sponsored games, with the exception of tournaments.
- g. Summer & Winter Soccer: Women 19 years of age or older, (18 year olds may play with approval by the Board)..
- h. The Spring season is the period from 1 January to 30 June; the Summer/Fall season is from 1 July to 31 December.

## 2. REGISTRATION

- a. All members are required to complete online registration and submit the registration fee established by the Board. Proof of residency in Fairfax County must also be submitted. Name and address must match registration. Proof must include a readable current address and date. That is, if a driver's license is used, the expiration date must be readable and current. Proofs other than a driver's license include a DMV ID card, a voter registration card, and an active military ID card. If player does not provide proof of Fairfax County residency, the additional fee as set by the county must be submitted.
- b. Beginning with the Fall 2004 season, teams in non-compliance with Fairfax County's residency requirements for adult sports organizations cannot become any more non-compliant than they are as of this season. New teams that wish to join FWSA must be comprised of at least 67 percent Fairfax County residents. The Fall 2004 season will establish each team's base level of compliance, which will then be reviewed each fall. If county residency on these teams have increased, the team's base level will be raised for subsequent seasons.
- c. In order for a team to be included in the schedule, it must register a minimum of **fourteen (14)** players prior to the deadline established by the Board.
- d. Player validation — Players will be validated by the following process: each registered player must be posted online on a team roster. Each player must carry to the game a photo ID that includes the date of birth. Failure to produce the roster and photo IDs (by the end of the game) when requested by the opposing team captain or a Board member may result in forfeiture of the game.

- e. Initial roster — At least 2 weeks prior to the team rep meeting, a preliminary team roster must be emailed to the appropriate Division Commissioner.
- f. Teams may have a roster of up to 25 players, but no less than 14 players. Teams that are consistently unable to field a team without using the Sub Team may be asked by the Board to add players.
- g. Player Additions for the Current Season — The policy for registering players is as follows...
  - 1. A player may be added to the official roster providing player has completed online registration, provided proof of residency (if applicable) and paid the registration fee in full.
  - 2. A team MAY NOT register a player after the eighth (8th) week of a season. The eighth week will be defined by the schedule published at the beginning of the season.
  - 3. A player may not change teams after the 1st scheduled game of the season without Board approval.
  - 4. Player Placement — For the lowest division in each age group, vacancies on teams with fewer than 17 players will be filled from new player registrations by the FWSA Recruiter.
  - 5. A player may register with more than one team, providing age requirements are met. Multi-team registration will be allowed between Open, Masters, Grand Masters, GGM and Over 60 However, the teams may not be in the same “age bracket.” For example:

<u>Divisions</u>	<u>may register with one team in each of these divisions</u>
i. Open	Masters, Grand Masters , GGM or Over 60
ii. Masters	Open, Grand Masters, GGM or Over 60
iii. Grand Masters	Open, Masters, GGM or Over 60
iv. GGM	Open, Masters, Grand Masters or Over 60
v. Over 60	Open, Masters, Grand Masters or GGM

### 3. FEES

- a. Member Registration:
  - 1. Players must have paid in full to be considered registered and eligible to begin play.
  - 2. If a player registers after one-half of the season (5th week of original schedule), she will pay one-half of the increased registration fee. Out of county fees apply.
- b. Late Registration — Any FWSA player returning to any team registering after the registration deadline will pay the increased registration fee established by the Board. Exception: multi-team registrants registering on time for one team may register late without penalty for other teams not previously played on.

- c. Multi-team Registration — An FWSA player, who is not a Fairfax County resident, and is invited to join an additional team, must pay the out-of-county fee with each team.
- d. Returned Checks — Registrants, whose checks are returned by the bank for any reason, will be assessed any associated bank charges.
- e. Refunds — Prior to the first scheduled game, refunds may be given for any reason and will include out-of-county fees. The deadline for requesting a refund will be the day before the first game of the original, published schedule. Requests must be in writing to the appropriate Division Commissioner. No partial refunds will be given.

