

LAKE HIGHLANDS GIRLS CLASSIC LEAGUE

LEAGUE RULES

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LAKE HIGHLANDS GIRLS CLASSIC LEAGUE

LEAGUE RULES

US Youth Soccer (USYS), North Texas State Soccer Association (NTSSA), and Lake Highlands Girls Classic League (LHGCL), now known as the Girls Classic League (GCL), administrative and playing rules apply unless otherwise noted herein. Teams are responsible for knowing and following all applicable rules, including the GCL and NTSSA rules. Every team should have a copy of the current NTSSA Administrative Rule Book. (Call 972/323-1323 for information on obtaining a copy.)

I. REGISTRATION

- A. Home Association: The NTSSA Member Association through which a team registers is that team's Home Association. Each team shall register through its home association and shall deliver its approved roster to the appropriate GCL Age- Group Commissioner, President, or League Administrator at the general meeting prior to the season, or at such other time as directed by GCL.
- B. Receipt of Paperwork by GCL: All required online registration must be completed and all other registration paperwork and fees must be properly received by the GCL Age Division Commissioner, President or League Administrator before a team will be allowed to play in its first season game. Paperwork is deemed "received" or "delivered" when it is in the actual possession of the Age Division Commissioner, President, or League Administrator. Phone calls or "in the mail" are not acceptable. Failure to comply with league registration deadlines (with online registration, other registration paperwork requirements or the payment of fees) will result in a \$200 fine, plus \$50 a day for each day such delinquency continues after the first day.
- C. Registration of Players Required: No team will be allowed to play a player in any regular season game who has not been properly registered to that team, and a copy of all appropriate paperwork delivered to the GCL Age Division Commissioner, President, or League Administrator. All player transfers must be approved by the NTSSA Competitive Soccer Committee or NTSSA Executive Committee. (See NTSSA Rule 3.10.7)
- D. Player Contracts: As defined by NTSSA, players who have signed a contract and/or paid any portion of a fee to a team or club are considered to be registered with that team or club. Contracts can only be signed on or after July 1 for the upcoming soccer year.

II. TEAM FORMATION

A. Roster Size:

1. The maximum number of players on a roster in Under 11 and Under 12 is sixteen (16). The maximum number of players on a roster in the Under 13 through Under 14 age divisions is eighteen (18). The maximum number of players on a roster in the Under 15 through Under 19 age divisions is twenty-two (22). The minimum number of players necessary for a team to register for GCL, in 9 vs 9 age groups is eleven (11) and in 11 vs 11 age groups is fourteen (14).

B. Age Requirements:

1. It is desired that all teams be age pure. A player's age is calculated by their birth year.
2. Competitive age players must be 10 years old between January 1st and December 31st of the playing year. Players that are of competitive age are allowed to play in an older age division with the consent of their coach and parent(s).
3. NTSSA rules state that any player who has not attained the proper age to play 11U select soccer may not play up on a competitive team with the following exception:
 - a. Players under competitive age must be 10U eligible per NTSSA Rule 4.1.2 to be listed on a roster and participate.
 - b. Players under competitive age may not play on teams or in an age division older than 11U.
 - c. 11U Teams may have no more than three (3) players under competitive age on their game day or official roster.
4. Teams will be placed in age divisions according to the age of their oldest player.

C. Youth Contracts and Releases; Player Transfers; and Player Tryout Procedures:

1. GCL follows the NTSSA Rules on Contracts & Releases with this exception: no player may transfer from a team that entered the league through the Qualifying Tournament to a team that entered the league with a Bye before the end of the fall season, without written permission from the President or Executive Director and the age group commissioner(s) of the teams involved in the transfer. (See NTSSA Rules & Regulations 3.10 Youth Contracts and Releases)

III. QUALIFICATION FOR GCL

A. Eligibility

The GCL is dedicated to providing the highest level of competition possible. Therefore, entrance to the GCL is strictly invitational. This invitation to participate can be withdrawn by the GCL Board upon a finding that a team or any individual(s) associated with a team has participated in conduct prejudicial to the league or, prior to a team's or individual's acceptance into the league, upon a finding by the GCL Board that past conduct of a team or individual(s) gives the Board reason to believe that acceptance of the team or individual(s) in question could be prejudicial to the league.

B. Compliance with Bylaws and Rules.

All persons involved in any capacity with a team playing in GCL have requested to participate in GCL, and by such request have agreed to abide by all Bylaws, Rules, and policies (whether written or unwritten) of GCL.

C. Playing Formats

1. **Maximum Number of Teams in Each Age Group:**

The maximum number of teams in each age group shall be defined in an addendum to these rules.

2. **General Definitions for League Playing Format and Qualifying Tournament**

a. Teams are invited back into GCL for the next soccer year ("Bye") according to the playing format below. *The spirit of a bye is to reward returning teams/players for their performance the prior year.* A "team" is generally determined by the team name and club affiliation. There is no minimum number of players from the previous soccer year that must be retained by a team to keep a Bye for the club for the next soccer year. *However, there are two situations where a bye would not be extended to a club based on the team standings from the prior year.*

(1) If 75 percent of the players on a team (based on the roster as of April 1 of the previous soccer year, rounding fractions up to the next whole number*) leave a team/club to join another team/club, the league Bye will be awarded to that group of players with their new team/club, *except as outlined in (2.a.2) below.* If this takes place, the Age Division Commissioner must be informed at the time the roster is submitted.

*Examples:

75% of 14 players = 10.5 = 11 players

75% of 15 players = 11.25 = 12 players

75% of 16 players = 12 players

75% of 17 players = 12.75 = 13 players

75% of 18 players = 13.5 = 14 players

(2) If 50 percent of the players on a team (based on the roster as of April 1 of the previous soccer year, rounding fractions up to the next whole number*) are not retained by the team applying for a bye, the league bye will remain with the club however the Division placement in the league will be determined by the GCL Executive Board or designated board committee. Appeals to the division placement will be heard and ruled upon by GCL Executive Board or designated board committee.

*Examples:

50% of 14 players = 7 players

50% of 15 players = 7.5 = 8 players

50% of 16 players = 8 players
50% of 17 players = 8.5 = 9 players
50% of 18 players = 9 = 9 players

Note: If a dispute arises over who has the right to a Bye, the GCL Executive Board will determine whether a Bye exists in that particular situation and which team/club will receive the Bye. There is no further appeal allowed on this decision.

