



RULES

Current Revision:

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FAIRFAX WOMEN'S SOCCER ASSOCIATION RULES

1. MEMBERSHIP

- a. Open Division: Women 18 years of age or older who are not concurrently playing on high school, college, WAGS, or similar junior-level teams. Women must be 18 as of the first game played.
- 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. Only FWSA members will be allowed to play in FWSA sponsored games, with the exception of tournaments.
- f. Summer Soccer: Women 18 years of age or older.
- g. 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 fill out a registration form and attach the registration fee established by the Board. Proof of residency in Fairfax County must also be included. Name and address must match registration form. 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 is not a Fairfax County resident, the additional fee as set by the county must be included.
- 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 a team has 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 eleven (11) players prior to the registration deadline established by the Board.

- d. Player validation — Players will be validated by the following process: each registered player must be on a team roster which has been stamped and signed by the Division Commissioner (alternate is the Head Commissioner). 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 seven (7) days prior to first scheduled game, typed team roster must be validated by the appropriate Division Commissioner.
- f. Teams may have a roster of up to 25 players.
- g. In-Season Player Additions — The policy for registering players during the season is as follows:
 - 1. After the first scheduled game, a player may be added to the official roster if her registration and a revised roster are delivered to the Division Commissioner (or Head Commissioner) not less than three (3) days prior to the game in which she begins playing. Mailed registrations/rosters must be postmarked not less than five (5) days prior to the game in which she begins playing.
 - 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.
 - 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 appropriate Division Commissioner.
 - 5. A player may register with at most two (2) teams. The teams may not be in the same "age bracket". Dual registration will only be allowed between the following divisions:

<u>Divisions</u>	<u>may dual register with</u>
Open	Masters, Grand Masters or GGM
Masters	Open, Grand Masters or GGM
Grand Masters	Open, Masters or GGM
GGM	Open, Masters or Grand Masters

3. FEES

- a. Member Registration:
 - 1. All fees must accompany the registration forms. Players must have paid in full to be 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 registration fee established for that season. Out of county fees apply.

Late Registration — Any FWSA player returning to any team will pay a late registration fine of \$15.00 if she has not registered by the registration deadline established by the Board. Exception: dual registrants registering on time for one team may register late without penalty for their second team.

- b. Dual 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.
- c. Returned Checks — Any checks returned by the bank for any reason will be considered a late registration and the registrant will be assessed the late registration fee plus associated bank charges.
- d. Refunds — Prior to the first scheduled game, refunds may be given for any reason and will include late and/or 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 and post-marked by the deadline. Written requests may also be hand carried to the Commissioner on the deadline day. No partial refunds will be given.

4. UNIFORMS

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.

- a. Uniform Requirements — Players must have permanent numbers on the back of their regular team jerseys. A permanent number is defined as one that is silk-screened or iron-on only.
 - 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 shorts may be of different length, and a different color than the basic color of the shorts.
 - 5. Any team which does not comply with these rules may forfeit the game if both of the following apply:
 - a. The opposing team captain notifies the offending team captain of the objection; and
 - b. The offending team captain does not rectify the situation.
 - 6. 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.

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 (i.e., 6 teams, 10 games = play each team twice). The Board will attempt to follow a “one up, one down” policy wherever reasonable and practical. [“One up, one down” means team winning lower division moves up, and team finishing last in higher division moves down.]
- 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. 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 — Officially scheduled referees may not be husbands, coaches of teams within that division, or anyone related to a team member of the game being played.
- 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 come to the Team Representative Meeting with their special requests for the season. There will be a five (5) day window following the Team Rep meeting to get any additional requests in. After that period, the schedule will be finalized. 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.
- Red card penalty — Red cards result in immediate expulsion from the game. 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.
 - 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.

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.
- e. 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.
- f. Slide tackling is permitted only in Open Division.
- g. Divisional Standings — Point System — The divisional standings are determined by the following:
- Three (3) game points for each win;
 - One (1) game point for a tie;
 - Zero (0) game points for a loss; and
 - Minus one (-1) game point for a forfeiture.
 - Bonus points will be awarded one for each goal scored, up to three goals
- h. 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:
- Head-to-Head Competition;
 - Bonus Points;
 - Total Goals Scored Against.
- i. 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.
- j. For the first game of the day and for evening games, teams are required to line the fields, put up nets, and place corner flags. The Board will issue appropriate instructions to all Team Representatives prior to the first game of the season.

- k. Return of Liners, Nets and Flags — Teams responsible for the return of liners, nets and flags are required to return the equipment to the storage unit no later than 24 hours after their scheduled game. Failure to comply with this rule may result in forfeiture of the game.
- l. Length of Games — All scheduled FWSA games will consist of two 45-minute halves with a five-minute (5) rest at halftime.

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 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 lined or nets/flags up 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 liners, nets and flags within 24 hours of a 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 team may be fined for failure to play a scheduled game, including a makeup game, as indicated in forfeiture Rules 10a,b. 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 72 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: 18 or older

MASTERS: 30 or older

GRAND MASTERS (GM): 40 or older

GREAT GRAND MASTERS (GGM): 50 or older

DIVISIONS:

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

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

RED: Intermediate division, experienced, new players may be assigned by Division Commissioners

WHITE: Beginners/limited experience, new players may be assigned by Division Commissioners

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.

DUAL REGISTRANT: A player who registers for a second 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:

- ◆ **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.
- ◆ **Immediate forfeiture** will be declared if a team leaves the playing field and fails to complete a game in progress.
- ◆ 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 Open Division.

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

APPENDIX C

Duties of the Team Representative

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, forfeits, and injuries to Division Commissioner. Attends Team Rep meetings (or arranges for substitute) prior to the beginning of each season.

Registration Forms. Collects team member registrations, checks, and proofs of residency (on 8 ½ x 11 paper) and turns these in to the Division Commissioner at the Team Rep meeting. Ensures that the quota of County residents is met.

Rosters. Compiles team roster using template provided on the website at www.FWSAsoccer.org (note that if another format is used, the same information as in the template should be included). Provides two copies to the Division Commissioner at the Team Rep meeting. If changes occur before the season begins, provides two updated copies to the Division Commissioner for validation no less than one week prior to first scheduled game. Additions after the first game must be validated **three (3)** days prior to game play.

Schedules. Ensures team members are informed about cancellations and rescheduling. Advises team to call the game information line (703-550-4107), every Saturday, regardless of weather, for up-to-date information about field conditions/closures and game assignments. And for weekdays, informs players to check the Fairfax County weather line (703-324-5264) or the county website (<http://parktakes.fairfaxcounty.gov/parks/fieldstatus.asp>) after 3 pm.

Uniforms. Ensures alternate jerseys are 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 when listed as home or away, first or last game. Provides storage shed combination to team members responsible for equipment duties. Reports problems with equipment to Equipment Commissioner.

Blue Referee Cards – Home team provides pre-addressed, stamped card to referee prior to start of game. Referee signs to confirm his presence and is responsible for mailing.

White Referee Evaluation Cards – Completes pre-addressed, stamped card after every game and mails. In the case of egregious performance by a referee, reports to Division Commissioner immediately.

Game Scores. Reports game score, yellow and red cards, and injuries (and sub team usage if applicable) to Division Commissioner prior to next game. Failure to do so 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 reported to the Division Commissioner 72 hours in advance.

Referees. If no referee shows, see rules for appropriate substitute. Rules will be available in the storage shed. Report all referee no-shows to Division Commissioner.