#### 4. UNIFORMS

- a. Uniform Selection — Team uniform color selection and changes must be approved in advance by the appropriate Division Commissioner. When teams elect to change the color of their team jerseys, they must request permission in writing from the appropriate Division Commissioner to ensure that there will be minimal color conflict. Existing team colors will not be adopted by newly formed teams.
- b. Uniform Requirements — Players must have permanent numbers on the back of their regular team jerseys.
  - 1. Players with the same shirt number as another teammate may NOT play.
  - 2. Uniformity in team shirts, such as coloring, pattern, etc. is required.
  - 3. Alternate Jersey — Permanent numbers are not required. Alternate jerseys must all conform to same color group.
  - 4. Visible apparel under shirts may be of different length, and a different color than the basic color of the shirts.
  - 5. Any team which does not comply with these rules may forfeit the game if both of the following apply:
    - i. The opposing team captain notifies the offending team captain of the objection; and
    - ii. The offending team captain does not rectify the situation.
- c. Uniform Conflicts — In the event existing division teams with the same or similar color uniforms are scheduled to play, the HOME team will wear its own color and the VISITING team will wear their alternate jerseys to avoid confusion of players.
- d. FWSA Players on the field are required to wear appropriate athletic clothing (Activewear), which could include shorts, skorts, any type of leggings, sports pants. These must be free from any dangerous details (e.g. protruding buttons, bling, etc.)

#### 5. TEAMS AND DIVISIONS

- a. Division Composition — The Board will decide the distribution of teams across divisions prior to each season with a primary objective of keeping divisions as evenly balanced as possible for scheduling purposes.
- b. New Teams — Placement within a particular division of all newly organized teams will be considered on an individual basis by the Board.

- c. Team Reorganization — In the case of a team reorganization, for whatever reason, the group that has the majority of team players [at least seven (7) players] from the previous season will retain the team divisional standings and, if desired, jersey color & team name. The remaining players may petition the Board for team admission.
- d. Individual Playing Time — All players in lowest divisions must be allowed to play a minimum time equivalent of one-half a game.

## 6. REFEREES

- a. Referee Requisites — The league shall obtain licensed referees for all officially scheduled games.
- b. Referee No-Show — If the designated officials are late or absent, it will be the responsibility of the competing teams to select a mutually acceptable individual to be the referee. In this case, "Referee Requisites" does not apply.
- c. If only one of the designated referees is present, the game shall proceed, and the Division Commissioner shall be informed as soon as possible of the absence of the other referees. The game must begin within fifteen (15) minutes of the scheduled starting time or field availability.
- d. Every effort must be made to play the scheduled game as there is no guarantee the game can or will be rescheduled. Teams involved in games having forfeit conditions as described in Rule 10c shall play the game to completion.

## 7. PROTESTS

- a. Game Protests — Games may not be protested for any reason, even if the referee misapplied FIFA rules. The final result of the game as played must stand.
- b. Card Protests — Teams may not protest judgment calls made by the referee, to include the awarding of yellow and red cards. There will be no exceptions.

## 8. POSTPONEMENTS

- a. Game Cancellations — In case of adverse weather or field conditions, the Fields Commissioner or her designee will cancel or postpone games as appropriate. PLEASE DO NOT CALL THE COMMISSIONERS. All Team Representatives and players must use FWSA's game information line at 703-550-4107.
- b. Once the referees have taken the field, only the referees or an official representative from the Fairfax County Recreation Department can call off the scheduled game. If the game is called off after the second half has begun, the game will be considered a complete game.
- c. TEAMS MAY NOT mutually agree to postpone or cancel a game prior to the game. If this occurs, the two teams will each be fined \$110.
- d. Any team that does not play a scheduled game, including makeup or rescheduled games, will forfeit that game.
- e. Schedule Changes — Team representatives should submit to the scheduler their special requests for the season by the deadline established by the Board. Special requests for schedule changes

will not be accepted after the schedule is set except for a special ruling by the Board based on unusual circumstances.

- f. In the event of a cancellation of either the first or last game of the day, the teams playing what becomes the actual first or last game of the day shall perform field duties. Division Commissioners will notify teams of these changes.

## 9. GAME RULES

- a. Potentially Harmful Devices — No player may participate in a game while wearing an exposed cast, brace or other potentially harmful device. All casts and braces (i.e., metal and hard plastic) must be padded and covered. Jewelry should either be removed or padded and covered. Exposed metal or hard plastic will not be allowed.
- b. Shin Guards — Although FIFA requires shin guards for each player, FWSA players are exempt and may play without shin guards at their own risk. [Fair warning: Some referees may insist that all players on the field wear shin guards. The referee has the authority to enforce such safety requirements. Plastic shin guards must be covered].
- c. Coaches and/or spectators will not be permitted behind the goal area. Coaching is allowed only from your own sideline. Inappropriate conduct not to be tolerated by TEAM PLAYERS, COACHES, and/or SPECTATORS includes:
  - 1. Abusive or degrading language;
  - 2. Physical threats or assault;
  - 3. Behavior induced by alcohol or the influence of controlled substances;
  - 4. Support or encouragement of poor sportsmanship, including harassment of less skilled players;
  - 5. Harassment of referees;
  - 6. Entering the field of play except for substitution or injury;
  - 7. Disputing or attempting to influence the referee's decision; and
  - 8. Non-control of spectators by teams responsible.