- b. A team within a club that changes names will be considered the same team as the previous year for purposes of retaining a Bye, except as outlined in 2a above, as long as the name change is reported to the league by a club official (President, DOC, Executive Director, Club Administrator, etc.) that it is a name change only within the same club and the team retains the club's name. The name change must be noted on the team's roster, i.e., ABC 94 Blue (formerly ABC 94 Green), and the Age Division Commissioner must be informed at the time the roster is submitted.
- c. Teams desiring to change their club affiliation during the soccer year must have completed all required NTSSA paperwork and obtained their home association approval for name change after September 30 and prior to February 1 in order to retain their Bye for the team. If the team changes clubs on or after February 1, the Bye will remain with the club affiliated with the team prior to the club affiliation change, except as outlined in 2a above. The name change must be noted on the team's roster, i.e., ABC 94 Blue (formerly XYZ 94 Green), and the Age Division Commissioner must be informed at the time the roster is submitted.
- d. Movement of teams between Divisions I, and Division II at the end of the soccer year will be done by promotion/relegation.
- e. Each summer, a Qualifying Tournament will be held to qualify teams for 11U (all divisions) and the remainder of Division II (12U-18U) for the following fall season. The exact playing formats will be set according to the most efficient and expeditious manner possible as determined by the number of teams that enter. Open spots in 19U will be filled at the board's discretion based on applications submitted (due dates same as for qualifying tournament applications.) Any team not selected to compete in the Qualifying Tournament or in 19U play will receive a refund of their application fee. In the event that more than 40 teams claim byes and /or apply for 19U, the board, at its discretion, may choose to conduct a Qualifying Tournament for 19U.
- f. All returning teams from the previous season will be seeded in the Qualifying Tournament in an effort to prevent returning teams from playing each other when possible.
- g. Teams/Clubs receiving a Bye must pay a Bye fee as set by the league, submit Bye application, and turn in their preliminary team roster for the upcoming season to the league office by the published deadline. Any "Bye" team failing to comply with this rule may lose their Bye and be required to play in the Qualifying Tournament for entry into Division III of the league. The League must receive the final roster with signatures from the home association and the coach of record before the team will be permitted to play any games.

- h. In order to participate in the Qualifying Tournament, each team must complete all paperwork required by the league, submit their preliminary fall roster (final roster with signatures from the home association and the coach of record must be received at tournament check-in), and pay the required fee to the league by the published deadline and according to the published guidelines before they will be scheduled to play in the Qualifying Tournament. No guest players are allowed. All players must be registered to the team for the upcoming season and all teams must be registered with their home association prior to participating in the Qualifying Tournament. The League must receive the final roster with signatures from the home association and the coach of record before the team will be permitted to play any games.
- i. Rosters turned in by teams that have 75% of the players from a previous team and obtained the previous team's Bye back into the league will be checked to establish that the 75% requirement has been met. If the team did not keep 75% of the players from the previous team, the team will not receive the Bye and will be required to play in the Qualifying Tournament to regain entry into the league. (In this case the previous team/club will retain the Bye.) Any such team that retains a Bye into the league by virtue of this 75% rule that falls below the 75% requirement at any time after the Qualifying Tournament has started and before the beginning of the first game of the fall season will be disqualified from the league for the fall season.

NOTE: The spirit of this rule will be followed. Coaches found guilty of intentional manipulation of this rule for purposes of retaining their Bye will be dealt with severely, up to and including suspension from GCL for no less than 1 year.

- j. NO GUEST PLAYERS ARE ALLOWED. Any players that are deleted between the Qualifying Tournament and the first game of the season will be investigated to ensure that the player was not playing with the team as a guest player simply to enhance the team's possibilities of qualifying for the league. Violations of this rule will result in the team being disqualified from participation in the GCL for that soccer year. A report of such activities will be submitted to the North Texas Soccer Youth Commissioner for further action.
- k. Any team that participates in the Qualifying Tournament and qualifies for the league but decides not to participate in the league that season will not be eligible to participate in the GCL for a minimum of one year from the end of the season in which they decided not to participate.
- l. All teams should participate in their proper age division based on the oldest player on their official roster. A Team may be allowed to "play up" during the soccer year with the approval of the Age Division Commissioner and/or the GCL Executive Board.
- m. All teams will pay the current league fee by the published deadline and according to the published requirements prior to each season. Under 19's will pay a discounted league fee for the spring season.

3. **Playing Formats**

- a. Playing Formats, Promotion/Relegation, & Byes for 11U-19U are detailed in the addendum to these rules.

IV. GCL PLAY

A. GCL play is governed by FIFA Laws of the Game, as modified for youth play.

B. Age Division Placement:

Teams will be placed in divisions according to the age of their oldest player. Each team is required to play in its proper age division in the soccer year except as provided in these rules, or unless special scheduling of the age group is approved by the GCL Executive Board.

C. Season Play

1. Schedules: The Executive Director shall establish his/her own method of scheduling games, subject to GCL Executive Board approval, among teams in all age divisions each season and shall establish the schedule with the intent of having teams play the most competitive schedule possible.

2. Spring scheduling will allow for State Cup play.

3. Incomplete Games: Regular season league games that are stopped short for any reason, other than acts on the part of one of the teams, will be rescheduled and played in their entirety. At the written request of both coaches to accept an incomplete game as a complete game, the Age Group Commissioner and/or the League President, at their option, may accept the request. The game will be scored using the result at the end of play and recorded as such and this game will not be rescheduled.

D. Players and Spectators:

At all venues, both teams sit on the same side of the field where designated. The team side may vary from field to field. All spectators sit on the opposite side of the field from the teams. The team side of the field is off limits to all spectators except for coaches, managers, and players of the teams currently playing and any other personnel authorized by GCL. All coaches, spectators and players will stay within 10 yards of the halfway line and 5 feet back of the touch line.

E. The duration of season games and specific ball sizes are as follows:

Age Division	Length of Halves	Ball Size
11U & 12U	Two 30-minute halves	4
13U & 14U	Two 35-minute halves	5
15U & 16U	Two 40-minute halves	5
17U – 19U	Two 45-minute halves	5

F. Number of Players

1. Minimum Number: All 11v11 teams must have a minimum of eight (8) properly equipped and uniformed players to start a game and seven (7) eligible players to continue a game. If both teams have at least eight (8) players properly equipped and uniformed for the game, the game shall begin at the start time; otherwise wait not more than 10 minutes for more players to arrive. All 9v9 teams must have a minimum of seven (7) properly equipped and uniformed players to start a game and six (6) eligible players to continue a game. If both teams have at least seven (7) players properly equipped and uniformed for the game, the game shall begin at the start time; otherwise wait not more than 10 minutes for more players to arrive.

2. Unequal Number Between Teams: If one team fields the minimum number of players required to play and the opposing team fields up to eleven (11) for 11v11, or up to nine (9) players for 9v9, the opposing team is not required to play with less players.

G. Club Pass Players

The GCL board of directors believes that the rule was incorporated in order to fulfill two basic needs:

- Foster the development of players by allowing them to participate within their own club at a higher level of competition without the commitment of a roster transfer.

- To assist teams that may be short sided due to injury, illness, or other commitments.
1. A “Club Pass Player” is defined as a Player that meets all of the following conditions:
 - a. The Club Pass Player shall be a North Texas State Soccer Association (“NTSSA”) Registered Competitive Player.
 - b. The Club Pass Player shall be a member of a NTSSA Competitive Club.
 2. A Club Pass Player may play regular season League games for other teams within their Club (referred to as “Receiving Teams” herein) under all of the following restrictions:
 - a. A Club Pass Player may not “play down” for a team in a younger age group (e.g., an under-15 Club Pass Player may not play on an under-14 Receiving Team).
 - b. A Club Pass Player may appear on one and only one Game Day Roster on a given day.
 3. A Receiving Team may include Club Pass Players on their Game Day Rosters for League games under all of the following restrictions:
 - a. A Receiving Team (11U – 18U) may include a maximum of 3 Club Pass Players on a single Game Day Roster and must comply with their Game Day Roster limit; Should the addition of Club Pass Player(s) cause the Receiving Team to exceed their Game Day Roster maximum, the Receiving Team must remove the appropriate number of their rostered Players to comply with the Receiving Team’s Game Day Roster limit. For example, suppose an under-14 Receiving Team with a Game Day Roster limit of 18 Players has 17 Players on its roster. If a request is approved for 3 Club Player Pass Players to play for that Receiving Team on a given day, then the Receiving Team must remove at least 2 of its rostered Players from their Game Day Roster to accommodate the 3 Club Pass players and to comply with their Game Day Roster limit of 18 Players. Rostered Players that are removed from the Game Day Roster for this reason may sit on the bench but may not be dressed in their game uniform.
 - b. A Receiving team (11U-18U) may include only 1 “division down” Club Pass Player on their Game Day Roster. A “division down” player is defined as one who is rostered to a GCL team within the same age group or older age group and from a higher division than that of the Receiving Team. For example, a Receiving Team from 13U Division II may add no more than 1 player to the Game Day Roster from a 13U Division I team.
 - c. In the final three regular season League games of the Soccer Year (11U – 17U), A Receiving Team may include 1 Club Pass Player on their Game Day Roster. Should the addition of Club Pass Player(s) cause the Receiving Team to exceed their Game Day Roster maximum, the Receiving Team must remove the appropriate number of their rostered Players to comply with the Receiving Team’s Game Day Roster limit.
 - d. In the final three League games of the Soccer Year (18U), A Receiving Team may include 3 Club Pass Player on their Game Day Roster. Should the addition of Club Pass Player(s) cause the Receiving Team to exceed their Game Day Roster maximum, the Receiving Team must remove the appropriate number of their rostered Players to comply with the Receiving Team’s Game Day Roster limit.
 - e. For 19U only, a Receiving Team may include 5 Club Pass Players on their Game Day Roster, and without regard to whether the Player is playing "division up" or "division down". Should the addition of Club Pass Player(s) cause the Receiving Team to exceed their Game Day Roster maximum, the Receiving Team must remove the appropriate number of their rostered Players to comply with the

Receiving Team's Game Day Roster limit. The 5 player limit will be applicable to all 19U league games and all 19U league playoff games.

- f. A Receiving Team may include Club Pass Players on their Game Day Roster if the Receiving Team submits the Club Pass Player request on or before the posted deadline. All instructions and deadlines for Club Pass Player Requests can be found at www.girlsclassicleague.com. The Receiving Team must follow all rules with regard to uniforms (i.e., no duplicate numbers. Refer to GCL rules section IV paragraph J)
- g. Club Pass Players are not allowed for the end of season playoff (11U-18U). No additions or transfers shall be processed after the team plays their final regular season game.

The Club Pass Player is not required to have a North Texas State Soccer Association Release from their Rostered Team. It is up to the Club to mediate any issues amongst their teams/parents/coaches relating to Club Pass Players.

The GCL Board of Directors reserves the right to determine the eligibility of any Club Pass Player.

Any coach/team utilizing a Club Pass Player outside of these rules will be considered to have played and Ineligible Player and will be subject to sanctions/discipline under the rules governing use of an Ineligible Player.

- H. Substitutions will be allowed, with the referee's permission, at the following stoppages in play:
 - a. By team in possession, at a throw-in.
 - b. By team not in possession, at a throw-in, only if the team in possession is making a substitution.
 - c. Either team, at a goal-kick.
 - d. Either team, after a goal is scored.
 - e. Either team, at an injury, when the referee stops the play.
 - f. Either team, at halftime.
 - g. When a caution (yellow card) is given, that player only may be substituted for.

Players who are substituted out of play are eligible to return to play.

- I. League Standing Points: Points will be calculated on the following point system:

WIN	THREE (3) POINTS
TIE	ONE (1) POINT
LOSS	ZERO (0) POINTS
FORFEITS	THREE (3) POINTS
ABANDONED	THREE (3) POINTS

- 1. The "Grand Champion" in each Division I age division shall be determined by adding together the Fall and Spring Season standings points. The teams with the most Grand Champion Points will finish in the higher position. No allowance in points will be made for teams entering the League after the beginning of the Fall Season for any reason.
- 2. The "Division Champion" in each Division II age division shall be determined by adding together the Fall and Spring Season standings points. The teams with the most Division

Champion Points will finish in the higher position. No allowance in points will be made for teams entering the League after the beginning of the Fall Season for any reason.

3. “Bye Teams”: The highest totals of the Fall and Spring Season standings points are the Grand Champion Points (for Division I teams) and Division Champion Points (for Division II teams) and will be used to determine the teams that receive an invitation (“Bye”) into the league the next soccer year.
4. End of Season Tie Breakers: If two (2) or more teams are tied in the number of points, the tie will be broken as follows (except as stated in 6 below):
 - a. Winner of head-to-head competition.
 - b. Team with the greatest number of wins.
 - c. Fewest goals allowed in season games.
 - d. Most goals scored in season games.
 - e. Goal differential (goals scored all season minus goals allowed all season. Team with highest differential wins higher position in standings. Maximum of 3 goals for or against allowed per game).
 - f. Best record against common opponents.
 - g. The team with the fewest yellow and/or red cards will finish in the higher position. NOTE: Only points accumulated in GCL play (regular season) will be used for this calculation.
 - h. Elimination game(s) if time permits. Opponents determined by random draw if more than two teams are tied for one position.
 - i. Coin toss.
 - j. In the event a game or games have been forfeited, if any other of the tied teams played the opponent that forfeited to the other tied team(s), then all the games against that opponent will be omitted before calculating the points and/or standings.
5. Grand Champion (and Division Champion) Tie Breakers: If two teams are tied for Grand Champion Points or Division Champion Points, the tie breaker rules above will be used using all GCL regular season games for the entire soccer year in the calculation (except as stated in 6 below).
6. Ties Between Teams to Determine a Bye:

For all ages, points earned in head-to-head play over the entire soccer year will apply. Playoff games will be played between any teams who cannot be eliminated in the head-to-head tiebreaker. The number of games and nature of the playoff will be determined by the GCL board. Playoff games must have a winner, i.e., if the game ends in a tie, two 10 minute overtimes will be played, then if still tied, FIFA kicks from the penalty mark will be taken to determine the winner.