Should any of the above behavior be reported, the Board will investigate and take appropriate action, which may include expulsion from FWSA.

- d. Reporting Red and Yellow Cards — All cautions and ejections (yellow and red cards) must be reported by the Team Representative to the appropriate Division Commissioner. If a Team Representative fails to report a caution (yellow card) before the team's next game, the team may forfeit its next game. Failure to report an ejection (red card) before the team's next game may result in a TWO (2) game forfeiture: the game in which the ejection was issued and the next game. Remember, an official is not required to actually show a card. A warning or verbal communication of any kind is sufficient under FIFA rules. If in doubt, after the game ask the referee if s/he issued a caution or ejection.
  - 1. Red card penalty — Red cards result in immediate expulsion from the game. Red carded players must leave the premises of the field immediately. Anyone receiving a red card will also be ineligible for the next game. The penalty for a red card received during the last game of a

- season will carry over to the first game of the next Fall/Spring season. Anyone receiving three red cards in one season for unsportsmanlike conduct will be immediately expelled from FWSA.
2. Yellow card penalty — Receipt of three yellow cards in a season, or two yellow cards in a single game, will equal one red card and result in ineligibility to play in the next game.
- e. Substitution will be as follows:
    1. Own team possession on throw-in;
    2. Either team may substitute on a goal kick;
    3. Either team may substitute after a goal is scored;
    4. One for one substitution on an injury when referee calls an injury time out;
    5. Cautioned player;
    6. Free substitution at the half.
  - f. Goalie Possession — The goalie has possession of the ball when she has CONTROL OF THE BALL WITH ONE (1) HAND. The goalie may NOT be touched when she has possession of the ball. The ball may not be touched by the opposing team when the goalie has possession.
  - g. Slide tackling is permitted only in games with two Open Division teams.
  - h. Divisional Standings — Point System — The divisional standings are determined by the following:
    1. Three (3) game points for each win;
    2. One (1) game point for a tie;
    3. Zero (0) game points for a loss; and
    4. Minus one (-1) game point for a forfeiture.
    5. Bonus points will be awarded one for each goal scored, up to three goals
  - i. Tie Breakers — A tie in the regular season consists of teams having equal game points at the end of the season. Tie breakers will be determined as follows:
    1. Head-to-Head Competition;
    2. Bonus Points;
    3. Total Goals Scored Against.
  - j. Forfeiture Penalty — Standings — In the case of forfeiture, the winning team will be awarded three (3) game points, three (3) goals for, zero (0) goals against, and three (3) bonus points. The forfeiting team's standings will show a loss of one (-1) game point, zero (0) goals for, three (3) goals against, and zero (0) bonus points.
  - k. For the first game of the day and for evening games, teams are required to place corner flags (grass fields only) and goals. These instructions may vary depending on the field assignment. The Board will issue appropriate instructions to all Team Representatives prior to the first game of the season.
  - l. Return of Equipment - Teams are responsible for the return and locking of all field equipment to the appropriate storage location after their scheduled game. Storage units should remain locked at all times. Failure to comply with this rule may result in forfeiture of the game.

- m. Length of Games — All scheduled FWSA games will consist of two 45-minute halves with a five-minute (5) rest at halftime, unless otherwise scheduled.

## 10. FORFEITURE

- a. Immediate forfeiture will be declared when a team fails to field seven (7) players within fifteen (15) minutes after scheduled game time or field availability or fails to maintain seven (7) players throughout the game.
- b. Immediate forfeiture will be declared if a team leaves the playing field and fails to complete a game in progress.
- c. Forfeiture may also be declared under the following conditions:
  - 1. Participation of a non-registered or ineligible player in a game. (Rule 2a)
  - 2. Failure to have fields set up with goals & flags (when necessary) within fifteen (15) minutes after scheduled game time or field availability. (Rule 9k)
  - 3. Failure to comply with uniform requirements. (Rule 4a.5)
  - 4. Failure to play regularly scheduled games. (Rule 8d)
  - 5. Failure to produce player roster and photo IDs by the end of the game when requested by the opposing team captain or a Board member. (Rule 2c)
  - 6. Failure to report red and yellow cards. (Rule 9d)
  - 7. Failure to return/lock goals and flags to the appropriate storage location after the scheduled game. (Rule 9l)
  - 8. Failure to report all game scores and cards to appropriate Division Commissioner as soon as possible after the game, but prior to the next scheduled game. (Rule 9d and Appendix C8)
- d. Forfeit Procedure — These forfeitures (c1-8) will be declared only by the Board. All teams facing a game with any of the above forfeit condition(s) shall "play-on". Teams involved in games having forfeit conditions should notify their Division Commissioner in writing within 48 hours of the game in question. The Division Commissioner must notify the team facing a forfeit condition immediately when a complaint is filed, and that team must be allowed, if they wish, to file a written response within 72 hours of being notified of the complaint. Following that, a Board decision must be made as promptly as possible based upon all available information. No further appeals shall then be allowed.