 - a. Teams Tied in Grand Champion Points in Division I:
 - (1) If two teams are tied in points to determine who shall receive a Bye(s) into Division I and who will be relegated to Division II, only head-to-head competition will be used to break the tie. If the two teams are tied in head-to-head competition, a playoff game will be played between the two teams to determine who will receive the Bye into Division I.
 - (2) If three or more teams are tied for one or more Bye positions for Division I and who will be relegated to Division II, the points earned in head-to-head games between all teams involved in the tie will be used to eliminate one or more teams from the tie. If teams are still tied after the head-to-head tiebreaker is applied, playoff game(s) will be played to break the ties.
 - b. Teams Tied in Division Champion Points in Division II:

- (1) If there is a tie in Division Champion points that will affect which team gets promoted into Division I or receives a Bye into Division II, only head-to-head competition will be used to break the tie. If two teams are tied in head-to-head competition, a playoff game will be played between the two teams to determine who has earned the right to be promoted into Division I or who has a Bye into Division II.
 - (2) If there is a tie in Division Champion points between three or more teams that will affect which team gets promoted into Division I or is relegated and must requalify for the league, the points earned in head-to-head games between all teams involved in the tie will be used to eliminate one or more teams from the tie. If teams are still tied after the head-to-head tiebreaker is applied, playoff game(s) will be played to break the ties.
7. Withdrawal from League: Any team that withdraws from the GCL voluntarily during the soccer year to play in another soccer league will not be allowed to participate in the GCL for a period of not less than one (1) year from the end of the soccer year in which they chose not to participate.
8. Forfeits:
 - a. Teams not able to field the number of properly equipped and uniformed players listed above in section F.1. within 10 minutes after the scheduled starting time of any game shall forfeit that game. Any team forfeiting a League game shall pay the officials for that game and will not be allowed to play any subsequent games until the officials of the forfeited game have been paid in full. UNDER NO CIRCUMSTANCES WILL FORFEITS BE CONSIDERED FOR RESCHEDULING.
 - b. Any team that forfeits any games during a season may, at the option of the team's Age Division Commissioner and/or the GCL Executive Board, be immediately dropped from the League and shall be required to demonstrate to the satisfaction of the League's Executive Board, its ability to field a complete team at each scheduled game before it will be readmitted to the League. In addition, any team that forfeits a game must pay a \$250 fine plus 100% of the applicable referee fees. If any team forfeits a second game during the same soccer year, the fine escalates to \$350 plus 100% of the applicable referee fees. If any team forfeits three or more games during the same soccer year, the fine for each forfeited game in excess of two (2) will be \$450 plus 100% of the applicable referee fees. Any fine levied for a forfeit must be paid prior to the team's next game or within 10 days, whichever is sooner. Any fine not paid by the forfeiting team within 30 days of notification by GCL shall become the responsibility of the forfeiting team's club. The club will have 10 days after receiving notification from GCL to pay the fine.
 - c. The team, coach, assistant coach, or manager of any team that forfeits any games during a soccer year may be subject to additional sanctions¹ as determined by the GCL Executive Board, including, but not limited to suspension from participation in the league.
 - d. The game will be scored as a one (1) goal to zero (0) goals win in favor of the non-forfeiting team.
9. Abandonments:
 - a. Abandonments are defined as games ended short of completion by either a referee or GCL Official for misbehavior or misconduct by any party. If a game is properly abandoned, the offending team (to be determined at the sole discretion of GCL) will receive 0 (zero) goals regardless of score. The non-offending team will receive one goal if they have not scored, or number of goals scored whichever is greater.

- b. The penalty for abandoned game for the offending team is a \$500 (five hundred dollar) fine (cash or money order only) and 1 (one) point deduction from standing points. The team will not be able to play until the fine is received by the league. League decision is final.

J. Yellow/Red Card Report & Score Requirements:

1. Winning Team to Report Score: The designated coach, assistant coach or manager of each winning team must inform the team's age division commissioner of the score of that team's game within twenty-four (24) hours of the completion of each game. Failure to report the score within the prescribed time limit will result in the winning team receiving a \$50.00 fine.
2. Tied Games: In the case of a tie, the designated coach, assistant coach or manager of the home team shall report the score of the game to the age division commissioner within twenty-four (24) hours of the completion of the game. If the home team fails to report the score within the prescribed time limit, the home team will receive a \$50.00 fine.
3. Yellow/Red Card Report: In the event any cards, send-offs, or cautions occur, both teams are required to send a Yellow/Red Card Report completely filled out to their age division commissioner within forty-eight (48) hours of the completion of a game. If any team fails to send their Yellow/Red Card Report to the age division commissioner within the designated time period, that team may receive a \$50.00 fine.

K. Equipment and Uniforms

1. Nets and Corner Flags: At all venues, both teams shall supply 2 corner flags each. Nets are supplied by the league at all venues.
2. Uniform Colors: Coaches are responsible for making sure that jersey colors do not conflict. The home team (team listed first on schedule) must wear white, and the visiting team will wear a contrasting color.
3. Uniform Numbers: All players are required to have proper uniforms including numbers on the back of their jersey that corresponds to the number on the roster with the exception of the goalkeeper, whose jersey does not require a number. The number must be permanently affixed to the jersey. Taping of numbers is not allowed. Field players without numbers will not be allowed on the playing field. Any player that enters a match with an improper uniform could be considered ineligible, and appropriate sanctions may be levied. See the league policies for additional uniform requirements. A team with less than the minimum number (as described above in F, 1) of players in proper uniforms shall forfeit the game.
4. Protective Equipment: Players cannot wear anything that is dangerous to themselves or the other players. Shin guards that provide adequate protection are required for all players. Shin guards must be covered by the player's socks. Braces that have exposed metal and/or hard plastic must be covered with a soft protective covering. The referee shall make the final decision whether or not the player can play.
5. Game Roster: A Game Roster Form containing a minimum of the names of the team, coaches, managers, and players (including jersey numbers) must be given to the referee prior to the start of each GCL game. The team roster of names, addresses, and phone numbers cannot be used in this case. The roster given to the referee must not contain the addresses and phone numbers of the players.

L. Referee Fees:

Prior to the start of each season, the Executive Board will establish and inform the team management of the fees to be paid to the referees and linesmen for each game and each age group.

M. Payment of Referees:

Each team is responsible for the payment of the referees

PRIOR TO THE BEGINNING OF THE GAME. Failure to do so may result in a forfeit for the non-paying team in addition to a fine levied by GCL equal to the referee fee. Each team must pay ½ of the middle referee fee and all of the fee for one referee's assistant.

N. Returned Checks:

Should a check be returned, for any reason, written either by or for a team, to the GCL for league fees, or to referees for games played in GCL, a returned check fee of TWENTY-FIVE AND NO/100THS DOLLARS (\$25.00) will be assessed to the team in addition to the amount of the check, to be paid either by cashier's check (payable to GCL) or cash only. For the second, and subsequent returned check in the same season, a fee of FIFTY AND NO/100THS DOLLARS (\$50.00) will be assessed in addition to the amount of the check to the team and the coach of the team will be subject to disciplinary action.

O. Schedule Changes and Rescheduling

All special requests (following the guidelines below) must be made in writing and turned in to the Age Division Commissioner when specified by the league, usually at the coaches'/managers' meeting prior to the fall season.

1. Teams may not request any weekends off except to attend GCL APPROVED TOURNAMENTS.
2. We will do our best to schedule around coaching conflicts for two teams only. Coaches who coach more than two teams may have conflicts.
3. 17U - 19U teams only are given Saturday mornings off for SAT and ACT.
4. STANDARD SCHEDULING GUIDELINES USED BY THE LEAGUE:
 - a. We do not schedule games at the following times:
 - (1) Labor Day Weekend
 - (2) Thanksgiving Weekend (Wednesday - Sunday)
 - (3) Easter Weekend (Wednesday - Sunday)
 - (4) During State Cup (except teams eliminated from state cup the first weekend could have a make-up game scheduled on the second weekend of State Cup if absolutely necessary).
5. Reschedules: After the schedules have been prepared, no schedule changes will be allowed except in the case of inclement weather. Exceptions to this policy may be made only by the scheduling coordinator and only under very rare and extraordinary circumstances. The scheduling coordinator will post the rescheduled game on the website at least twenty-four (24) hours prior to the time of the rescheduled game.
6. Any team initiating a reschedule shall be charged a \$50.00 fee. Any team initiating a reschedule less than 72 hours prior to the start of the game to be rescheduled will be charged a \$100.00 fee. Payment must be received by the age division commissioner before the rescheduled game is played. If payment is not received and the game cannot be played because of this non-payment prior to the end of the current season, the game will not be played and the team requesting the reschedule will forfeit the game. [NOTE: This rule is in no way intended to insinuate that reschedules are permissible. Reschedules must be for a valid, very rare, extraordinary reason and must be granted by the scheduling coordinator.]

P. Foul Weather Procedures:

Unless the coach, team manager or other responsible person for the team is notified specifically by the Age Division Commissioner or has received updated information on the GCL Hot Line that their game has been canceled for any reason, both teams are required to appear at the game site on time, ready to play. Any team failing to appear and who has not been given proper notice that the game has been canceled will be required to forfeit the game. The GCL Hotline shall constitute

proper notice. Team managers/coaches are required to check with the GCL Hotline or Website for updates on playing conditions.

1. Only a member of the GCL Executive Board may cancel games prior to game time.
2. The referees, a member of the GCL Executive Board, or an official of GLASA (GLASA venues only) may cancel games at the field of play.

In the event of inclement weather during play, the GCL officials on site or the referee (if no GCL official is present) will determine if games are to be suspended. If games are suspended, teams and spectators must seek safe shelter in their cars. Failure to leave the soccer fields as directed by a GCL official or referee will result in an immediate dismissal from the game for the offending person(s). DO NOT leave the complex until you have been informed by a GCL official or referee that the games will not be resumed.

Q. Game Protests:

1. Written Protests: Only WRITTEN protests received by the Age-Group Commissioner or President within five (5) days of the conclusion of the game will be considered.
2. Protest Fee: A written protest must be accompanied by a cashier's check or money order in the amount of ONE HUNDRED AND NO/100THS DOLLARS (\$100.00), made payable to the GCL which will be refunded if the protest is upheld. The protest must follow the guidelines of the NTSSA.
3. Protest Decisions: Protests will first be ruled on by the Age-Group Commissioner with the right of appeal to the Girl's Classic League Executive Board. The decision of the board is final.
4. Disagreement with Referee Decisions: It should be emphasized that any disagreement with the referee can only take the form of a written protest filed in the same manner as GAME PROTESTS.
5. Valid Protests: NTSSA Rules state: "There are only two acceptable causes for the protesting of a game after it has been played. They are:
 - a. A team knowingly plays an unregistered, ineligible, or suspended player; or
 - b. There has been an obvious error made in the application of the Laws of the Game that directly affects the outcome of the match, and the referee admits it."

R. PROTESTS WILL NOT BE HEARD OR ENTERTAINED THAT PERTAIN TO REFEREE JUDGMENT

S. Fields and Facilities:

1. All persons (coaches, parents, spectators, players, etc) attending any game(s) at facilities used by GCL for any purpose are required to follow all rules, guidelines, and policies set forth by GCL for conduct at the facility, as well as following all rules specific to that facility. Violations and/or refusal to comply with this section can cause sanctions to be levied upon the coach of the associated team(s) and can cause serious sanctions to be assessed against the team(s), including, but not limited to, withdrawal of the team's invitation to participate in the league.
2. Warm-ups in penalty areas are prohibited at all GCL playing venues. Violation of this rule may cause a \$25 fine (per violation) to be levied against the offending team. Warm-ups in this case will be defined as goalkeeper warm-ups and/or any repetitive drill with team players that may cause excessive wear on the pitch.
3. Clean Up: Each team must pick up its trash after the game. Violation of this rule may cause a fine to be levied.
4. Any unauthorized person (any coach, parent, spectator, player, etc.) who climbs over any portion of the fences at UTD or Chinn Chapel, parks in the UTD apartment parking lot, or drives a vehicle onto the path leading to the fields, the track area, or the grass areas surrounding the UTD parking lot (except when a confirmed medical emergency necessitates) are subject to an immediate two-game suspension from GCL games. (He/she will be suspended from attending or observing games played by any team(s) with which the person is associated.) The

persons will be expected to leave the complex immediately upon being confronted by GCL field marshals and cannot observe any game. If the person refuses to leave the complex and/or if the person refuses to move his/her vehicle from the restricted area, the team(s) with which the party is associated may forfeit that game, and the team and/or individual may be subject to additional sanctions¹ if the situation warrants, as determined by the GCL A&D Committee. If the suspended party violates a suspension under this section and attends or observes a game from which he/she is suspended, the team(s) with which the suspended party is associated may forfeit that game, and the suspended party, coach, and/or team may be subject to further sanctions as determined by the GCL A&D Committee.