## 11. FINES

- a. A team may be fined for failure to play a scheduled game, including a makeup game, as indicated in forfeiture Rules 10a and 10b. A team will also incur a fine for not playing a scheduled game (Rule 8d) if the team fails to notify its Division Commissioner at least 48 hours prior to game time. The Division Commissioner will, in turn, notify the scheduler and the opposing team.  
  
The fine is \$110.



## APPENDIX A

### Definitions

#### AGE CATEGORIES:

OPEN: 19 years of age or older (18 years old may play with Board approval)

MASTERS: 30 years of age or older

GRAND MASTERS (GM): 40 years of age or older

GREAT GRAND MASTERS (GGM): 50 years of age or older

OVER 60: 60 years of age or older

#### DIVISIONS:

For Open, Masters, Grand Masters (GM), and Great Grand Masters (GGM)...

BLUE: Advanced division — experienced/high skill level — invitation only

RED: Intermediate division — experienced — new players may be assigned by FWSA Recruiter

WHITE: Beginners division — limited experience — new players may be assigned by FWSA Recruiter

#### PLAYERS:

NEW PLAYER: A player not registered on any FWSA team during the previous season.

RETURNING PLAYER: A player registered on any FWSA team during the previous season and returning to play on any FWSA team.

MULTI-TEAM REGISTRANT: A player who registers to play with more than one FWSA team.

## APPENDIX B

### FWSA Referee Highlights

**Length of Games** — All scheduled FWSA games will consist of two 45-minute halves with a five-minute (5) rest at halftime.

**Substitution** will be as follows:

1. Own team possession on throw-in;
2. Either team may substitute on a goal kick;
3. Either team may substitute after a goal is scored;
4. One for one substitution on an injury when referee calls an injury time out;
5. Cautioned player;
6. Free substitution at the half.

**Goalie Possession** — The goalie has possession of the ball when she has CONTROL OF THE BALL WITH ONE (1) HAND. The goalie may NOT be touched when she has possession of the ball. The ball may not be touched by the opposing team when the goalie has possession.

**Potentially Harmful Devices** — No player may participate in a game while wearing an exposed cast, brace or other potentially harmful device. All casts and braces (i.e., metal and hard plastic) must be padded and covered. Jewelry should either be removed or padded and covered. Exposed metal or hard plastic will not be allowed.

**Shin guards** are not mandatory for FWSA players.

**Forfeit Conditions:**

1. **Immediate forfeiture** will be declared when a team fails to field seven (7) players within fifteen (15) minutes after scheduled game time or field availability and fails to maintain seven (7) players through the game.
2. **Immediate forfeiture** will be declared if a team leaves the playing field and fails to complete a game in progress.
3. In the case of any **other FWSA rules-based forfeit** or game protest conditions that arise, the game should nonetheless be played to its conclusion, since such forfeits and protests are decided only upon review by the FWSA Board.

**Slide tackling** is permitted **only** in games with two Open Division teams.

NOTE: **PLAYER ROSTERS** ARE FOR THE BENEFIT OF THE OPPOSING TEAM ONLY, NOT THE REFEREE.

## APPENDIX C

### Team Rep Duties March 2018

**Team Representative.** Serves as team representative and liaison between FWSA Board of Directors and team members. Communicates rules, policies, game schedules, field locations, special events, and equipment procedures to team. Reports team concerns, game scores, infractions, sub usage, forfeits, and injuries to Division Commissioner. Reports game scores in Demosphere. Attends Team Rep meetings (or arranges for substitute) prior to the beginning of each season.

**Registration.** Alerts team members to the opening of online registration. Monitors team member registrations in Demosphere and ensures players' eligibility. Ensures that the 67% team quota of County residents is met.

**Rosters.** Emails a preliminary Roster, which includes player name and accurate email address, to the Division Commissioner, 2 weeks prior to the team rep meeting. If changes occur, emails changes to the Division Commissioner for validation.