¹Additional sanctions may include but are not limited to: a minimum fine of \$100; additional game suspensions; if a parent or relative of a player is involved, the player may be suspended; standing point deductions from the team involved. When determining what sanctions to apply to a given situation the league will place emphasis on whether or not the action could materially change the outcome of a game or a team's participation in the game. For example, a coach watching his team play from a vantage point during his/her suspension – and “coaching” by cell phone - may be deemed to materially affect the conduct of a game and his/her team would generally be assessed a forfeit for the game.

V. DISCIPLINE (NTSSA Rule 3.11, Generally)

A. Authority:

All coaches must distribute the NTSSA Disciplinary Rules from the NTSSA Administrative Handbook to every player, assistant coach, and manager. It is intended that the player and/or coach will make known the contents of this rule to his or her parents and spectators. The NTSSA Disciplinary Rules will be the main guideline utilized by the GCL A&D Committee for Discipline, including any directives issued by NTSSA in connection with the Disciplinary Rules.

B. Appearance Before Committee:

1. A&D Committee: GCL shall have an Appeals and Disciplinary (A&D) Committee which shall consist of a Chairman and no more than ten (10) additional members who are appointed by the A&D Chairman with approval of a majority of the Executive Board. Two or more members of the A&D Committee, plus the Chairman or his designee shall constitute a hearing committee. The Chairman may only vote in case of a tie vote. The A&D Chairman may hold hearings on:
 - a. Any player sent off from a game.
 - b. Any coach officially dismissed or cautioned.
 - c. Any other person dismissed from a game, *e.g.*, parent, manager, spectator, etc.
 - d. The accumulation of an excessive number of cards by any GCL team.
 - e. Any other matter deemed by the President, A&D Chairman, or Executive Board to require committee attention.
2. Discipline Assessments: For assessment of penalties for excessive card totals, the A&D Committee will utilize the NTSSA guidelines as published in the NTSSA Administrative Handbook as minimum penalties, and all directives and explanations issued by NTSSA in connection with those guidelines.
3. Endorsement of NTSSA Policy: GCL endorses the policy regarding violence, misconduct, and appeals of NTSSA:
 - a. Any player or coach cautioned has the right to appear before the A&D Committee. Anyone sent off or dismissed may be required to appear before the A&D Committee. The Committee shall base its decisions primarily upon the official's written report to the Committee.
 - b. Only the coach or manager may represent a team at the A&D Committee hearing. The A&D Committee may, at its discretion, hear other interested parties.
 - c. Any party required to appear before an A&D Committee hearing and failing to do so, shall be suspended from all GCL games until such time as she/he does appear.
 - d. The A&D Committee shall make a reasonable effort to hold a hearing on any matter coming to its attention within seven (7) days of receipt of the report requiring such action.
 - e. A player, coach or any other person who has been sent off or dismissed shall be automatically suspended for the next game the team actually plays that said player, coach, or person plays for, coaches, or is affiliated with, whether or not a misconduct report has been received by the A&D Committee.
 - f. The home coach and visitor coach are each responsible for the safety and wellbeing of the referees—before, during, and after the game. Each coach is responsible for the behavior of his/her team's spectators and players.
 - g. FIFA rules allow the referee to issue cautions, send offs and dismissals before, during, and after the game. State and national rules stipulate that any instances of alleged referee abuse or assault will be referred directly to NTSSA.

C. Appeals of Decisions of the A&D Committee:

Appeals of decisions of the A&D Committee may only be made to the GCL Executive Board. A written appeal must be received by the President of GCL within five (5) days of the decision of the A&D Committee and must be accompanied by a cashier's check or money order in the

amount of ONE HUNDRED AND NO/100THS DOLLARS (\$100.00), made payable to the GCL which will be refunded if the appeal is upheld. The appeal procedures must follow the guidelines of the NTSSA.

D. Responsibility for Team:

1. Qualified Coaches: The Qualified Coach shall be the coach duly designated by each team on its official NTSSA roster.
2. Coach's Responsibility: The GCL recognizes that the coach, assistant coach and team manager are each responsible for their team. However, in the event disciplinary action is necessary, it will be the coach's responsibility to answer for the team.
3. Coach and/or Manager Represent Team: Only the coach and/or manager of record may represent an entire team and all of its members at a disciplinary hearing. The coach is responsible for the behavior of his spectators and players, both individually and collectively. The disciplinary committee may, at its discretion, hear other interested parties.
4. Responsibility at Games: A coach, assistant coach, team manager or parent must be present with and responsible for the team and spectators during all games.

E. Conduct:

Conduct of coaches, players, parents and/or spectators is expected to be of the highest caliber when such individuals are participating in NTSSA and/or GCL sponsored events, either directly or indirectly. Therefore, any misconduct (including, but not limited to, profanity, abusive language, and/or obscene gestures) shall be dealt with in a decisive manner, in accordance with GCL regulations, and/or NTSSA Rules and Regulations as may be appropriate. Misconduct, unsportsmanlike conduct, or unethical behavior is not limited to the field of play or at games. Defining unsportsmanlike or unethical behavior lies with the GCL Executive Board and/or A&D Committee.

1. Coaches

- a. GCL coaches (and assistants, whether listed officially on team rosters or not) are expected to act and teach in sportsmanlike, ethical, and gentlemanly ways.
- b. Actions that are deemed to be unsportsmanlike or unethical are considered to be detrimental and/or prejudicial to soccer and to the GCL. Such actions should be reported in written detail to the GCL so that they may be investigated by the A&D Committee.
- c. A coach suspected of unsportsmanlike or unethical conduct may be asked to appear before the A&D Committee. If found guilty, the coach may be reprimanded or suspended for some specific period or number of games, depending on the severity of the incident.
- d. Suspensions are to be served by the coach/assistant coach/ manager/or team representative at the next scheduled game (regular league games, makeup league game, play-off game, championship cup game, local or state tournament game) that his/her team actually plays. The lack of a hearing or referee report on the suspension/expulsion of the offender shall not nullify his or her suspension (to sit out) the next game.
- e. If the GCL Executive Board receives word through the referee reports, written complaint by a team, or a commissioner that there is a team that is disruptive from the sidelines or out of control on the field, the manager, coach and/or team may be required to appear before the A&D Committee for investigation, regardless of the number of cards accumulated by the team.
- f. Cautions or dismissals given to coaches in accordance with the FIFA Laws of the Game, as modified for youth play, shall be dealt with in the following manner as a minimum:
 - (1) Cautions: The accumulation of three (3) cautions by a coach in any playing season shall require a one-game suspension; that being the next scheduled game actually played by his/her team. No appeal shall be allowed under this system.
 - (2) Dismissals: A dismissal received by a coach results in an automatic one-game

suspension; that being the next scheduled game actually played by his/her team. No appeal shall be allowed under this system. The coach must also pay a \$100.00 fine as set out below.