**Schedule Changes.** Ensures team members are informed about cancellations and rescheduling. Advises team to call the information line (703-550-4107) regardless of weather, for up-to-date information about field conditions/closures and game assignments. For weekdays, informs players to also check the Fairfax County weather line (703-324-5264) or the county website [https://www.parktakes-online.net/wp/?page\\_id=1125](https://www.parktakes-online.net/wp/?page_id=1125) after 3 pm.

**Uniforms.** Ensures every player has a numbered jersey and alternate jersey (# not required) available in case of color conflict with home team. Consults with Division Commissioner before any color changes are made to team uniforms.

**Field Duties.** Ensures field duties are completed on all Woodson Fields for first or last game. Provides storage shed and gate combination to team members responsible for equipment duties. Reports problems with equipment to Division Commissioner.

- **FIRST GAME - BOTH TEAMS:** Set up goals with sand bags and set up flags.
- **LAST GAME - BOTH TEAMS:** Return goals to fence line & lock goals, put flags and sandbags in shed & lock shed, and remove trash from field and lock field gate. **ENSURE SHEDS, GOALS AND GATES ARE LOCKED.**

**Yellow Sub Team Cards.** When using subs from the Sub Team, gives this card to opposing team's representative prior to the start of the game. Reports usage of subs to Division Commissioner.

**Game Scores.** Reports game score in Demosphere. Reports infractions, injuries, sub team usage, and any comments to Division Commissioner prior to next game. Failure to report infractions may result in a team forfeiting one game in the case of a yellow card and two games in the case of a red card.

**Forfeits.** Arranges for subs from the sub pool when necessary. Reports intention to forfeit when numbers will not be sufficient even with subs. To avoid fines, forfeits must be emailed to [Forfeitgame@fwsasoccer.org](mailto:Forfeitgame@fwsasoccer.org) with CC to (copying) Division Commissioner 48 hours in advance of game time with info to include team name, game time and field. *Very important for previous game to forfeited game to ensure field is shut down if last game of the day/evening.*

**Referees.** If no referee shows, see rules for appropriate substitute. Reports all referee no-shows to Division Commissioner.

A Team Rep Tool Kit is located on the FWSA website, [www.fwsasoccer.org](http://www.fwsasoccer.org), under the "Team Rep Only" Tab.

## **APPENDIX D**

### **The Sub Team**

#### **THE BASICS**

The purpose of the sub team is to aid in recruiting new players to the league and to help teams avoid forfeits – it is not to be used to win games.

There is one sub team for each age bracket: Open, Masters, Grandmasters and GGM. Players may sign up for sub teams in more than one age bracket, if they are age eligible.

#### **WHO IS ELIGIBLE?**

New players to the league may participate in the Sub Team for one season, but then must join an official FWSA team in order to continue to participate in the Sub Team.

Registered FWSA players of any age

#### **HOW IT WORKS**

Google Groups is used to manage Sub Team lists

There is a Google Group for each age bracket – players and team reps must create a Google Group account in order to participate in the Sub Team - visit [http://www.fwsasoccer.org/play/sub\\_details.php](http://www.fwsasoccer.org/play/sub_details.php) for more information.

Team representatives in need of sub team players submit requests to their age bracket group. If subs cannot be obtained from their age group, team representatives may then request subs from other age eligible Google Group email lists - the team representative may request up to three subs per game.

Subs respond to these requests online and are placed on teams in the order received – the player may participate as a sub only once per day.

The team representative cannot request specific players but must take players in the order in which they respond to her request.

Teams that are consistently unable to field a team may be asked by the Board to add players to their roster from the recruitment player pool.

#### **RULES OF THE GAME**

When using subs, there cannot be more than a total of thirteen players (regular team members plus subs) participating in the game - visit <http://www.fwsasoccer.org/play/sub.php> for more information. Subs who respond to the request must be played and should be allowed to play the position in which they feel the most comfortable – the team will provide the sub with a jersey to wear for the game.

These thirteen players are the only ones who can play on the field for this game – no additional players may join the game nor may team members who show up unexpectedly be substituted in for any of the original thirteen players. Teams that don't comply will forfeit the game for participation of an ineligible player. (Rule 10c.1)

Prior to the coin toss, the team representative will provide the completed sub team usage card to the opposing team's representative. After the game, both teams will report the use of these subs, along with their names, in the game report to the division commissioner.

By participating in the Sub Team, you agree to abide by the rules. Failure to do so may result in suspension of Sub Team privileges.