- (3) Dismissed Coaches: A coach who receives a dismissal at any time before, during or after a GCL game must immediately (following the dismissal) remove himself/herself from the soccer fields, the parking lot and any other location where he/she may observe his/her team's game for the remainder of the game and he/she may not participate in any post game meetings or activities of his/her team at the soccer fields, the parking lot or any location adjacent to the soccer fields. If a coach breaches this rule, his/her team may receive a forfeit for the game at which he/she was dismissed, in addition to the other penalties¹ the coach receives as a result of his/her misconduct.
 - (4) The coach is responsible for maintaining control of the sidelines, including the conduct of all players and nonplayers, including parents and other spectators. In the event of misconduct on the part of a non-player, the coach will be warned to get the situation under control. If the coach fails to do so, and the non-player is dismissed from a game, the coach is also dismissed and must leave the field of play, surrounding area, parking lots, surrounding streets, etc. All rules pertaining to a coaches' dismissal will apply in this situation, including but not limited to the fine, and the resulting suspension, etc.
 - g. A coach that is dismissed may be required to appear before the A&D Committee who may assess additional penalties¹ to those listed above, if deemed appropriate. The A&D Committee also has the right to call a coach in for a hearing for a caution issued to the coach.
 - h. A coach that is dismissed is required to pay a fine of \$100 (cashier's check or money order), payable within 10 days of the dismissal and prior to the next scheduled league game. This fine shall be paid whether or not a report by the referee is turned in. A coach will not be allowed to appear at any GCL game until the fine is paid. The fine must be given or sent to the A&D Committee Chairman, league President, or League Administrator. The fine must be received by one of these league officials prior to the coach's next appearance at any GCL game. Failure to comply with this section may result in the coach's team forfeiting the game at which he/she appeared prior to the fine being paid, plus any additional penalties¹ as determined by the A&D Committee. Failure to leave the complex will result in a minimum suspension of two (2) games and may require appearance by the person before the A&D Committee.
 - i. Violent conduct by a coach may result in additional penalties¹ up to and including lifetime suspension.
 - j. Use of the "F" word by a coach, on or off the field, when related to GCL sponsored activities and reported by an GCL official or referee will result in a minimum suspension of two (2) games and may require appearance by the player before the A&D Committee. However, coaches, if dismissed from a game for use of the "F" word, will not be responsible for sitting out a second game until the A&D Committee has notified the coach, manager, or player that a second game suspension is applicable.
2. Players
- a. Misconduct of players shall be dealt with only when written reports are submitted to the GCL. These are usually referee reports, but misconduct need not be confined only to the field of play. The referee misconduct reports are required to be postmarked, faxed, or hand delivered to the GCL no later than seventy-two (72) hours after the game in which the misconduct occurred. (Sundays and holidays are excluded when calculating the 72-hour time period.)
 - b. The GCL shall operate under a "cumulative card system" as defined below in Section G.

- c. When a player is sent off from a game, a one-game suspension results, that being the next game her team actually plays. For a second send off during the year, a player is suspended pending her appearance before the GCL A&D Committee.
 - d. Automatic suspensions are to be served by the player at the next scheduled game (regular league games, makeup league game, playoff game, championship cup game, local or state tournament game) that the player's team actually plays. The lack of a hearing or referee report on the suspension/expulsion of the offender shall not nullify her suspension (to sit out) the next game.
 - e. Violent conduct by a player, on or off the field, when related to GCL sponsored activities will result in a minimum suspension of two (2) games and may require appearance by the player before the A&D Committee. At the discretion of the A&D Committee, the suspension may be lengthened up to ten (10) games, or such sanctions assessed as are appropriate to the offense. However, players will not be responsible for sitting out more than one game until the A&D Committee has notified the coach, manager, or player that additional game suspensions are applicable.
 - f. Use of the "F" word by a player, on or off the field, when related to GCL sponsored activities and reported by an GCL official or referee will result in a minimum suspension of two (2) games and may require appearance by the player before the A&D Committee. However, players, if sent off from a game for use of the "F" word, will not be responsible for sitting out a second game until the A&D Committee has notified the coach, manager, or player that a second game suspension is applicable.
3. Other Persons (spectators, parents, team managers, etc.)
- a. Actions that are deemed to be unsportsmanlike or unethical are considered to be detrimental and/or prejudicial to soccer and to the GCL. Such actions should be reported in written detail to the GCL so that they may be reviewed by the A&D Committee.
 - b. Any person affiliated with an GCL team that is suspected of unsportsmanlike or unethical conduct may be required to appear before the A&D Committee. The person may be reprimanded or suspended for some specific period or number of games, depending on the severity of the incident.
 - c. Use of the "F" word by any other persons, on or off the field, when related to GCL sponsored activities and reported by an GCL official or referee will result in a minimum suspension of two (2) games and may require appearance by the player before the A&D Committee. However, the person, if dismissed from a game for use of the "F" word, will not be responsible for sitting out a second game until the A&D Committee has notified the coach, manager, or player that a second game suspension is applicable.
 - d. Any non-player (e.g. parent or spectator) that is dismissed from any GCL game shall be required to pay a \$100.00 fine to GCL in the form of a cashier's check or money order. The fine shall be paid whether or not the referee turns in a misconduct report on the incident. The team with whom the non-player is affiliated shall be responsible for making sure that the fine is properly and timely paid. The fine must be delivered to the GCL A&D Chairman, league President, or League Administrator before the offending person is eligible to appear at another GCL game. Failure to leave the complex will result in a minimum suspension of two (2) games and may require appearance by the person before the A&D Committee. Failure to comply with this section may result in the team with whom the offending person is affiliated receiving a forfeit for each game at which he/she appeared prior to the fine being received, plus any additional penalties¹ that the A&D Committee may assess in its discretion. This fine is in addition to any other penalties that may be assessed against the offending person by the A&D Committee.
 - e. If a parent of a player is dismissed from any GCL game two times during year in which

one or more of his/her children is participating as a player(s), then said parent's child or children, as the case may be, shall be automatically suspended for the next game following the second suspension of the parent that the team actually plays. Failure to strictly comply with this rule may result in the player's team receiving a forfeit for that game, plus any additional penalties¹ and/or punishment as determined by the A&D Committee. The team's coach and manager may also be subject to such other and additional penalties¹ as may be determined by the A&D Committee if they fail to make sure that the player(s) serves the suspension. In the event that a parent is dismissed, it is the parent's responsibility to inform the coach and manager that he/she has been dismissed. If the parent fails to inform the coach as required herein, then the parent and his/her child or children may be subject to such additional penalties¹ as the A&D Committee shall determine.

NOTE: The penalties listed above and in the NTSSA Administrative Rule Book are minimum penalties and cannot be reduced. These suspensions must be served whether or not the referee turns in a misconduct report in a timely manner. Game suspensions shall be served only at regularly scheduled league games or tournament games that the team actually participates in. Sitting out of scrimmage games, forfeited games, friendly games, or games where the player is a guest player do not satisfy the suspension requirement.

F. Suspensions imposed by NTSSA, the GCL Executive Board, or the GCL A&D Committee shall be served as follows:

1. Suspended Adults

- a. Any person (coach, assistant coach, manager, team representative, parent, or spectator) other than a GCL player that is suspended by GCL or NTSSA shall not appear at any GCL game for the duration of their suspension period. "Appearance at a game" shall be defined as the adult being present at the game field, in the parking lot, on any street adjacent to the field, or at any other location where the adult may observe the game. If the adult breaches the suspension and appears at the game field, parking lot, etc., the team the adult is affiliated with may receive a forfeit for that game.
- b. If the adult breaches the suspension by appearing at the field, in the parking lot, on any street adjacent to the field, or at any other location where the adult may observe the game, the adult will be required to appear before the GCL Executive Board and the following additional penalties¹ may be assessed:
 - (1) If the adult has a child on the team, the child may be suspended by the GCL Executive Board to serve out the parent's suspension period; or
 - (2) If the adult does not have a child on the team, the team may be expelled from the league for the remainder of the current soccer year and all of the following soccer year and can only be readmitted to the league through proper tryout procedures.

2. Suspended Players

- a. Suspended players may appear on the sidelines at GCL games during their suspension period but shall not wear any part of their team uniform and shall not participate in any team activities, including but not limited to, warm-up, acting as team captain, or being with the team during pre-game, halftime, or post-game gatherings on the pitch.
- b. Breach of paragraph (a) above may be cause for the player to be required to appear before the A&D Committee and for additional suspensions to be imposed.

3. Spectators

- a. The A&D Committee, in its discretion, shall hold hearings concerning the misconduct of any spectator (any person other than a player or coach) at a GCL game that is reported to the A&D Committee.

- b. The A&D Committee shall assess the spectator and/or team which he/she is affiliated such penalties¹ as it deems appropriate. The A&D Committee shall use the NTSSA Disciplinary Rules as a guideline, but it shall also have the authority to assess the spectator game suspension(s) for his/her conduct.
 - c. A spectator is “affiliated” with a team if the spectator is related to a player, coach, or parent of the team.
4. Suspensions
- a. The penalties hereinabove set forth in this Section V. and in the NTSSA Disciplinary Rules are the minimum penalties that must be assessed. The A&D Committee, at its discretion, may assess greater penalties than the minimum penalties.
 - b. Suspensions must be served whether or not the referee turns in his misconduct report in a timely fashion. Game suspensions shall be served at regularly scheduled GCL games, make-up league games, or sanctioned tournament games that the team involved actually plays. Scrimmage/friendly games, guest player games, and forfeited games do not satisfy the suspension requirement.

G. Cumulative Card System

The GCL Cumulative Card System for players shall operate as follows:

1. A player receiving a second yellow card in a single match is suspended for the balance of that match and the following match. The two yellow cards received in that match shall not count towards yellow card accumulation listed below but shall be counted as a single red card for accumulation purposes.
2. Any player that receives a red card is suspended for the balance of that match and the following match. Should the red card be issued during the last match of the season, the player may be referred to the North Texas State Soccer Association for possible further sanctions.
3. Yellow Cards: One game automatic suspension for that game following an individual’s third yellow card. Two game automatic suspension for that game following such individual’s fifth yellow card. One game automatic suspension for the game following such individual’s sixth league play yellow card.
4. Red Cards: One game automatic suspension for the game following an individual’s first red card. If such individual receives a second league play red card, they are automatically suspended pending a hearing by the GCL A&D Committee.
5. Seventh Card: Any individual obtaining a seventh card in league play (meaning any combination of yellow and red cards totaling seven) shall be immediately suspended pending a hearing by the GCL A&D Committee.

The GCL Cumulative Card System for coaches and adults listed on the team roster shall operate as follows:

1. A coach or rostered adult receiving a second yellow card in a single match is suspended for the balance of that match and the following match. The two yellow cards received in that match shall not count towards yellow card accumulation listed below but shall be counted as a single red card for accumulation purposes.
2. Any coach or rostered adult that receives a red card is suspended for the balance of that match and the following match. Should the red card be issued during the last match of the season, the individual may be referred to the North Texas State Soccer Association for possible further sanctions.
3. Yellow Cards: One game automatic suspension for that game following an individual’s third yellow card. Two game automatic suspension for that game following such individual’s fifth yellow card. One game automatic suspension for the game following such individual’s sixth league play yellow card.

4. Red Cards: Red Cards: One game automatic suspension for the game following an individual's first red card. If such individual receives a second league play red card, they are automatically suspended pending a hearing by the GCL A&D Committee.
5. Seventh Card: Any individual obtaining a seventh card in league play (meaning any combination of yellow and red cards totaling seven) shall be immediately suspended pending a hearing by the GCL A&D Committee.

¹Additional penalties may include but are not limited to: a minimum fine of \$100; additional game suspensions; if a parent or relative of a player is involved, the player may be suspended; point deductions from the team involved. When determining what sanctions to apply to a given situation the league will place emphasis on whether or not the action could materially change the outcome of a game or a team's participation in the game. For example, a coach watching his team play from a vantage point during his/her suspension – and “coaching” by cell phone - may be deemed to materially affect the conduct of a game and his/her team would generally be assessed a forfeit for the game.

VI. GCL PLAY

These League Rules may be changed or modified by a majority vote of the attending members of the Executive Board at any regular or special meeting held in which a quorum is present provided that all members on the Board have been notified at least 10 days prior to the meeting (either orally or in writing) of the proposed change(s).